Thousand Sons

Appendix Section Sec	Name	M	WS	BS S	T	W	Α	Ld Sv	Name	M	WS	BS S	т	W	Α	Ld
Acceptance Mode			3+	3+ 4	4	1	2			5"	3+	3+ 4	4	1	1	7
Second S	-			71	S		D	Abilities				Type	S	AP	D	Abili
weight of the Member was 11 to deep water and the second of the performance of the perfor								st enemy model	•		24"	Heavy 4	5	-3	1	-
suitibilities: Sharper of persists of the proof of persists in the summary of the persists of	ybolt		within 18'	of and visible Psychic test	to the psyke	er suffers 1 r	nortal woun	d (pg 33). If the wounds instead.	Death to the False	If a model model, eac	with this abi	lity makes an a	attack in the 6+ you may	Fight phase make an a	which targ	ets an IMPER ack with the s
minimum Physiology If a word with the Addy wather an amount in the cells from our fluid vented it has walfored and a word in the Falley show which the grown was a show which the grown was a show with the grown wa	arpflame pistol		6"		3	-2	1	automatically	•	Add 1 to	saving throw	vs for a Rubric	Marine or F	tubric Mari	ne Gunner i	f the attack ha
September 1 September 2 September 2 September 2 September 2 September 3 September 3 September 4 Se	bilities:									Damage cl						
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As long as this model is not the beddended and an activation, way gains and delicended command personners. Separate the length of the best of the be		weapon aga	nist tile same					ny further attacks.	Level 1: Breacher	Yo	u can add 1 t	o this model's	wound rolls	against targ	gets that are	obscured.
perience:	oecialism: Leader															
Sequences: No.	evel 1: Resourceful	As long as	this model is					tional Command								
Separation Margin	perience: 🗆 🗆 🗆 🗆 🗆		□□ Fles	sh Wounds: [□ □ □ Co	onvalescen	ce: 🗆 Nev	w Recruit: □	Experience:		l□□ Fle	sh Wounds: l	□□□ c	onvalescei	nce: 🗆 N	ew Recruit:
Section Sect								8 Points								16
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Death to the False perience:	aangor blades		Melee	Melee	User	-1	1	additional	Abilities:							
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Add to this model's Attacks characteristic. Seperience:				This are 1.	has a F	ulnoreh)			Emperor	weapon aga	inst the same	target. These	attacks cann	ot themselv	es generate	any further at
Paveured of Tzeentch This model has a 5+ inval Specialism: Pavoured of Tzeentch This model with this shill the model has a 5+ inval Specialism: Pavoured of Tzeentch This model with this shill the model has a 5+ inval Specialism: Pavoured o	,			i iiis model	iidS d D+ INV	unierabie sav	ve.		All is Dust	Damage ch	naracteristic (of 1. In additio	n, the -1 mo	difier to hit	rolls for mo	ving and shoo
Specialism:				Add 1 to this m	nodolic Attac	ke eharaetor	ictic		Favoured of Tzeentch							
Range Type S AP D Abilities At the start of your turn in the Psychic phase, roll a D6 for each model from your and in the Psychic phase, roll a D6 for each model from your and fill tumor quipped with an Iron of Flame. On a filled III tumor quipped with an Iron of Flame. This indiffer I moral wound on the closest enemy model within 12° of the model being rolled for. By Assault D6 4 - 2 1 This weapon automatically bits its target. This weapon against the same target. These strates cannot themselves generate any further attacks. It is Dust Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners: Woured of Tzeentch This model has a 5+ invulnerable save. Add 1 to Advance and charge rolls me friendly models equity models equity models. A property within 12° of the model being rolled for pour many make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. A Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners. By Carliams: Zealot Level 1: Frenzied You can add 1 to this model has a 5+ invulnerable save. Specialism: Experience: Flesh Wounds: Convalescence: New Recruit: Experience: Flesh Wounds: Convalescence: New Recruit: Experience: Flesh Wounds: Convalescence: See Flesh Wounds: Experience: Flesh Wounds: Convalescence: See Flesh Wounds: Experience: Flesh Wounds: Flesh Wounds: Convalescence: New Recruit: Experience: Flesh Wounds: Flesh Wounds: Convalescence: New Recruit: Experience: Flesh Wounds: Flesh Wounds: Convalescence: New Flesh Wounds:									Experience: \Box \Box \Box \Box \Box		l□□ Fle	sh Wounds: I		onvaiescei	nce: □ N	
kill team equipped with an Iron of Flame. On a 6 inflict I mortal wound on the closest enemy model within 12" of the model being rolled for. Tarpflamer 8" Assault D6 4 -2 1 1 This weapon automatically hits its target. billities: eath to the False mperor Weapon against the same target. These attacks cannot themselves generate may further attacks with the same target. These attacks cannot themselves generate may further attacks with the same target. These attacks cannot themselves generate may further attacks. Add 1 to saving throws for a Rubric Marine or Rubric Marine Gunners if the attack has a Damage characteristic of 1.1 na addition. the -1 modifier to it irolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners. Specialism: S				BS S 3+ 4	Т 4	W	A	21 Points Ld Sv	Name	M	WS	BS S	Т	W	A	10 E
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hits its target. If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weepon against the same target. These attacks cannot themselves generate any further attacks. Add 1 to saving throws for a Rubric Marine or Ru	ubric Marine / <mark>eapon</mark>	5"	3+ Range At the start of kill team eq	Type of your turn in uipped with an	S the Psychic p	W 1 AP phase, roll a me. On a 6 i	A 1 D D6 for each	21 Points Ld Sv 7 3+ Abilities model from your tal wound on the	Name Tzaangor Weapon	M	WS 3+ Range	BS S 4+ 4 Type Advance and o	T 4 S Charge rolls 1	W 1 AP nade for T2	A 1 D ZAANGOR	Ld 6 Abili S within 6" of
