CHAOS - THOUSAND SONS

TZAANGOR ENLIGHTENED

50–90 PTS

AVIARCH

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword PRECISION	Melee	6	4+	4	0	1
Divining spear LANCE PRECISION	Melee	3	4+	5	-1	2

AUFSTELLUNG

1x Aviarch - Equipped with: Divining spear, Autopistol, Chainsword (40mm)
2-5x Divining spear Enlightened oder Pistol and chainsword Enlightened (40mm)

Wargear Options:

■ Each Aviarch can replace its Divining spear with Autopistol and chainsword.

ABILITIES

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.

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.

WEAPON RULES

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.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.