

# FLUXMASTER

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

## AUFSTELLUNG

1x Fluxmaster

**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<br>DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC | 18"   | 3 | 3+ | 6 | -2 | D3 |
| ► Arcane Fireball - witchfire<br>PSYCHIC                                        | 18"   | 3 | 3+ | 5 | -1 | D3 |

## ⚔ MELEE WEAPONS

| WEAPON                          | RANGE | A | WS | S | AP | D |
|---------------------------------|-------|---|----|---|----|---|
| Herald combat weapon<br>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



**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).

