

# SCARAB OCCULT TERMINATORS

200–425 PTS

## SCARAB OCCULT SORCERER

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 5" | 6 | 2+ | 4 | 6+ | 1  |

INVULNERABLE  
SAVE



### AUFSTELLUNG

1x Scarab Occult Sorcerer -  
Equipped with: Force  
weapon, Malefic Curse,  
Inferno combi-bolter,  
Prosperine khopesh (40mm)  
4-9x Scarab Occult  
Terminator (40mm)

#### Wargear Options:

- Each Scarab Occult Sorcerer  
can replace its Inferno combi-  
bolter with Prosperine  
khopesh.

| RANGED WEAPONS                                                     |       |    |     |    |    |   |  |
|--------------------------------------------------------------------|-------|----|-----|----|----|---|--|
| WEAPON                                                             | RANGE | A  | BS  | S  | AP | D |  |
| Heavy warpflamer<br>IGNORES COVER<br>TORRENT                       | 12"   | D6 | N/A | 5  | -2 | 1 |  |
| Hellfyre missile rack                                              | 36"   | 2  | 3+  | 10 | -2 | 3 |  |
| Inferno combi-bolter<br>RAPID FIRE 2                               | 24"   | 2  | 3+  | 5  | -2 | 1 |  |
| Malefic Curse<br>ANTI-INFANTRY 4+<br>DEVASTATING WOUNDS<br>PSYCHIC | 24"   | 3  | 3+  | 4  | -3 | 1 |  |
| Soulreaper cannon<br>DEVASTATING WOUNDS                            | 24"   | 6  | 3+  | 6  | -2 | 1 |  |

| MELEE WEAPONS           |       |   |    |   |    |    |  |
|-------------------------|-------|---|----|---|----|----|--|
| WEAPON                  | RANGE | A | WS | S | AP | D  |  |
| Force weapon<br>PSYCHIC | Melee | 4 | 3+ | 6 | -1 | D3 |  |
| Prosperine khopesh      | Melee | 3 | 3+ | 5 | -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.
- Rites of Coalescence**  
While this unit contains one or more Psyker models, each time an attack targets this unit, subtract 1 from the  
Wound roll.

## 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+.*



**Scarab Occult Sorcerer**  
**KEYWORDS:** Psyker  
**KEYWORDS:** Infantry,  
Chaos, Tzeentch, Scarab  
Occult, Rubricae, Terminator  
**FACTION KEYWORDS:**  
Thousand Sons

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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.*

## 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).

## 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).

## 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).*

## Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

## FACTION RULES

### Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6
2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.
3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

## CORE RULES

### Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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