

AETAOS'RAU'KERES [LEGENDS]

M	T	SV	W	LD	OC	
12"	10	6+	24	6+	6	4+

AUFSTELLUNG

1x Aetaos'rau'keres [Legends]

Equipped with: ➤ Bolt of Tzeentch - focused witchfire, ➤ Bolt of Tzeentch - witchfire, Staff of cataclysm, Warpfire talons

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Bolt of Tzeentch - focused witchfire HAZARDOUS, PSYCHIC	24"	9	2+	10	-2	D3
➤ Bolt of Tzeentch - witchfire PSYCHIC	24"	9	2+	10	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of cataclysm PSYCHIC	Melee	6	3+	8	-2	3
Warpfire talons PSYCHIC	Melee	12	3+	4	-1	1

ABILITIES

RULES - Deadly Demise D6+2, Deep Strike, The Shadow of Chaos, Warp Rifts

Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emissary of the Great Mutator (Aura)

While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Master of Magicks (Psychic)

In your Shooting phase, select one of the following abilities: [IGNORES COVER]; [LETHAL HITS]; [SUSTAINED HITS D3]. Until the end of the phase, this model's ranged weapon has that ability.



WEAPON RULES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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 roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).