

CHAOS VINDICATOR - CHAOS - THOUSAND SONS

185 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 11 | 2+ | 11 | 6+ | 3  |

**AUFSTELLUNG**  
1x Chaos Vindicator  
**Equipped with:** Demolisher cannon, Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, Armoured tracks  
**Wargear Options:**  
■ This model can be equipped with one of: Inferno combi-bolter, Inferno combi-weapon.

**KEYWORDS:** Vehicle, Smoke, Chaos, Tzeentch, Vindicator, Frame  
**FACTION KEYWORDS:** Thousand Sons

⦿ RANGED WEAPONS

| WEAPON                                                                     | RANGE | A    | BS | S  | AP | D  |
|----------------------------------------------------------------------------|-------|------|----|----|----|----|
| Demolisher cannon<br>BLAST                                                 | 24"   | D6+3 | 3+ | 14 | -3 | D6 |
| Havoc launcher<br>BLAST                                                    | 48"   | D6   | 3+ | 5  | 0  | 1  |
| Inferno combi-bolter<br>RAPID FIRE 2                                       | 24"   | 2    | 3+ | 4  | -2 | 1  |
| Inferno combi-weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1 | 24"   | 1    | 4+ | 4  | -2 | 1  |

✂ MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 3 | 4+ | 6 | 0  | 1 |

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.

**Siege Shield**  
When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

WEAPON ABILITIES

**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+.*

**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).*

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**Devastating Wounds**  
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Rapid Fire**  
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*