

CHAOS - CHAOS DAEMONS

AETAOS'RAU'KERES

[LEGENDS]

M12"

T10

SV6+

W24

LD6+

OC6

RW4+

315 PTS

Base —

- Deadly Demise D6+2
- Deep Strike
- The Shadow of Chaos
- Warp Rifts

1KOMMANDO

Emissary of the Great Mutator (Aura)
While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

2BEWEGUNG

3BESCHUSS

► Bolt of Tzeentch - focused witchfire

HAZARDOUSPSYCHIC

R	A	BS	S	AP	D
24"	9	2+	10	-2	D3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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► Bolt of Tzeentch - witchfire PSYCHIC

R	A	BS	S	AP	D
24"	9	2+	10	-1	1

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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Master of Magicks (Psychic)
In your Shooting phase, select one of the following abilities: [IGNORES COVER]; [LETHAL HITS]; [SUSTAINED HITS D3]. Until the end of the phase, this model's ranged weapon has that ability.

4ANGRIFF

5NAHKAMPF

Staff of cataclysm PSYCHIC

R	A	WS	S	AP	D
Melee	6	3+	8	-2	3

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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Warpfire talons PSYCHIC

R	A	WS	S	AP	D
Melee	12	3+	4	-1	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 6+ · 4++ · 24 LP je Modell

WIRD VERWUNDET MIT

2+ S20+	3+ S11-19	4+ S10	5+ S6-9	6+ S1-5
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RETTUNGSWURF JE DS

DS 0 4++	DS -1 4++	DS -2 4++	DS -3 4++	DS -4 4++
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Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6+2 This ability always takes the form Deadly Demise X.

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" horizo...

The Shadow of Chaos If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows: ■ Your deployment zone...

Warp Rifts Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos,...

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...

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 Aetaos'rau'keres [Legends]

Ausrüstung: ► Bolt of Tzeentch - focused witchfire, ► Bolt of Tzeentch - witchfire, Staff of cataclysm, Warpfire talons