

# SORCERER ON STEED OF SLAANESH [LEGENDS]

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | SV | W | LD | OC |
| 14" | 5 | 3+ | 5 | 6+ | 2  |

## AUFSTELLUNG

1x Sorcerer on Steed of Slaanesh [Legends]

**Equipped with:** 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

### Wargear Options:

- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword 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-weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1            | 24"   | 1  | 2+ | 4 | 0  | 1  |
| ► Infernal Gaze - focused witchfire<br>DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC | 24"   | D6 | 3+ | 6 | -2 | D3 |
| ► Infernal Gaze - witchfire<br>PSYCHIC                                        | 24"   | D6 | 3+ | 5 | -1 | D3 |

## ABILITIES

**CORE** - Leader

**RULES** - Dark Pacts, Leader

### Dark Favour (Psychic)

While this model is leading a unit, models in that unit have a 4+ invulnerable save.

### Infernal Speed

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

### Leader

This model can be attached to the following unit:

- CHAOS BIKERS



|                                                    |     |   |    |   |    |   |
|----------------------------------------------------|-----|---|----|---|----|---|
| ► Plasma pistol - standard<br>PISTOL               | 12" | 1 | 2+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br>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  |
| Astartes chainsword                          | Melee | 5 | 3+ | 4 | -1 | 1  |
| Force weapon<br>PSYCHIC                      | Melee | 4 | 3+ | 6 | -1 | D3 |
| Lashing tongue<br>EXTRA ATTACKS, LETHAL HITS | Melee | 3 | 4+ | 4 | 0  | 1  |
| Power fist                                   | Melee | 5 | 2+ | 8 | -2 | 2  |

## 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.*



### 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.

### 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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

### 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.

### 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. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

### 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).*

