IMPERIUM - ASTRA MILITARUM

PRIMARIS PSYKER

Leader | Feel No Pain

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

60 PTS
Base 32mm

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Laspistol — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

➤ Psychic maelstrom - focused witchfire

BLAST | DEVASTATING WOUNDS | HAZARDOUS | PSYCHIC

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

VERWUNDET

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

➤ Psychic maelstrom - witchfire — BLAST

DEVASTATING WOUNDS | PSYCHIC

R	A	BS	S	AP	D
18"	D6	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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

Force weapon — PSYCHIC

R	A	WS	S	AP	D
Melee	3	4+	6	-1	D3

VERWUNDET

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

VERTEIDIGUNG

Malign 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

—

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+	–	–	–

Feel No Pain gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain This ability always takes the form Feel No Pain X+.

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 Primaris Psyker

Ausrüstung: Laspistol, ➤ Psychic maelstrom - focused witchfire, ➤ Psychic maelstrom - witchfire, Force weapon

Anführer

This model can be attached to the following units:
- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS

KEYWORDS Primaris Psyker, Imperium, Character, Infantry, Psyker, Leader · **FRAKTION** Astra Militarum