



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Inferno bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Inferno boltgun

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Malefic Curse

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

PSYCHIC

R	A	BS	S	AP	D
24"	3	3+	4	-3	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Soulreaper cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	-2	1

VERWUNDET

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

Warpflame pistol

PISTOL

TORRENT

IGNORES COVER

R	A	BS	S	AP	D
12"	D6	N/A	3	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Warpflamer

TORRENT

IGNORES COVER

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Bringers of Change

Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1. If the attack targets a unit within range of an objective marker you do not control, you can re-roll the Wound roll instead.

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Force weapon

PSYCHIC

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

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

Icon of Flame

Ranged weapons equipped by models in the bearer's unit (excluding Characters) have the [Ignores Cover] 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++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	5++

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.

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...

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 Aspiring Sorcerer - Equipped with: Force weapon, Malefic Curse, Inferno bolt pistol, Warpflame pistol

4-9x Rubric Marine w/ inferno boltgun oder Rubric Marine w/ warpflamer oder Rubric Marine w/ soulreaper cannon

• Each Aspiring Sorcerer can replace its Inferno bolt pistol with Warpflame pistol.