

EXALTED SORCERER

M6"

T5

SV3+

W5

LD6+

OC1

RW4+

100 PTS

Base 32mm



Leader

Cabal of Sorcerers

1KOMMANDO

Rebind Rubricae (Psychic)

In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

2BEWEGUNG

3BESCHUSS

Astral Blast **BLAST**

DEVASTATING WOUNDS **PSYCHIC**

R	A	BS	S	AP	D
18"	D6	2+	6	-2	D3
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

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+	

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+	

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+	

VERTEIDIGUNG

Arcane Shield (Psychic)

While this model is leading a unit, models in that unit have a 4+ invulnerable save.

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++ · 5 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.

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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...

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 rol...

AUFSTELLUNG

1x Exalted Sorcerer

Ausrüstung: Astral Blast, Inferno bolt pistol, Force weapon, Prosperine khopesh

Anführer

This model can be attached to the following unit: RUBRIC MARINES