

CHAOS - THOUSAND SONS

FORGEFIEND

135 PTS



M	T	SV	W	LD	OC	
8"	10	3+	12	6+	3	5+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma cannon BLAST	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forgefiend claws	Melee	3	3+	6	0	1
Forgefiend jaws	Melee	5	3+	7	0	2

AUFSTELLUNG

1x Forgefiend (120x92mm Oval Base)

Equipped with: Ectoplasma cannon, Hades autocannon, Forgefiend claws, Forgefiend jaws

Wargear Options:

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

ABILITIES

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.

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.

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.

WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

