

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Coruscating blue flames (ref. only) **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 pink flames **PISTOL** **PSYCHIC**

PSYCHIC

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Coruscating yellow flames (ref. only) **PISTOL** **PSYCHIC**

PISTOL

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.

4ANGRIFF

Instrument of Chaos

Add 1 to Charge rolls made for the bearer's unit.

5NAHKAMPF

Blue claws (ref. only)

R

A

WS

S

AP

D

Melee

1

5+

3

0

1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Pink claws

R

A

WS

S

AP

D

Melee

1

4+

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

Daemonic Icon

Models in the bearer's unit have a Leadership characteristic of 6+

Horrors are Pink.

Horrors are Blue. Where once there was one, now there are two.

If, at any point, this unit contains no Pink Horrors models, use the Blue Horrors datasheet for this unit.

...Designer's Note: While this unit contains one or more Pink Horrors models, the Sullen Malevolence and Exploding Horrors abilities from the Blue Horrors datasheet do not apply to this unit.

Split

Each time a Pink Horror or 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+, if it was a Pink Horror, add 2 Blue Horror models to this unit and if it was a Blue Horror, add one Brimstone Horror model to this unit.

GEGEN DIESE EINHEIT

W3 · RW 7+ · 4++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4-5

4+S3

5+S2

6+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...

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 Pink Horror - Equipped with: Coruscating pink flames, Pink claws

KEYWORDS

Infantry, Battleline, Chaos, Daemon, Tzeentch, Summoned, Horrors · FRAKTION

Scintillating Legions · PINK HORROR

Pink