

LORD KAKOPHONIST - CHAOS -
EMPEROR'S CHILDREN

70 PTS

M	T	Sv	W	LD	OC
6"	5	2+	6	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Lord Kakophonist

Equipped with: Screamer pistol, Close combat weapon, Power sword

Wargear Options:

- This model can replace its Power sword with Screamer pistol and close combat weapon.

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

FACTION KEYWORDS: Emperor's Children

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Screamer pistol IGNORES COVER, PISTOL	12"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	4	0	1
Power sword	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

- Doom Siren**

In your Shooting phase, after this model's unit has shot, select one enemy Infantry unit hit by one or more of those attacks and roll three D6: for each 4+, that enemy unit suffers 1 mortal wound. If an enemy suffers one or more mortal wounds as a result of this ability, it must take a Battle-shock test.
- Obsessive Annunciation**

While this model is leading a unit, ranged weapons equipped by that unit have the [SUSTAINED HITS 1] ability.
- Leader**

This model can be attached to the following units: Emperor's Children Terminator Squad; Noise Marines

WEAPON ABILITIES

- 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).
- 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.

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

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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.