Add I to saving throws for a Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons against the same target. These attacks cannot themselves generate any further attacks. A Lard of Dark Glory Add I to saving throws for a Rubric Marine or Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners. Add I to saving throws for a Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners. Add I to saving throws for a Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners. Add I to saving throws for a Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners. Level 1: Frenzied You can add I to this model's Attacks and Strength Curve I: Flesh Wounds: Corver it is supported to the control of the properties of the partial control of the strength of the partial control of the	ubric Marine eapon on of Flame	5"	Range At the start of kill team equipments of the color o	Type of your turn in uipped with an sest enemy mo Assault	the Psychic particular of Flat odel within 1	AP phase, roll a me. On a 6 i 2" of the mo	A 1 D D6 for each nflict 1 more del being ro	21 Points Ld Sv 7 3+ Abilities model from your all wound on the liled for. This weapon	Name Tzaangor Weapon Brayhorn	M	WS 3+ Range Add 1 to	BS S 4+ 4 Type Advance and of friendle	T 4 S Charge rolls r y models eq	1 AP nade for T2 uipped with	A 1 D ZAANGOR a brayhorn	Ld 6 Abili S within 6" of . Each tin bearer fi
model, each time you roil a hit roil of 6 you may make an additional attack with the same dayer. These attacks cannot temselves generate any further attacks. Add 1 to saving throws for a Rubric Marine or Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit roils for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners. Specialism: Zealot Level 1: Frenzied You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. Experience: To Points at a strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model's Attacks and Strength or they charged. You can add 1 to this model attack his mor they charged. You can add 1 to this model attack his model att	ubric Marine feapon on of Flame farpflamer	5"	Range At the start of kill team equipments of the color o	Type of your turn in uipped with an sest enemy mo Assault	the Psychic particular of Flat odel within 1	AP phase, roll a me. On a 6 i 2" of the mo	A 1 D D6 for each nflict 1 more del being ro	21 Points Ld Sv 7 3+ Abilities model from your tal wound on the lled for. This weapon automatically	Name Tzaangor Weapon Brayhorn	M	WS 3+ Range Add 1 to	BS S 4+ 4 Type Advance and of friendle	T 4 S Charge rolls r y models eq	W 1 AP nade for T2	A 1 D ZAANGOR	Ld 6 Abili S within 6" of
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ara of Dark Glory This model has a 5+ invulnerable save.	abric Marine capon on of Flame arpflamer collities: cath to the False aperor l is Dust voured of Tzeentch cecialism: perience:	If a model model, eac weapon again Add 1 to Damage ch	3+ Range At the start of kill team equivalent close the close that the start of the close that the same saving throw heavy. The close that the close that the close that the same saving throw heavy. The close that t	Type If your turn in uipped with a sesset enemy me. Assault D6 Assault D6 ity makes an a oll a hit roll of target. These e s for a Rubric of 1. In additions weapons does This model BS S 4+ 4 Type	the Psychic particle of Flat States and Stat	W 1 AP phase, roll a me. On a 6 i 2" of the mo -2 Fight phase v make an ado to themselve ubric Marin differ to hit r Rubric Marin differ to hit r Rubric Marin differ to hit r AP	A 1 D D6 for each nflict 1 more of the first separate of the fi	21 Points Ld Sv 7 3+ Abilities model from your tal wound on the illed for. This weapon automatically hits its target. s an IMPERIUM ck with the same yf further attacks, the attack has a ling and shooting 7 Points Ld Sv 6 6+ Abilities Each time the bearer fights, it can make 1 additional	Name Tzaangor Weapon Brayhorn Tzaangor blades Abilities: Aura of Dark Glory Specialism: Zealot Level 1: Frenzied	M 6"	3+ Range Add 1 to Melee	BS S 4+ 4 Type Advance and friendl Melee This model	4 Scharge rolls in y models eq User has a 5+ inv	1 AP made for Tauipped with	A 1 D AANGOR a brayhorm 1 ave.	Abili S within 6" of 5. Each tin bearer fit can me addititi attack wi weap
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	abric Marine capon on of Flame arpflamer collities: cath to the False aperor l is Dust voured of Tzeentch cecialism: cecialism: capon capo	If a model model, eac weapon again Add 1 to Damage ch	3+ Range At the start of kill team equivalent close the close that the start of the close that the same saving throw heavy. The close that the close that the close that the same saving throw heavy. The close that t	Type If your turn in uipped with a sest enemy me Assault D6 ity makes an a bil a hit roll of target. These is for a Rubric if 1. In addition weapons does This model BS S 4 Type Melee	the Psychic particle of Flat State S	W 1 AP phase, roll a me. On a 6 i 2" of the mo -2 Fight phase an adu to themselve ubric Marin differ to hit r Rubric Marin differ to hit r Rubric Marin differ to hit r AP -1	A 1 D D6 for each nflict 1 more of the first separate of the fi	21 Points Ld Sv 7 3+ Abilities model from your tal wound on the liled for. This weapon automatically hits its target. This weapon automatically hits its target. Sa an IMPERIUM ck with the same my further attacks. the attack has a ining and shooting. To Points Abilities Each time the bearer fights, it can make 1 additional attack with this	Name Tzaangor Weapon Brayhorn Tzaangor blades Abilities: Aura of Dark Glory Specialism: Zealot Level 1: Frenzied	M 6"	3+ Range Add 1 to Melee	BS S 4+ 4 Type Advance and friendl Melee This model	4 Scharge rolls in y models eq User has a 5+ inv	1 AP made for Tauipped with	A 1 D AANGOR a brayhorm 1 ave.	Abili S within 6" of 5. Each tin bearer fit can me addititi attack wi weap