

CHAOS LORD WITH JUMP PACK

M	T	SV	W	LD	OC	
12"	4	3+	5	6+	1	4+

AUFSTELLUNG

1x Chaos Lord with Jump Pack

Equipped with: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Power fist, Twin lightning claws

Wargear Options:

- This model can replace its Accursed weapon with Power fist or Twin lightning claws.
- This model can replace its Bolt pistol with Plasma pistol.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► 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
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

RULES - Dark Pacts, Deep Strike, Leader

Cruel Hunter

While this model is leading a unit, each time that unit Piles In or Consolidates, each model in that unit can move up to 6" instead of up to 3".

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.



Twin lightning claws

TWIN-LINKED

Melee

6

2+

5

-2

1

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- RAPTORS

WEAPON RULES

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.



Twin-linked

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

