

CHAOS - CHAOS DAEMONS

FLUXMASTER

- Leader
- Deep Strike
- Stealth
- The Shadow of Chaos
- Warp Rifts

M

12"

T

4

SV

6+

W

4

LD

7+

OC

1

RW

4+

70 PTS

Base Large Flying Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Arcane Fireball - focused witchfire

DEVASTATING WOUNDSHAZARDOUSPSYCHIC

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 18" | 3 | 3+ | 6 | -2 | D3 |

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1-3 | 3+<br>T4-5 | 4+<br>T6 | 5+<br>T7-11 | 6+<br>T12+ |
|------------|------------|----------|-------------|------------|

Arcane Fireball - witchfire

PSYCHIC

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 18" | 3 | 3+ | 5 | -1 | D3 |

VERWUNDET

|            |            |          |            |            |
|------------|------------|----------|------------|------------|
| 2+<br>T1-2 | 3+<br>T3-4 | 4+<br>T5 | 5+<br>T6-9 | 6+<br>T10+ |
|------------|------------|----------|------------|------------|

4ANGRIFF

5NAHKAMPF

Herald combat weapon

PSYCHIC

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

VERWUNDET

|            |          |          |            |           |
|------------|----------|----------|------------|-----------|
| 2+<br>T1-2 | 3+<br>T3 | 4+<br>T4 | 5+<br>T5-7 | 6+<br>T8+ |
|------------|----------|----------|------------|-----------|

Fluxmaster

- This unit has Stealth.

- Melee attacks that target this unit have -1 to hit rolls.

Penumbral Puppetry

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

VERTEIDIGUNG

Altered Reality (Psychic)

Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

|           |            |          |          |            |
|-----------|------------|----------|----------|------------|
| 2+<br>S8+ | 3+<br>S5-7 | 4+<br>S4 | 5+<br>S3 | 6+<br>S1-2 |
|-----------|------------|----------|----------|------------|

RETTUNGSWURF JE DS

|             |              |              |              |              |
|-------------|--------------|--------------|--------------|--------------|
| DS 0<br>4++ | DS -1<br>4++ | DS -2<br>4++ | DS -3<br>4++ | DS -4<br>4++ |
|-------------|--------------|--------------|--------------|--------------|

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.

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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,...

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...

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 Fluxmaster

Ausrüstung: ► Arcane Fireball - focused witchfire, ► Arcane Fireball - witchfire, Herald combat weapon

Anführer

This model can be attached to the following units:

PINK HORRORS

BLUE HORRORS

KEYWORDS Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fluxmaster, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader · FRAKTION Legiones Daemonica