

SORCERER IN TERMINATOR
ARMOUR

LeaderDark PactsDeep Strike

M5"5"

T66

SV2+2+

W55

LD6+6+

OC11

RW4+4+

85 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

Warptime (Psychic)
While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

3BESCHUSS

Combi-bolter **RAPID FIRE 2**

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Combi-weapon **ANTI-INFANTRY 4+** **DEVASTATING WOUNDS**

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

► Infernal Gaze - focused witchfire **DEVASTATING WOUNDS**

HAZARDOUS **PSYCHIC**

R	A	BS	S	AP	D
24"	D6	3+	6	-2	D3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

► Infernal Gaze - witchfire **PSYCHIC**

R	A	BS	S	AP	D
24"	D6	3+	5	-1	D3

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Death Hex (Psychic)
At the start of your Shooting phase, one PSYKER with this ability can use it. If it does, select one enemy unit within 12" of and visible to that PSYKER and roll one D6: on a 1, that PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

4ANGRIFF

5NAHKAMPF

Force weapon **PSYCHIC**

R	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

VERTEIDIGUNG

IMMER / EINMALIG

Chaos Familiar
Once per battle, when an attack is allocated to the bearer, you can change the Damage characteristic to 0.
Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.
Nurgle
Add 1 to this model's Toughness characteristic.
Slaanesh
Add 2" to this model's Move characteristic.
Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

GEGEN DIESE EINHEIT
W6 · RW 2+ · 4++ · 5 LP je Modell
WIRD VERWUNDET MIT

2+S12+	3+S7-11	4+S6	5+S4-5	6+S1-3
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RETTUNGSWURF JE DS

DS 02+	DS -13+	DS -24+	DS -34++	DS -44++
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REGELN & KEYWORDS KURZ
Dark Pacts If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.
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" horizo...
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.
ANTI This ability always takes the form [ANTI-X Y+].
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...
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
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 rol...
RAPID FIRE This ability always takes the form [RAPID FIRE X].

KEYWORDS Infantry, Character, Psyker, Chaos, Terminator, Sorcerer in Terminator Armour, Leader · FRAKTION Heretic Astartes

AUFSTELLUNG
1x Sorcerer in Terminator Armour
Ausrüstung: Combi-bolter, Combi-weapon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, Force weapon
• This model can replace its Combi-bolter with Combi-weapon.
Anführer
This model can be attached to the following units: CHAOS TERMINATOR SQUAD