

Deep Strike

The Shadow of Chaos

Warp Rifts

1KOMMANDO

2BEWEGUNG

3

BESCHUSS

Lashes of torment

ANTI-INFANTRY 3+

ASSAULT

PISTOL

R

12"

A

3

BS

3+

S

4

AP

-1

D

2

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Shadow's Caress

Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

4

ANGRIFF

Cutting Down the Foe

Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength and Damage characteristics of that attack by 1.

Seductive Gambit

Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

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NAHKAMPF

Lashes of torment

ANTI-INFANTRY 3+

EXTRA ATTACKS

R

Melee

A

3

WS

3+

S

4

AP

-1

D

2

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Seeker tongues

EXTRA ATTACKS

LETHAL HITS

R

Melee

A

4

WS

4+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Slashing claws

DEVASTATING WOUNDS

R

Melee

A

8

WS

3+

S

4

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

VERTEIDIGUNG

IMMER / EINMALIG

| GEGEN DIESE EINHEIT               |       |       |       |       |
|-----------------------------------|-------|-------|-------|-------|
| W6 · RW 5+ · 5++ · 7 LP je Modell |       |       |       |       |
| WIRD VERWUNDET MIT                |       |       |       |       |
| 2+                                | 3+    | 4+    | 5+    | 6+    |
| S12+                              | S7-11 | S6    | S4-5  | S1-3  |
| RETTUNGSWURF JE DS                |       |       |       |       |
| DS 0                              | DS -1 | DS -2 | DS -3 | DS -4 |
| 5+                                | 5++   | 5++   | 5++   | 5++   |

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...

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+].

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...

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.

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1-2x Hellflayer - Equipped with: Lashes of torment, Seeker tongues, Slashing claws