CHAOS - THOUSAND SONS

SCREAMERS

Deep Strike

M	T	SV	W	LD	OC	RW
14"	4	6+	3	7+	1	4+

80–160 PTS
Base Small Flying Base

1 KOMMANDO

—

2 BEWEGUNG

Slashing Dive

In your Movement phase, after this unit ends a Normal move, select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

3 BESCHUSS

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

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5 NAHKAMPF

Lamprey bite

ANTI-MONSTER 4+ · ANTI-VEHICLE 4+

R	A	WS	S	AP	D
Melee	3	3+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W4 · RW 6+ · 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…

ANTI This ability always takes the form [ANTI-X Y+].

AUFSTELLUNG

3-6x Screamer - Equipped with: Lamprey bite

KEYWORDS Beast, Fly, Chaos, Daemon, Tzeentch, Summoned, Screamers · **FRAKTION** Scintillating Legions