

BURNING CHARIOT

M	T	SV	W	LD	OC	
12"	8	7+	9	7+	3	

AUFSTELLUNG

1x Burning Chariot

Equipped with: ► Fires of Tzeentch - blue fire, ► Fires of Tzeentch - pink fire, Flamer mouths, Screamer bites

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Fires of Tzeentch - blue fire IGNORES COVER, PSYCHIC	18"	3	3+	9	-3	3
► Fires of Tzeentch - pink fire IGNORES COVER, PSYCHIC, TORRENT	12"	2D6	N/A	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	6	4+	5	0	1
Screamer bites ANTI-MONSTER 4+, ANTI-VEHICLE 4+, EXTRA ATTACKS	Melee	6	3+	6	-2	2

ABILITIES

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

Eldritch Flames (Psychic)

In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

Penumbral Puppetry

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



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+.

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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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).



Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

