

















CHAOS				FATESKIMMER - Maelstrom Sage Varinax												152 Pts	
Chaos Daemons																	
1																	
Full HP	12"	18"		3+	4+	4		11	11	9	9	3	4	7+	3	6+	4++/3++
Mid HP	8"	12"		4+	5+	4		10	10	8	6	2	4	8+	2	6+	4++/3++
Low HP	4"	6"		5+	6+	4		9	9	7	3	1	4	9+	1	6+	4++/3++
Unit Aptitudes																	
Fateskimmer			While this model is leading a unit, melee weapons equipped by models in that unit have the Lethal hits Special rules.														
Rider of the Immaterial Winds			Once per battle, at the end of your opponent’s turn, if this model’s unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.														
Explosive Deadly Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers 1 mortal wound.														
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 / Deep Strike / Daemon / Fear / Lone Operative / Chariot / Psyker (3)																	
Psychic Domains																	
Change - PanDæmoniac Tzeentch - Tzeentch																	

