

FLAMERS

Deep Strike

PYROCASTER

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

FLAMER

65–130 PTS

Base 32mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Flickering flames

IGNORES COVER

PSYCHIC

TORRENT

R

12"

A

D6

BS

N/A

S

4

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

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.

4

ANGRIFF

5

NAHKAMPF

Flamer mouths

R

Melee

A

3

WS

4+

S

4

AP

0

D

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

Pyrocaster
W4 · RW 7+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
4++	4++	4++	4++	4++

REGELN & KEYWORDS KURZ

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" horizo...

AUFSTELLUNG

1x Pyrocaster - Equipped with: Flamer mouths, Flickering flames
2-5x Flamer - Equipped with: Flamer mouths, Flickering flames

KEYWORDS Infantry, Fly, Chaos, Daemon, Tzeentch, Summoned, Flamers · FRAKTION Scintillating Legions