

EXALTED SORCERER ON DISC OF
TZEENTCH - CHAOS - THOUSAND SONS

95 PTS

M	T	Sv	W	LD	OC
10"	5	3+	6	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Exalted Sorcerer on Disc of Tzeentch (40mm)
Equipped with: Arcane Fire, Inferno bolt pistol, Force weapon, Prosperine khopesh

KEYWORDS: Infantry, Character, Psyker, Chaos, Tzeentch, Exalted Sorcerer, Fly, Grenades, Mounted, Leader
FACTION KEYWORDS: Thousand Sons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcane Fire IGNORES COVER, PSYCHIC, TORRENT	18"	D6	N/A	6	-2	D3
Inferno bolt pistol PISTOL	12"	1	2+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2

ABILITIES

CORE - Leader

- Binding Tendrils (Psychic)**
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with Arcane Fire. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.
- Illusions of Tzeentch (Psychic)**
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".
- 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.
- Leader**
This model can be attached to the following unit: RUBRIC MARINES, TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS

WEAPON ABILITIES

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

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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:

- Roll 2D6
- 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.
- 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

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.