LORD EXULTANT - CHAOS - EMPEROR'S CHILDREN

95 PTS

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Lord Exultant (40mm)

Equipped with: Bolt pistol, Screamer pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Close combat weapon, Master-crafted power sword, Phoenix power spear, Power fist, Rapture lash

Wargear Options:

- This model can replace its Plasma pistol with Rapture lash or Power fist.
- This model can replace its Phoenix power spear with Master-crafted power sword or Screamer pistol.

KEYWORDS: Character, Infantry, Grenades, Chaos, Slaanesh, Lord Exultant, Leader

FACTION KEYWORDS: Emperor's Children

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Screamer pistol IGNORES COVER, PISTOL	12"	3	2+	5	-1	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	5	0	1
Master-crafted power sword PRECISION	Melee	5	2+	5	-2	2
Phoenix power spear LANCE	Melee	5	2+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Rapture lash EXTRA ATTACKS	Melee	4	2+	4	-1	1

ABILITIES

CORE - Leader

Euphoric Strikes
Once per battle, at the start of the Fight phase, this model can use this ability. If it does so, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and improve the Armour Penetration characteristic of those weapons by 1.

Lord of the Host
If this model is attached to an Emperor's Children Battleline unit during the Declare Battle Formations step, this model has the Infiltrators and Scouts 6" ability.

Perfectionists
While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader
This model can be attached to the following units: INFRACTORS, TORMENTORS

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WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

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.

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Thrill Seekers
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn

- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.