

ROGUE PSYKER [LEGENDS]

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

AUFSTELLUNG

1x Rogue Psyker [Legends]

Equipped with: Laspistol, ► Psychic Strike - focused witchfire, ► Psychic Strike - witchfire, Chaos stave

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	4+	3	0	1
► Psychic Strike - focused witchfire BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	12"	D6+3	3+	6	-2	2
► Psychic Strike - witchfire BLAST, DEVASTATING WOUNDS, PSYCHIC	12"	D6	3+	6	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chaos stave PSYCHIC	Melee	1	4+	6	-1	D3

ABILITIES

CORE - Leader

RULES - Dark Pacts, Leader

Cursed Wardings (Psychic)

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

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

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.

Slaanesh

Add 2" to this model's Move characteristic.



Tzeentch

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

Leader

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



WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

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.

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).

