

KAIROS FATEWEAVER

M	T	SV	W	LD	OC	
12"	10	6+	20	6+	5	

AUFSTELLUNG

1x Kairos Fateweaver (100mm)

Equipped with: ► Infernal Gateway - focused witchfire, ► Infernal Gateway - witchfire, Staff of Tomorrow

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Infernal Gateway - focused witchfire BLAST, HAZARDOUS, INDIRECT FIRE, PSYCHIC	24"	D3+6	2+	9	-2	3
► Infernal Gateway - witchfire BLAST, INDIRECT FIRE, PSYCHIC	24"	D6+3	2+	9	-2	D3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of Tomorrow PSYCHIC	Melee	5	3+	8	-2	2D3

ABILITIES

RULES - Deadly Demise D6, Deep Strike

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.

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.

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

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.



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).*

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.

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 roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

