

TZAANGOR ENLIGHTENED

50–90 PTS

AVIARCH

M	T	Sv	W	LD	OC
10"	4	5+	2	7+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Aviarch - Equipped with:
Divining spear, Autopistol,
Chainsword (40mm)

2-5x Divining spear
Enlightened oder Pistol and
chainsword Enlightened
(40mm)

Wargear Options:

- Each Aviarch can replace its
Divining spear with Autopistol
and chainsword.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword PRECISION	Melee	6	4+	4	0	1
Divining spear LANCE PRECISION	Melee	3	4+	5	-1	2

ABILITIES

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.

Prophesied Doom

Each time this unit makes a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.



KEYWORDS: Mounted, Fly,
Chaos, Tzeentch, Tzaangor
Enlightened, Mutant
FACTION KEYWORDS:
Thousand Sons