

CHAOS - CHAOS DAEMONS

SKULL ALTAR

M-123+107+0

105 PTS

Base Hull

The Shadow of Chaos

Warp Rifts

1KOMMANDO

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Shadow of Khorne (Aura)

The area of the battlefield within 6" of this FORTIFICATION is considered to be within your army's Shadow of Chaos. In addition, while a friendly KHORNE LEGIONES DAEMONICA unit is within 6" of this Fortification, each time you take a Battle-shock test for that unit, you can re-roll that test.

2BEWEGUNG

Murderer's Cowl

This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

3BESCHUSS

Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

4ANGRIFF

5NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W12 · RW 3+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+ S24+	3+ S13–23	4+ S12	5+ S7–11	6+ S1–6
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RETTUNGSWURF JE DS

DS 0 3+	DS –1 4+	DS –2 5+	DS –3 6+	DS –4 –
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REGELN & KEYWORDS KURZ

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,...

AUFSTELLUNG

1x Skull Altar