

CHAOS - CHAOS SPACE MARINES

LORD DISCORDANT ON
HELSTALKER

160 PTS



M14"92+106+4

T

SV

W

LD

OC

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Impaler chainblade LANCE	Melee	5	2+	8	-3	3
Techno-virus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2

AUFSTELLUNG

1x Lord Discordant on Helstalker

Equipped with: Baleflamer, Bolt pistol, Helstalker autocannon, Magma cutter, Bladed limbs, Impaler chainblade, Techno-virus injector

Wargear Options:

- This model can replace its Helstalker autocannon with Baleflamer.
- This model can replace its Techno-virus injector with Magma cutter.

ABILITIES

- Corrupt Machine Spirits**

At the start of your Shooting phase, select one visible enemy Vehicle unit within 12" of this model and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.*
- Khorne**

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

Add 1 to this model's Toughness characteristic.
- Slaanesh**

Add 2" to this model's Move characteristic.
- Spirit Thief**

At the start of your Shooting phase, select one visible enemy Vehicle unit. Until the end of the phase, each time a friendly Heretic Astartes model makes an attack that targets that unit, re-roll a Wound roll of 1.
- Tzeentch**

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



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+.*

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.

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.

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

