CHAOS - CHAOS DAEMONS

FATESKIMMER

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

M	T	SV	W	LD	OC	RW
12"	7	6+	9	7+	3	4+

95 PTS

Base 120x92mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

Rider of the Immaterial Winds

Once per battle, at the end of your opponent's turn, if this model's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

3 BESCHUSS

➤ Arcane Fireball - focused witchfire

DEVASTATING WOUNDS | HAZARDOUS | PSYCHIC

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

VERWUNDET

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

➤ Arcane Fireball - witchfire

PSYCHIC

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

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5 NAHKAMPF

Herald combat weapon

PSYCHIC

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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

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∞ IMMER / EINMALIG

Fateskimmer

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

GEGEN DIESE EINHEIT

W7 · RW 6+ · 4++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3

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…

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,…

ANTI This ability always takes the form [ANTI-X Y+].

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.

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 Fateskimmer

Ausrüstung: ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Herald combat weapon, Screamer bites

Anführer

This model can be attached to the following unit:

• SCREAMERS

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