FLAMERS

65–130 PTS

PYROCASTER

M	T	Sv	W	LD	OC
9"	4	7+	3	7+	1

INVULNERABLE SAVE 4+

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9"	4	7+	3	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flickering flames IGNORES COVER, PSYCHIC, TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	3	4+	4	0	1

ABILITIES

Bounding Leaps
This unit is eligible to shoot in a turn in which it Fell Back.

Daemonic Illusions (Aura)
While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

1x Pyrocaster - Equipped with: Flamer mouths, Flickering flames (32mm)

2-5x Flamer - Equipped with: Flamer mouths, Flickering flames (32mm)

KEYWORDS: Infantry, Fly, Chaos, Daemon, Tzeentch, Summoned, Flamers
FACTION KEYWORDS: Scintillating Legions