

CHAOS - THOUSAND SONS

EXALTED SORCERER

ON DISC OF TZEENTCH

M10"

T5

SV3+

W6

LD6+

OC2

RW4+

95 PTS

Base 40mm

Leader

Cabal of Sorcerers

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Arcane Fire

IGNORES COVER

PSYCHIC

TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	-2	D3

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Inferno bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	2+	5	-2	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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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".

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+
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Prosperine khopesh

R	A	WS	S	AP	D
Melee	4	2+	5	-2	2

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

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.

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.

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 mod...

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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...

TORRENT

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

AUFSTELLUNG

1x Exalted Sorcerer on Disc of Tzeentch

Ausrüstung:

Arcane Fire, Inferno bolt pistol, Force weapon, Prosperine khopesh

Anführer

This model can be attached to the following unit: RUBRIC MARINES, TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS

KEYWORDS

Infantry, Character, Psyker, Chaos, Tzeentch, Exalted Sorcerer, Fly, Grenades, Mounted, Leader

FRAKTION

Thousand Sons