

SCREAMERS

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M	T	SV	W	LD	OC	
14"	4	6+	3	7+	1	

AUFSTELLUNG

3-6x Screamer - Equipped with: Lamprey bite

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lamprey bite ANTI-MONSTER 4+, ANTI-VEHICLE 4+	Melee	3	3+	6	-2	2

ABILITIES

RULES - Deep Strike

Daemonic Illusions (Aura)

While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Slashing Dive

In your Movement phase, after this unit ends a Normal move, select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.



WEAPON RULES

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+.

