

# SORCERER ON PALANQUIN OF NURGLE [LEGENDS]

M5" T5 SV3+ W7 LD6+ OC2

80 PTS

Base —

Leader Dark Pacts

3 BESCHUSS

**Bolt pistol** **PISTOL**

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

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

**Combi-bolter** **RAPID FIRE 2**

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

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ 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+ T1-23+ T34+ T45+ T5-76+ T8+

**Infernal Gaze - focused witchfire**

**DEVASTATING WOUNDS** **HAZARDOUS** **PSYCHIC**

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

VERWUNDET

2+ T1-33+ T4-54+ T65+ T7-116+ T12+

**Infernal Gaze - witchfire** **PSYCHIC**

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

VERWUNDET

2+ T1-23+ T3-44+ T55+ T6-96+ T10+

**Plasma pistol - standard** **PISTOL**

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

VERWUNDET

2+ T1-33+ T4-64+ T75+ T8-136+ T14+

**Plasma pistol - supercharge** **HAZARDOUS** **PISTOL**

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

VERWUNDET

2+ T1-43+ T5-74+ T85+ T9-156+ T16+

5 NAHKAMPF

**Accursed weapon**

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

VERWUNDET

2+ T1-23+ T3-44+ T55+ T6-96+ T10+

**Astartes chainsword**

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

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

**Force weapon** **PSYCHIC**

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

VERWUNDET

2+ T1-33+ T4-54+ T65+ T7-116+ T12+

**Nurgling's claws and teeth** **EXTRA ATTACKS** **LETHAL HITS**

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

VERWUNDET

2+ T14+ T25+ T36+ T4+

**Power fist**

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

VERWUNDET

2+ T1-43+ T5-74+ T85+ T9-156+ T16+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 7 LP je Modell  
WIRD VERWUNDET MIT

2+ S10+  
RETTUNGSWURF JE DS  
DS 0  
3+

3+ S6-9

DS -1  
4+

4+ S5

DS -2  
5+

5+ S3-4

DS -3  
6+

6+ S1-2

DS -4  
-

1 KOMMANDO

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.

2

BEWEGUNG

4

ANGRIFF



VERTEIDIGUNG

∞ 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.

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 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