

SORCERER ON STEED OF SLAANESH [LEGENDS]

Leader Dark Pacts

M14"14"

T5

SV3+

W5

LD6+

OC2

85 PTS

Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolPISTOL

R12"

A1

BS2+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-bolterRAPID FIRE 2

R24"

A2

BS2+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-weaponANTI-INFANTRY 4+DEVASTATING WOUNDSRAPID FIRE 1

R24"

A1

BS2+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

►Infernal Gaze - focused witchfireDEVASTATING WOUNDSHAZARDOUSPSYCHIC

R24"

A6

BS3+

S3

AP-2

D3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

4ANGRIFF

5NAHKAMPF

Accursed weapon

RMelee6

A2+

WS5

S-2

AP1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Astartes chainsword

RMelee5

A3+

WS4

S-1

AP1

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Force weaponPSYCHIC

RMelee4

A3+

WS6

S-1

APD3

D3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Lashing tongueEXTRA ATTACKSLETHAL HITS

RMelee3

A4+

WS4

S0

AP1

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Power fist

RMelee5

A2+

WS8

S-2

AP2

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

6VERTEIDIGUNG

Dark Favour (Psychic)

While this model is leading a unit, models in that unit have a 4+ invulnerable save.

7IMMER / EINMALIG

Infernal Speed

While this model is leading a unit, change the Move characteristic of models in that unit to 14".

GEGEN DIESE EINHEIT

W5 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

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

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 roll...

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

AUFSTELLUNG

1x Sorcerer on Steed of Slaanesh [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, Lashing tongue, Power fist

This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

Anführer

This model can be attached to the following unit: CHAOS BIKERS

KEYWORDS Mounted, Character, Grenades, Psyker, Chaos, Slaanesh, Sorcerer, Steed of Slaanesh, Leader · FRAKTION Heretic Astartes