CHAOS - THOUSAND SONS

SORCERER IN TERMINATOR ARMOUR

Leader | Cabal of Sorcerers | Deep Strike

M	T	SV	W	LD	OC	RW
5"	6	2+	5	6+	1	4+

110 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Gaze of Hate — ANTI-MONSTER 4+ | ANTI-VEHICLE 4+ | DEVASTATING WOUNDS | PSYCHIC

R	A	BS	S	AP	D
18"	3	3+	4	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Inferno combi-bolter — RAPID FIRE 2

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+

Inferno combi-weapon — ANTI-INFANTRY 4+ | DEVASTATING WOUNDS | RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Marked by Fate (Psychic)

At the start of your Shooting phase, select one enemy unit that is visible to this Psyker model. Until the end of the phase, each time a model in this unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

4 ANGRIFF

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5 NAHKAMPF

Force weapon — PSYCHIC

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

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Empyric Guidance (Psychic)

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] 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

W6 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	4++	4++

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.

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…

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].

AUFSTELLUNG

1x Sorcerer in Terminator Armour

Ausrüstung: Gaze of Hate, Inferno combi-bolter, Inferno combi-weapon, Force weapon

- This model can replace its Inferno combi-bolter with Inferno combi-weapon.

Anführer

This model can be attached to the following unit: SCARAB OCCULT TERMINATORS

KEYWORDS Infantry, Character, Psyker, Chaos, Tzeentch, Sorcerer, Terminator · **FRAKTION** Thousand Sons