CHAOS - THOUSAND SONS

KAIROS FATEWEAVER

305 PTS

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

4+

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

AUFSTELLUNG

1x Kairos Fateweaver (100mm)

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

ABILITIES

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).

KEYWORDS: Monster, Character, Epic Hero, Fly, Psyker, Chaos, Daemon, Tzeentch, Summoned, Kairos Fateweaver

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.