

FATESKIMMER

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

AUFSTELLUNG

1x Fateskimmer (120x92mm Oval Base)

Equipped with: ► Arcane Fireball - focused witchfire, ► Arcane Fireball - witchfire, Herald combat weapon, Screamer bites

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Arcane Fireball - focused witchfire DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	18"	3	3+	6	-2	D3
► Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Herald combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Screamer bites ANTI-MONSTER 4+, ANTI-VEHICLE 4+, EXTRA ATTACKS	Melee	6	3+	6	-2	2

ABILITIES

CORE - Leader

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

Fateskimmer

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

Penumbral Puppetry

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

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.

Leader

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



FACTION: Legiones Daemonica **95 PTS**

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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).

