

SORCERER ON PALANQUIN OF NURGLE [LEGENDS]

M5" T5 SV3+ W7 LD6+ OC2

80 PTS

Base —

LeaderDark Pacts

1KOMMANDO

Feculent Despair (Aura, Psychic)
While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.

2BEWEGUNG

3BESCHUSS

Bolt pistolPISTOL

R	A	BS	S	AP	D
12"	1	2+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Combi-bolterRAPID FIRE 2

R	A	BS	S	AP	D
24"	2	2+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Combi-weaponANTI-INFANTRY 4+
DEVASTATING WOUNDSRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Infernal Gaze - focused witchfire
DEVASTATING WOUNDSHAZARDOUS
PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	6	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Infernal Gaze - witchfirePSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	5	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Plasma pistol - standardPISTOL

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Plasma pistol - supercharge
HAZARDOUSPISTOL

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4ANGRIFF

5NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	6	2+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Astartes chainsword

R	A	WS	S	AP	D
Melee	5	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Force weaponPSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Nurgling's claws and teethEXTRA ATTACKS
LETHAL HITS

R	A	WS	S	AP	D
Melee	4	5+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Power fist

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

IMMER / EINMALIG

Gift of Poxes (Psychic)
While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

REGELN & KEYWORDS KURZ

Dark Pacts If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

ANTI This ability always takes the form [ANTI-X Y+].

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Sorcerer on Palanquin of Nurgle [Legends]

Ausrüstung: Bolt pistol, Combi-bolter, Combi-weapon, ▶ Infernal Gaze - focused witchfire, ▶ Infernal Gaze - witchfire, ▶ Plasma pistol - standard, ▶ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Nurgling's claws and teeth, Power fist
▪ This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Astartes chainsword, Combi-weapon or Plasma pistol.

Anführer

This model can be attached to the following unit: CHOSEN, LEGIONARIES