
























| 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 | | | | | | | | | | | | | | | | | |
| Weapons | | | | |  |  |  |  |  | | | | | |  | Nb | Pts |
| Arcane Fireball - Witchfire | | | | | 18" | 3 | 5 | -1 | D3 | Psychic | | | | | | 1 | |
| Arcane Fireball - Focused Witchfire | | | | | 18" | 3 | 6 | -2 | D3 | Psychic - Hazardous - Devastating Wounds | | | | | | 1 | |
| Close combat weapon | | | | | Melee | User | User | 0 | 1 | Melee | | | | | | 1 | |
| Lamprey bites | | | | | Melee | User | User | -2 | 2 | Melee - Extra Attacks - Armourbane | | | | | | 2 | 12 |
| Faction Aptitudes | | | | | | | | | | | | | | | Unit type | | |
| Daemonic Instability | Shadow of Chaos | | Daemonic Manifestation | | | | Daemonic Terror | | Daemonic Incursion | | | | | Vehicle | | | |