

DAEMON LORD – AETAOS’RAU’KERES, SLAYER OF SOULS.....999 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Daemon Lord	9	6	8	8	9	9	5	10	-	<ul style="list-style-type: none"> • Unique • Gargantuan Creature

Special Rules

- **Daemon of Tzeentch:** See the Chaos Daemons codex for details.
- **Daemonic Aura:** Aetaos’rau’keres has a 3+ Invulnerable Save.
- **Daemonic Flight:** Aetaos’rau’keres wings are treated like a Jump Pack except that when used in the movement phase they allow a move up to 20”. If used to charge in the assault phase, then as normal, he can re-roll his charge distance, but does not gain any additional ‘Hammer of Wrath’ benefits (as Gargantuan Creatures already have a superior version of that rule anyway).
- **Deep Strike:** As found in the Warhammer 40k rulebook.
- **Living Icon:** Aetaos’rau’keres counts as having an Icon of Chaos as described in the Chaos Daemons codex.
- **Fearsome:** Any enemy unit forced to take a Morale check after losing combat in which the Daemon Lord suffers a -2 Ld modifier.
- **Soul Devourer:** For each unsaved wound suffered from his close combat attacks, the model must immediately take a Ld test (on the model’s own Leadership value). If any of these tests are failed, the victim suffers instant death.
- **Transfixing Gaze:** At any point during the Fight sub-phase, pick one enemy model in base contact with the Daemon. That model fights with one less attack than normal this phase (this can reduce a model to 0 attacks).
- **Bolt of Tzeentch:** (Ranged Weapon) Range 24”, S8, AP1, Assault 1, Large Blast.
- **Daemonic Gaze:** (Ranged Weapon) Range 48”, S5, AP3, Assault 3.
- **Boon of Mutation:** (Ranged Weapon) May be used while locked in combat. To use this weapon, place the template following the normal rules for firing a template weapon, except that no line of sight is required to the target unit and it may be placed covering enemy models that are locked in combat. Any model even partially covered by the template must immediately take a Toughness test. If the test is failed, the target is removed as a casualty (with no saves allowed). Models without a Toughness characteristic cannot be affected.

If the firing player has additional Chaos Spawn models available, he may replace each victim of this gift with a Spawn model. Place this model as close as possible to the same location where the victim was removed, while remaining more than 1” away from all enemy models and not in impassable terrain. The Spawn is not a Daemon, but is a new unit under the control of the firing player, with the profile and rules from the ‘Warp Mutation’ special rule found in the Chaos Daemons codex. The new Spawn may do nothing for the rest of the turn it is created. Spawn created this way count as a normal unit comprised of a single model in all respects (so give up a Victory Point when destroyed in the ‘Purge the Alien’ mission, for example), but do not count as coming from any particular force organization section.

- **Staff of Cataclysm:** (Ranged Weapon) In order to use the staff, Aetaos’rau’keres must not have moved in the previous movement phase (even though he is a Gargantuan Creature), and may not use any other ranged attack in that same shooting phase. It is a shooting attack with unlimited range and does not require line of sight, that is resolved as an Apocalyptic Barrage (6+D3). Hits from this barrage cause a wound on a roll 4+ with an AP3. Hits on vehicles cause a penetrating hit on a roll of 4+. Cover saves do not apply. Aetaos’rau’keres must take a Ld test each time he uses the staff. If this test is failed, the opponent gets to immediately make the attack as though Aetaos’rau’keres is his firing model. When suffering from Dark Jealousy (see below), the Staff of Cataclysm may not be used.
- **Mantle of the Twisted Fates:** All enemy psychic powers that have any chance of damaging Aetaos’rau’keres (those with a Strength value) are reflected back onto their user on a roll of 4+ on a D6. Make this Reflection roll after the power is successfully used, but before any rolls to affect or wound the target. Reflected powers which are shooting attacks hit their victim automatically, and in the case of blast markers, center them back on the originator without rolling to scatter. Where both the user and the subject have to take a test, Aetaos’rau’keres counts as being the user.
- **Render of Veils:** Shooting Attack: Pick a point anywhere on the table within 48” and line of sight of Aetaos’rau’keres. A new unit of D6+3 Pink Horrors arrives centered at that point as described for a ‘Summoned from the Warp’ result in the Chaos Daemons Codex (including rolling for scatter, etc). If Aetaos’rau’keres makes this attack while suffering from Dark Jealousy (see below), the point picked must be centered on the Dark Jealousy target. If this would be out of his line of sight, then no unit is created.
- **Dark Jealousy:** If another Greater Daemon, Daemon Prince or Daemon Lord (including those that are unique characters) is within 18” of Aetaos’rau’keres at the start of his shooting phase, all of his ranged attacks must be directed against that model (including if the target is a friendly model). If more than one such model is present, then he will attack the closest one. Any of his shooting attacks that cannot be resolved without breaking the normal rules for shooting are not fired. For example, if the target is out of line of sight, then any shooting attack that requires line of sight would be wasted; or if a blast cannot be centered on the Dark Jealousy target without covering other friendly models (besides the Dark Jealousy target) then that blast cannot be placed, etc.