CHAOS - CHAOS DAEMONS

BURNING CHARIOT

Deep Strike | The Shadow of Chaos | Warp Rifts

M	T	SV	W	LD	OC	RW
12"	8	7+	9	7+	3	4+

115 PTS
Base 120x92mm Oval Base

1 KOMMANDO
—

2 BEWEGUNG
—

3 BESCHUSS

➤ Fires of Tzeentch - blue fire — IGNORES COVER
PSYCHIC

R	A	BS	S	AP	D
18"	3	3+	9	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Fires of Tzeentch - pink fire — IGNORES COVER
PSYCHIC | TORRENT

R	A	BS	S	AP	D
12"	2D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Eldritch Flames (Psychic)
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

4 ANGRIFF
—

5 NAHKAMPF

Flamer mouths

R	A	WS	S	AP	D
Melee	6	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Screamer bites — ANTI-MONSTER 4+ | ANTI-VEHICLE 4+
EXTRA ATTACKS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

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

◆ VERTEIDIGUNG
—

∞ IMMER / EINMALIG
—

GEGEN DIESE EINHEIT

W8 · RW 7+ · 4++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4++	4++	4++	4++	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…

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+].

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.

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

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…

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Burning Chariot

Ausrüstung: ➤ Fires of Tzeentch - blue fire, ➤ Fires of Tzeentch - pink fire, Flamer mouths, Screamer bites

KEYWORDS Chaos, Daemon, Burning Chariot, Fly, Tzeentch non-Battleline, Shadow Legion, Tzeentch, Mounted · **FRAKTION** Legiones Daemonica