

CHAOS LORD ON DISC OF TZEENTCH [LEGENDS]

Leader

M12"

T4

SV3+

W6

LD6+

OC1

RW4+

100 PTS

Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol

PISTOL

R12"

A1

BS2+

S4

AP0

D1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Combi-bolter

RAPID FIRE 2

R24"

A2

BS2+

S4

AP0

D1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R24"

A1

BS4+

S4

AP0

D1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Plasma pistol - standard

PISTOL

R12"

A1

BS2+

S7

AP-2

D1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma pistol - supercharge

HAZARDOUS

PISTOL

R12"

A1

BS2+

S8

AP-3

D2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

4ANGRIFF

5NAHKAMPF

Accursed weapon

RMelee6

A2+

WS2+

S5

AP-2

D1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Astartes chainsword

RMelee7

A2+

WS2+

S4

AP-1

D1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Close combat weapon

RMelee6

A2+

WS2+

S4

AP0

D1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Paired accursed weapons

TWIN-LINKED

RMelee7

A2+

WS2+

S4

AP-1

D1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Power fist

RMelee5

A2+

WS2+

S8

AP-2

D2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

VERTEIDIGUNG

Lord of Fate

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

IMMER / EINMALIG

Lord of Chaos

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++

REGELN & KEYWORDS KURZ

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...

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...

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

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Chaos Lord on Disc of Tzeentch [Legends]

Ausrüstung: Bolt pistol, Combi-bolter, Combi-weapon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Paired accursed weapons, Power fist

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

Anführer

This model can be attached to the following unit:

- CHOSEN
- LEGIONARIES
- RUBRIC MARINES