TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS - CHAOS - THOUSAND SONS

55–110 PTS

AVIARCH

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

INVULNERABLE SAVE 5+

ENLIGHTENED

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Aviarch - Equipped with: Fatecaster greatbow, Close combat weapon (40mm)
2-5x Enlightened - Equipped with: Fatecaster greatbow, Close combat weapon (40mm)

KEYWORDS: Mounted, Fly, Chaos, Tzeentch, Tzaangor Enlightened, Mutant, Tzaangor Enlightened with Fatecaster Greatbows

FACTION KEYWORDS: Thousand Sons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fatecaster greatbow IGNORES COVER, LETHAL HITS, PRECISION	30"	2	4+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	4	0	1

ABILITIES

Malign Trickery
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

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

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).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.