FLAMERS

FLAMER

M	T	SV	W	LD	OC	
9"	4	7+	3	7+	1	4+

PYROCASTER

M	T	SV	W	LD	OC	
9"	4	7+	3	7+	1	4+

AUFSTELLUNG

2-5x Flamer - Equipped with: Flickering Flames, Flamer mouths (32mm)
1x Pyrocaster - Equipped with: Flamer mouths, Flickering Flames (32mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flickering Flames IGNORES COVER, PSYCHIC, TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	3	4+	4	0	1

ABILITIES

RULES - Deep Strike, The Shadow of Chaos, Warp Rifts

Bounding Leaps
This unit is eligible to shoot in a turn in which it Fell Back.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

WEAPON RULES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

KEYWORDS: Infantry, Fly, Chaos, Daemon, Tzeentch, Flamers, Tzeentch non-Battleline, Shadow Legion

Psychic

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.