

CHAOS LORD ON PALANQUIN OF NURGLE [LEGENDS]

M5

T5

SV3+

W8

LD6+

OC2

RW4+

90 PTS

Base —

Leader

Dark Pacts

3 BESCHUSS

Bolt pistol

PISTOL

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-bolter

RAPID FIRE 2

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Plasma pistol - standard

PISTOL

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

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Plasma pistol - supercharge

HAZARDOUS

PISTOL

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

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

5 NAHKAMPF

Accursed weapon

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Astartes chainsword

R	A	WS	S	AP	D
Melee	7	2+	4	-1	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	6	2+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Nurgling's claws and teeth

EXTRA ATTACKS

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

VERWUNDET

2+T1

4+T2

5+T3

6+T4+

Paired accursed weapons

TWIN-LINKED

R	A	WS	S	AP	D
Melee	7	2+	4	-1	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Power fist

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

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4+++ · 8 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+

4++

4++

4++

1 KOMMANDO

Revolting Regeneration

At the start of your Command phase, this model regains up to D3 lost wounds.

2 BEWEGUNG

—

4 ANGRIFF

—

VERTEIDIGUNG

—

∞ 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.

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.

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 Palanquin of Nurgle [Legends]

Ausrüstung: Bolt pistol, Combi-bolter, Combi-weapon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Nurgling's claws and teeth, 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 Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

Anführer

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