PINK HORRORS - CHAOS - THOUSAND SONS

115 PTS

PINK HORROR

M	T	Sv	W	LD	OC
6"	3	7+	1	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

10x Pink Horror - Equipped with: Coruscating pink flames, Pink claws (32mm)

Pink Horror KEYWORDS: Pink

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Tzeentch, Summoned, Horrors

FACTION KEYWORDS: Scintillating Legions

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Coruscating blue flames (ref. only) PISTOL, PSYCHIC	18"	2	4+	3	-1	1
Coruscating pink flames PISTOL, PSYCHIC	18"	2	3+	4	-1	1
Coruscating yellow flames (ref. only) PISTOL, PSYCHIC	18"	2	5+	2	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blue claws (ref. only)	Melee	1	5+	3	0	1
Pink claws	Melee	1	4+	3	0	1
Yellow claws (ref. only)	Melee	2	5+	2	0	1

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+

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.

Horrors are Pink. Horrors are Blue. Where once there was one, now there are two.
If, at any point, this unit contains no Pink Horrors models, use the Blue Horrors datasheet for this unit.

Designer's Note: While this unit contains one or more Pink Horrors models, the Sullen Malevolence and Exploding Horrors abilities from the Blue Horrors datasheet do not apply to this unit.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

Split
Each time a Pink Horror or Blue Horror model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, if it was a Pink Horror, add 2 Blue Horror models to this unit and if it was a Blue Horror, add one Brimstone Horror model to this unit.

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.

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Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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.