

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Ectoplasma cannon

BLAST

R	A	BS	S	AP	D
36"	D3	3+	10	-3	3

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Hades autocannon

R	A	BS	S	AP	D
36"	6	3+	8	-2	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Blazing Salvos

In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the hit roll.

4ANGRIFF

5NAHKAMPF

Forgefiend claws

R	A	WS	S	AP	D
Melee	3	3+	6	0	1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Forgefiend jaws

R	A	WS	S	AP	D
Melee	5	3+	7	0	2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

VERTEIDIGUNG

IMMER / EINMALIG

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

W10 · RW 3+ · 5++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+S20+

3+S11-19

4+S10

5+S6-9

6+S1-5

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -35++

DS -45++

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3

This ability always takes the form Deadly Demise X.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

AUFSTELLUNG

1x Forgefiend

Ausrüstung:

Ectoplasma cannon, Hades autocannon, Forgefiend claws, Forgefiend jaws

- This model can replace its 2 Hades autocannons with 2 ectoplasma cannons.
- This model can replace its Forgefiend jaws with Ectoplasma cannon and claws.

KEYWORDS Vehicle, Walker, Daemon, Chaos, Tzeentch, Forgefiend · FRAKTION Thousand Sons