

EXALTED FLAMER

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

M9"

T4

SV7+

W6

LD7+

OC1

RW4+

65 PTS

Base 75x42mm Oval Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

► Fires of Tzeentch - blue fire IGNORES COVER

PSYCHIC

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

VERWUNDET

|            |            |          |              |            |
|------------|------------|----------|--------------|------------|
| 2+<br>T1-4 | 3+<br>T5-8 | 4+<br>T9 | 5+<br>T10-17 | 6+<br>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+<br>T1-2 | 3+<br>T3-4 | 4+<br>T5 | 5+<br>T6-9 | 6+<br>T10+ |
|------------|------------|----------|------------|------------|

Flames of Change (Psychic)

In your Shooting phase, after this model has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks, and roll one D6. On a 4+, until the end of your opponent's next turn, that enemy unit is aflame. While a unit is aflame, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

4ANGRIFF

5NAHKAMPF

Flamer mouths

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

VERWUNDET

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

Penumbral Puppetry

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

VERTEIDIGUNG

IMMER / EINMALIG

Blazing Warpfire (Psychic)

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

Manifestation of Destruction

This model cannot be your Warlord and cannot be given Enhancements.

GEGEN DIESE EINHEIT

W4 · RW 7+ · 4++ · 6 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.

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,...

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 Exalted Flamer

Ausrüstung:

► Fires of Tzeentch - blue fire, ► Fires of Tzeentch - pink fire, Flamer mouths

Anführer

This model can be attached to the following unit:

• FLAMERS