SEKHETAR ROBOTS - CHAOS - THOUSAND SONS

85–175 PTS

M	T	Sv	W	LD	OC
8"	6	3+	4	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

2-4x Sekhetar Robot w/ pyreflux meltagun oder Sekhetar Robot w/ warpflame projector and claw (40mm)

Equipped with: Heavy warpflamer, Hellfyre missile rack, Pyreflux meltagun, Warpflame projector, Close combat weapon, Power claw

KEYWORDS: Vehicle, Walker, Chaos, Tzeentch, Sekhetar Robots

FACTION KEYWORDS: Thousand Sons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy warpflamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	4+	10	-2	3
Pyreflux meltagun MELTA 2	12"	1	4+	10	-4	D6
Warpflame projector IGNORES COVER, TORRENT	12"	D3	N/A	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	5	0	1
Power claw	Melee	3	4+	10	-2	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.

Prophetic Sentinels
Once per turn, when you target this unit with the Fire Overwatch/ Heroic Intervention stratagem, that use is -1 CP.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).