Full IIP 12" 18" 3+ 4+ 4 11 11 11 9 9 9 3 4 7+ 3 Mid HP 8" 12" 4+ 5+ 4 10 10 8 6 2 4 8+ 2 Low HP 4" 6" 5+ 6+ 4 9 9 9 7 3 1 4 9+ 1 Unit Aptitudes Fateskimmer While this model is leading a unit, melee weapons equipped by models in that unit have the Lethal hits Special rules. 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 encan 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		(CHAO	S				10	A CODO		CID 14		a	T7 •			1.00	ъ.		
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Tateskimmer While this model is leading a unit, melee weapons equipped by models in that unit have the Lethal hits Special rules. 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 encan 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. **This Special Rules** Independent Character / Deep Strike / Daemon / Fear / Lone Operative / Chariot / Psyker (3)** Psychic Domains** Change - PanDæmoniac Tzeentch - Tzeentch **Weapons** Weapons** Weapons** **A	Mid HP	8"	12"		4+	5+	4		10	10	8	6	2	4	8+	2	6+	4++/8		
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