

KEEPER OF SECRETS - CHAOS -
EMPEROR'S CHILDREN

265 PTS

M	T	Sv	W	LD	OC
14"	10	5+	18	6+	5

INVULNERABLE
SAVE



AUFSTELLUNG

1x Keeper of Secrets (100mm)

Equipped with: Living whip, ➤ Phantasmagoria - focused witchfire, ➤ Phantasmagoria - witchfire, Ritual knife, Snapping claws, Witstealer sword

Wargear Options:

- This model can be equipped with one of: Living whip, Ritual knife, Shining aegis.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Slaanesh, Keeper of Secrets

FACTION KEYWORDS: Legions of Excess

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Living whip ASSAULT	12"	6	2+	6	-1	2
➤ Phantasmagoria - focused witchfire DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	18"	9	2+	6	-2	1
➤ Phantasmagoria - witchfire DEVASTATING WOUNDS, PSYCHIC	18"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ritual knife EXTRA ATTACKS	Melee	3	2+	6	-2	2
Snapping claws DEVASTATING WOUNDS, EXTRA ATTACKS	Melee	4	2+	6	-2	3
Witstealer sword	Melee	6	2+	8	-2	3

ABILITIES

- Daemon Lord of Slaanesh (Aura)**

While a friendly Legions of Excess unit is within 6" of this model, improve the Armour Penetration of melee weapons in that unit by 1.
- Mesmerising Form**

Each time an attack targets this model, subtract 1 from the Hit roll.
- Shining aegis**

The bearer has a Save characteristic of 3+.

WEAPON ABILITIES

- Assault**

Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).
- 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.*
- Extra Attacks**

Each time a unit containing one or more models with an **EXTRA ATTACKS** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

 - All of that model's **EXTRA ATTACKS** weapons.
 - One of that model's other melee weapons, if possible.

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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.

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).

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.