

















CHAOS				KAIROS FATEWEAVER - Kairos Fateweaver, The Oracle of Tzeentch, The Two-Headed Dæmon													356 Pts	
Chaos Daemons				Headed Dæmon														
1																		
Full HP	9"			2+	3+	8	10					20	5	7	6+	5	6+	5++/4++
Mid HP	8"			3+	4+	7	9					14	4	7	7+	4	6+	5++/4++
Low HP	7"			4+	5+	6	8					7	3	7	8+	3	6+	5++/4++
Unit Aptitudes																		
One Head Looks Forward (Aura)			Each time you target a friendly unit within 6" of this model with a Stratagem, roll one D6: if the result is greater than the current battle round number, you gain 1CP.															
Bounding Leaps			This unit is eligible to shoot in a turn in which it Fell Back.															
One Head Looks Back			Once per battle, after your opponent uses a Stratagem, this model can use this special rule. If it does, until the end of the battle, each time your opponent uses that Stratagem, increase its cost to your opponent by 1CP.															
The Two Heads of Fate			Each of Kairos Fateweaver’s heads is a Psyker (Mastery Level 4). Both heads know the Change, Tzeentch, PanDæmoniac Tzeentch, and Dæmonology (Malefic) disciplines. In addition, the right head also knows the Biomancy, Dark Hereticus, Divination, Ectomancy, Fulmination, Geomortis, Heretech, Machinamantia, and Malefic disciplines; the left head also knows the Noctic, Obscuration, Pyromancy, Scriptumantia, Sinistrum, Telekinesis, Telepathy, Terramancie, and Vengeance disciplines. At the start of each of his turns, declare which head Kairos Fateweaver will use that turn. Until the start of his next turn, he may only use the psychic powers known to that head.															
Staff of Tomorrow			The staff allows you to re-roll a single D6 of your choice once per turn.															
Mark of Tzeentch			Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.															
Unit Special Rules																		
Independent Character / Lone Operative / Deep Strike / Daemon / Fear / Eternal Warrior / Psyker (5)																		
Psychic Domains																		
Biomancy - Change, Dæmonology (Malefic) - Dark Hereticus - Divination - Ectomancy - Fulmination - Geomortis - Heretech - Machinamantia - Malefic - Noctic - Obscuration - PanDæmoniac Tzeentch - Pyromancy - Scriptumantia - Sinistrum - Telekinesis - Telepathy - Terramancie - Tzeentch - Vengeance																		

[illegible]