

Scouts 6"

M6"

T4

SV6+

W1

LD7+

OC1

RW6+

75–145 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

Ambushing Hunters
At the end of your opponent's turn, if this unit is more than 6" horizontally away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.
Brayhorn
You can re-roll Advance and Charge rolls made for the bearer's unit.

3BESCHUSS

Autopistol **PISTOL**

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+
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4ANGRIFF

5NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	3	4+	4	0	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Tzaangor blades

R	A	WS	S	AP	D
Melee	2	4+	5	0	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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VERTEIDIGUNG

IMMER / EINMALIG

Herd banner
While the bearer's unit is within range of one or more objective markers you control, improve the Leadership characteristic of models in the bearer's unit by 1.
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.

GEGEN DIESE EINHEIT
W4 · RW 6+ · 6++ · 1 LP je Modell
WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 6+	DS –1 6++	DS –2 6++	DS –3 6++	DS –4 6++
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REGELN & KEYWORDS KURZ
Scouts 6" This ability always takes the form Scouts X".
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG
1x Twistbray - Equipped with: Autopistol, Chainsword, Tzaangor blades
9-19x Tzaangor w/ Tzaangor blades oder Tzaangor w/ pistol and chainsword
▪ Each Twistbray can replace its Tzaangor blades with Pistol and chainsword.