

CHAOS - CHAOS SPACE MARINES

SORCERER ON STEED
OF SLAANESH
[LEGENDS]

M14"5SV3+W5LD6+OC2

85 PTS

Base —

Leader

Dark Pacts

3 BESCHUSS

Bolt pistol

PISTOL

R

A

BS

S

AP

D

12"12+401

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Combi-bolter

RAPID FIRE 2

R

A

BS

S

AP

D

24"22+401

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Combi-weapon

ANTI-INFANTRY 4+DEVASTATING WOUNDS

RAPID FIRE 1

R

A

BS

S

AP

D

24"12+401

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

➤ Infernal Gaze - focused witchfire

DEVASTATING WOUNDSHAZARDOUSPSYCHIC

R

A

BS

S

AP

D

24"D63+6-2D3

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

➤ Infernal Gaze - witchfire

PSYCHIC

R

A

BS

S

AP

D

24"D63+5-1D3

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

➤ Plasma pistol - standard

PISTOL

R

A

BS

S

AP

D

12"12+7-21

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

➤ Plasma pistol - supercharge

HAZARDOUSPISTOL

R

A

BS

S

AP

D

12"12+8-32

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

5 NAHKAMPF

Accursed weapon

R

A

WS

S

AP

D

Melee62+5-21

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Astartes chainsword

R

A

WS

S

AP

D

Melee53+4-11

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Force weapon

PSYCHIC

R

A

WS

S

AP

D

Melee43+6-1D3

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

Lashing tongue

EXTRA ATTACKSLETHAL HITS

R

A

WS

S

AP

D

Melee34+401

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Power fist

R

A

WS

S

AP

D

Melee52+8-22

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 5 LP je Modell
WIRD VERWUNDET MIT

2+3+4+5+6+

S10+S6-9S5S3-4S1-2

RETTUNGSWURF JE DS

DS 03+DS -15+DS -26+DS -4-

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

1
KOMMANDO

—

2
BEWEGUNG

—

4
ANGRIFF

—

VERTEIDIGUNG

Dark Favour (Psychic)
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

∞ IMMER / EINMALIG

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

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