

M	T	Sv	W	LD	OC
8"	6	3+	4	7+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy warpflamer IGNORES COVER TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	4+	10	-2	3
Pyreflux meltagun MELTA 2	12"	1	4+	10	-4	D6
Warpflame projector IGNORES COVER TORRENT	12"	D3	N/A	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	5	0	1
Power claw	Melee	3	4+	10	-2	2

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.
- Prophetic Sentinels**
Once per turn, when you target this unit with the Fire Overwatch/ Heroic Intervention stratagem, that use is -1 CP.

WEAPON ABILITIES

- 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).
- Melta**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- 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.

CORE RULES

- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



- AUFSTELLUNG
- 2-4x Sekhetar Robot w/ pyreflux meltagun oder Sekhetar Robot w/ warpflame projector and claw
- Equipped with:** Heavy warpflamer, Hellfyre missile rack, Pyreflux meltagun, Warpflame projector, Close combat weapon, Power claw



KEYWORDS: Vehicle, Walker, Chaos, Tzeentch, Sekhetar Robots
FACTION KEYWORDS: Thousand Sons