

LORD DISCORDANT ON HELSTALKER

Dark Pacts

M

14"

T

9

SV

2+

W

10

LD

6+

OC

4

RW

4+

155 PTS

Base 120x92mm Oval Base



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Baleflamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-1	2

VERWUNDET

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

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

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

Helstalker autocannon

R	A	BS	S	AP	D
48"	3	2+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Magma cutter

MELTA 2

R	A	BS	S	AP	D
6"	2	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Corrupt Machine Spirits
At the start of your Shooting phase, select one visible enemy Vehicle unit within 12" of this model and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.'

Spirit Thief
At the start of your Shooting phase, select one visible enemy Vehicle unit. Until the end of the phase, each time a friendly Heretic Astartes model makes an attack that targets that unit, re-roll a Wound roll of 1.

4

ANGRIFF

5

NAHKAMPF

Bladed limbs

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	3+	6	-1	2

VERWUNDET

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

Impaler chainglaive

LANCE

R	A	WS	S	AP	D
Melee	5	2+	8	-3	3

VERWUNDET

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

Techno-virus injector

ANTI-VEHICLE 2+

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	3	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

IMMER / EINMALIG

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

GEGEN DIESE EINHEIT

W9 · RW 2+ · 4++ · 10 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	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.

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

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.

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA This ability always takes the form [MELTA X].

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Lord Discordant on Helstalker
Ausrüstung: Baleflamer, Bolt pistol, Helstalker autocannon, Magma cutter, Bladed limbs, Impaler chainglaive, Techno-virus injector
• This model can replace its Helstalker autocannon with Baleflamer.
• This model can replace its Techno-virus injector with Magma cutter.

KEYWORDS Mounted, Character, Chaos, Daemon, Lord Discordant · FRAKTION Heretic Astartes