

FLUXMASTER

M	T	SV	W	LD	OC	
12"	4	6+	4	7+	1	

AUFSTELLUNG

1x Fluxmaster (Large Flying Base)

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

⚔ 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

ABILITIES

CORE - Leader

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

Altered Reality (Psychic)

Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.

Fluxmaster

- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

Penumbral Puppetry

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

Leader

This model can be attached to the following units:

- PINK HORRORS
- BLUE HORRORS

KEYWORDS: Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fluxmaster, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader



FACTION: Legiones Daemonica **70 PTS**

WEAPON RULES

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.*

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).

