

EXALTED FLAMER

M	T	SV	W	LD	OC	
9"	4	7+	6	7+	1	

AUFSTELLUNG

1x Exalted Flamer

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

⦿ 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	4	4+	5	0	1

ABILITIES

CORE - Leader

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

Blazing Warpfire (Psychic)

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

Flames of Change (Psychic)

In your Shooting phase, after this model has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks, and roll one D6. On a 4+, until the end of your opponent's next turn, that enemy unit is aflame. While a unit is aflame, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

Manifestation of Destruction

This model cannot be your Warlord and cannot be given Enhancements.



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 unit:

- FLAMERS

WEAPON RULES

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.

