

ROGUE PSYKER [LEGENDS] - CHAOS -
CHAOS SPACE MARINES

60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

AUFSTELLUNG

1x Rogue Psyker [Legends]

Equipped with: Laspistol, ► Psychic Strike - focused witchfire, ► Psychic Strike - witchfire, Chaos stave

KEYWORDS:

Infantry, Character, Psyker, Chaos, Rogue Psyker, Damned

FACTION KEYWORDS:

Heretic Astartes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	4+	3	0	1
► Psychic Strike - focused witchfire BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	12"	D6+3	3+	6	-2	2
► Psychic Strike - witchfire BLAST, DEVASTATING WOUNDS, PSYCHIC	12"	D6	3+	6	-2	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chaos stave PSYCHIC	Melee	1	4+	6	-1	D3

ABILITIES

CORE - Leader

Cursed Wardings (Psychic)

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Psychic Barrier (Psychic)

At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this PSYKER's unit have a 4+ invulnerable save.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader

This model can be attached to the following units:

- ACCURSED CULTISTS
- CULTIST MOB
- NEGAVOLT CULTISTS

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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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.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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).

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

• [LETHAL HITS]

• [SUSTAINED HITS 1]

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.