# TZAANGORS

**75–145 PTS**

## TWISTBRAY

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 4 | 6+ | 1 | 7+ | 1 |

**INVULNERABLE SAVE** 6+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Autopistol<br>PISTOL | 12" | 1 | 4+ | 3 | 0 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Chainsword | Melee | 3 | 4+ | 4 | 0 | 1 |
| Tzaangor blades | Melee | 2 | 4+ | 5 | 0 | 1 |

## ABILITIES

**Ambushing Hunters**
At the end of your opponent's turn, if this unit is more than 6" horizontally away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

**Brayhorn**
You can re-roll Advance and Charge rolls made for the bearer's unit.

**Herd banner**
While the bearer's unit is within range of one or more objective markers you control, improve the Leadership characteristic of models in the bearer's unit by 1.

**Mortal Sorcery (Aura)**
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

## WEAPON ABILITIES

**Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

## CORE RULES

**Scouts 6"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

### AUFSTELLUNG

1x Twistbray - Equipped with: Autopistol, Chainsword, Tzaangor blades (32mm)

9-19x Tzaangor w/ Tzaangor blades oder Tzaangor w/ pistol and chainsword (32mm)

**Wargear Options:**

- Each Twistbray can replace its Tzaangor blades with Pistol and chainsword.

**KEYWORDS:** Infantry, Chaos, Tzeentch, Tzaangors, Mutant
**FACTION KEYWORDS:** Thousand Sons