CHAOS

Chaos Daemons

FATESKIMMER - Maelstrom Sage Varinax

162 Pts

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

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