SCREAMERS

80–160 PTS

SCREAMER

M	T	SV	W	LD	OC
14"	4	6+	3	7+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lamprey bite ANTI-MONSTER 4+, ANTI-VEHICLE 4+	Melee	3	3+	6	-2	2

ABILITIES

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.

Slashing Dive

In your Movement phase, after this unit ends a Normal move, select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

KEYWORDS: Beast, Fly, Chaos, Daemon, Tzeentch, Summoned, Screamers

FACTION: Scintillating Legions

AUFSTELLUNG

3-6x Screamer - Equipped with: Lamprey bite (Small Flying Base)

RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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