

# CHAOS LORD ON BIKE [LEGENDS]

|     |   |    |   |    |    |    |
|-----|---|----|---|----|----|----|
| M   | T | SV | W | LD | OC |    |
| 12" | 5 | 3+ | 6 | 6+ | 2  | 4+ |

## AUFSTELLUNG

1x Chaos Lord on Bike [Legends]

**Equipped with:** Bolt pistol, Combi-bolter, Combi-weapon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Paired accursed weapons, Power fist

## Wargear Options:

- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
- This model can replace its Bolt pistol with Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

## RANGED WEAPONS

| WEAPON                                                             | RANGE | A | BS | S | AP | D |
|--------------------------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br>PISTOL                                              | 12"   | 1 | 2+ | 4 | 0  | 1 |
| Combi-bolter<br>RAPID FIRE 2                                       | 24"   | 2 | 2+ | 4 | 0  | 1 |
| Combi-bolter<br>RAPID FIRE 2                                       | 24"   | 2 | 2+ | 4 | 0  | 1 |
| Combi-weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1 | 24"   | 1 | 4+ | 4 | 0  | 1 |
| ► Plasma pistol - standard<br>PISTOL                               | 12"   | 1 | 2+ | 7 | -2 | 1 |

## ABILITIES

**CORE** - Leader

**RULES** - Dark Pacts, Leader

### Khorne

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

### Lord of Chaos

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.



► Plasma pistol - supercharge

HAZARDOUS, PISTOL

12" 1 2+ 8 -3 2

## ✂ MELEE WEAPONS

| WEAPON                                 | RANGE | A | WS | S | AP | D |
|----------------------------------------|-------|---|----|---|----|---|
| Accursed weapon                        | Melee | 6 | 2+ | 5 | -2 | 1 |
| Accursed weapon                        | Melee | 6 | 2+ | 5 | -2 | 1 |
| Astartes chainsword                    | Melee | 7 | 2+ | 4 | -1 | 1 |
| Close combat weapon                    | Melee | 6 | 2+ | 4 | 0  | 1 |
| Paired accursed weapons<br>TWIN-LINKED | Melee | 7 | 2+ | 4 | -1 | 1 |
| Power fist                             | Melee | 5 | 2+ | 8 | -2 | 2 |
| Power fist                             | Melee | 5 | 2+ | 8 | -2 | 2 |

### Nurgle

Add 1 to this model's Toughness characteristic.

### Slaanesh

Add 2" to this model's Move characteristic.

### Swift Assault

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

### Tzeentch

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

### Leader

This model can be attached to the following unit:

- CHAOS BIKERS



## WEAPON RULES

### Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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.



### **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.

### **Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### **Twin-linked**

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.