

CHAOS - CHAOS DAEMONS

FATESKIMMER

Leader

Deep Strike

The Shadow of Chaos

Warp Rifts

M12"

T7

SV6+

W9

LD7+

OC3

RW4+

95 PTS

Base 120x92mm Oval Base

1KOMMANDO

2BEWEGUNG

Rider of the Immaterial Winds

Once per battle, at the end of your opponent's turn, if this model's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

3BESCHUSS

Arcane Fireball - focused witchfire

DEVASTATING WOUNDSHAZARDOUSPSYCHIC

R18"

A3

BS3+

S6

AP-2

D3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Arcane Fireball - witchfire

PSYCHIC

R18"

A3

BS3+

S5

AP-1

D3

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

4ANGRIFF

5NAHKAMPF

Herald combat weapon

PSYCHIC

RMelee

A3

WS4+

S4

AP-1

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Screamer bites

ANTI-MONSTER 4+ANTI-VEHICLE 4+EXTRA ATTACKS

RMelee

A6

WS3+

S6

AP-2

D2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Penumbral Puppetry

This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

VERTEIDIGUNG

IMMER / EINMALIG

Fateskimmer

While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

GEGEN DIESE EINHEIT

W7 · RW 6+ · 4++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+S14+

3+S8-13

4+S7

5+S4-6

6+S1-3

RETTUNGSWURF JE DS

DS 04++

DS -14++

DS -24++

DS -34++

DS -44++

REGELN & KEYWORDS KURZ

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...

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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,...

ANTI

This ability always takes the form [ANTI-X Y+].

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...

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.

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 Fateskimmer

Ausrüstung:

Arcane Fireball - focused witchfire, Arcane Fireball - witchfire, Herald combat weapon, Screamer bites

Anführer

This model can be attached to the following unit:

• SCREAMERS