

Screamers

Deep Strike The Shadow of Chaos Warp Rifts

M14"

T4

SV6+

W3

LD7+

OC1

RW4+

80-160 PTS

Base Small Flying Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

Slashing Dive

In your Movement phase, after this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

Lamprey bite

ANTI-MONSTER 4+ ANTI-VEHICLE 4+

Melee

33+6-22

VERWUNDET

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

Penumbral Puppetry

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

GEGEN DIESE EINHEIT

W4 · RW 6+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S8+

3+S5-7

4+S4

5+S3

6+S1-2

RETTUNGSWURF JE DS

DS 04++

DS -14++

DS -24++

DS -34++

DS -44++

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+].

AUFSTELLUNG

3-6x Screamer - Equipped with: Lamprey bite