

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Coruscating Blue flames

PISTOL

PSYCHIC

R	A	BS	S	AP	D
18"	2	4+	3	-1	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Coruscating Yellow flames (ref. only)

PISTOL

PSYCHIC

R	A	BS	S	AP	D
18"	2	5+	2	-1	1

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

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

Blue claws

R	A	WS	S	AP	D
Melee	1	5+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Yellow claws (ref. only)

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

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

VERTEIDIGUNG

—

IMMER / EINMALIG

Exploding Horrors

Each time this unit is selected to fight, you can select one enemy unit within Engagement Range of it, then select one or more Brimstone Horror models in this unit. For each Brimstone Horror model you select, roll one D6: on a 4+, that model is destroyed and that enemy unit suffers 1 mortal wound.

Split

Each time a Blue Horror model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, add one Brimstone Horror model to this unit.

Sullen Malevolence (Aura)

While an enemy unit is within 6" of this unit, if this unit contains one or more Blue Horror models, worsen the Leadership characteristic of models in that enemy unit by 1.

GEGEN DIESE EINHEIT

W3 · RW 7+ · 4++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1

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...

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 deploy...

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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 rol...

AUFSTELLUNG

10x Blue Horror - Equipped with: Coruscating Blue flames, Blue claws