

CHAOS - THOUSAND SONS

INFERNAL MASTER

Leader

Cabal of Sorcerers

M6"

T5

SV3+

W4

LD6+

OC1

RW5+

105 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Inferno bolt pistolPISTOL

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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► Fires of the Abyss - focused witchfireHAZARDOUSPSYCHICTORRENT

R	A	BS	S	AP	D
18"	2D6	N/A	6	-2	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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► Fires of the Abyss - witchfirePSYCHICTORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	-2	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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4ANGRIFF

5NAHKAMPF

Force weaponPSYCHIC

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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VERTEIDIGUNG

Glimpse of Eternity(Psychic)

Once per turn, you can change the result of one Hit roll, one Wound roll or one saving throw made for this model to an unmodified 6.

IMMER / EINMALIG

Malefic Maelstrom(Psychic)

While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

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+ · 5++ · 4 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 5+	DS -3 5++	DS -4 5++
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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.

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...

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 Infernal Master

Ausrüstung: Inferno bolt pistol, ► Fires of the Abyss - focused witchfire, ► Fires of the Abyss - witchfire, Force weapon

Anführer

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

KEYWORDS Infantry, Character, Grenades, Psyker, Chaos, Tzeentch, Infernal Master, Leader · FRAKTION Thousand Sons