

KAIROS FATEWEAVER

Deadly Demise D6 Deep Strike

M

12"

T

10

SV

6+

W

20

LD

6+

OC

5

RW

4+

305 PTS
Base 100mm



1 KOMMANDO

One Head Looks Forward

At the end of your Command phase, if this model is on the battlefield, take a Leadership test for this model; if that test is passed, you gain 1CP.

2 BEWEGUNG

3 BESCHUSS

► Infernal Gateway - focused witchfire

BLAST HAZARDOUS INDIRECT FIRE PSYCHIC

R	A	BS	S	AP	D
24"	D3+6	2+	9	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

► Infernal Gateway - witchfire

INDIRECT FIRE PSYCHIC

R	A	BS	S	AP	D
24"	D6+3	2+	9	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Daemonic Illusions (Aura)

While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

4 ANGRIFF

5 NAHKAMPF

Staff of Tomorrow

PSYCHIC

R	A	WS	S	AP	D
Melee	5	3+	8	-2	2D3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

VERTEIDIGUNG

IMMER / EINMALIG

One Head Looks Back (Aura)

Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do, increase the CP cost of that use of that stratagem by 1CP

GEGEN DIESE EINHEIT

W10 · RW 6+ · 4++ · 20 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4++	4++	4++	4++	4++

Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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...

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...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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 Kairos Fateweaver

Ausrüstung: ► Infernal Gateway - focused witchfire, ► Infernal Gateway - witchfire, Staff of Tomorrow