

TZAANGORS

TWISTBRAY

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

AUFSTELLUNG

1x Twistbray - Equipped with: Autopistol, Chainsword, Tzaangor blades
9-19x Tzaangor w/ Tzaangor blades oder Tzaangor w/ pistol and chainsword

Wargear Options:

- Each Twistbray can replace its Tzaangor blades with Pistol and chainsword.

⦿ 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	Melee	3	4+	4	0	1
Chainsword	Melee	3	4+	4	0	1
Tzaangor blades	Melee	2	4+	5	0	1

ABILITIES

RULES - Scouts 6"

Ambushing Hunters

At the end of your opponent's turn, if this unit is more than 6" horizontally away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

Brayhorn

You can re-roll Advance and Charge rolls made for the bearer's unit.

Herd banner

While the bearer's unit is within range of one or more objective markers you control, improve the Leadership characteristic of models in the bearer's unit by 1.



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.

WEAPON RULES

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.