CHAOS - CHAOS SPACE MARINES

ROGUE PSYKER [LEGENDS]

Leader | Dark Pacts

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

60 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Laspistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

➤ Psychic Strike - focused witchfire BLAST

DEVASTATING WOUNDS | HAZARDOUS | PSYCHIC

R	A	BS	S	AP	D
12"	D6+3	3+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

➤ Psychic Strike - witchfire BLAST

DEVASTATING WOUNDS | PSYCHIC

R	A	BS	S	AP	D
12"	D6	3+	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Psychic Barrier (Psychic)

At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this PSYKER's unit have a 4+ invulnerable save.

4 ANGRIFF

—

5 NAHKAMPF

Chaos stave PSYCHIC

R	A	WS	S	AP	D
Melee	1	4+	6	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

Cursed Wardings (Psychic)

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

∞ IMMER / EINMALIG

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.

Tzeentch

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

GEGEN DIESE EINHEIT

W3 · RW 5+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

REGELN & KEYWORDS KURZ

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.

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.

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

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…

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…

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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 rol…

AUFSTELLUNG

1x Rogue Psyker [Legends]

Ausrüstung: Laspistol, ➤ Psychic Strike - focused witchfire, ➤ Psychic Strike - witchfire, Chaos stave

Anführer

This model can be attached to the following units: ACCURSED CULTISTS, CULTIST MOB, CULTIST MOB WITH FIREARMS, NEGAVOLT CULTISTS

KEYWORDS Infantry, Character, Psyker, Chaos, Rogue Psyker, Damned, Leader · **FRAKTION** Heretic Astartes