

Scouts 6"

M

6"

T

4

SV

6+

W

1

LD

7+

OC

1

RW

6+

75-145 PTS

Base 32mm



1

KOMMANDO

2 BEWEGUNG

Amushing 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.

3 BESCHUSS

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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4

ANGRIFF

5 NAHKAMPF

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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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.