CHAOS - THOUSAND SONS

TZAANGOR ENLIGHTENED

M	T	SV	W	LD	OC	RW
10"	4	5+	2	7+	2	5+

50–90 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Autopistol PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

4 ANGRIFF

Prophesied Doom

Each time this unit makes a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

5 NAHKAMPF

Chainsword PRECISION

R	A	WS	S	AP	D
Melee	6	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Divining spear LANCE PRECISION

R	A	WS	S	AP	D
Melee	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ 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

W4 · RW 5+ · 5++ · 2 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
5+	5++	5++	5++	5++

REGELN & KEYWORDS KURZ

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…

AUFSTELLUNG

1x Aviarch - Equipped with: Divining spear, Autopistol, Chainsword
2-5x Divining spear Enlightened oder Pistol and chainsword Enlightened
▪ Each Aviarch can replace its Divining spear with Autopistol and chainsword.

KEYWORDS Mounted, Fly, Chaos, Tzeentch, Tzaangor Enlightened, Mutant · **FRAKTION** Thousand Sons