

TZAANGOR SHAMAN

M

10"

T

4

SV

5+

W

4

LD

7+

OC

2

RW

5+

65 PTS
Base 40mm



Leader Cabal of Sorcerers

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Baleful Devolution

BLAST

DEVASTATING WOUNDS

PSYCHIC

R

18"

A

D6

BS

3+

S

9

AP

0

D

1

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Sacrificial Blessing

While this model is leading a unit, in your Shooting phase and the Fight phase, each time that unit is selected to shoot or fight, this model can use this ability. If it does, select one Bodyguard model in that unit; that Bodyguard model is destroyed and, until the end of the phase, add D3 to the Attacks and Strength characteristics of **Psychic** weapons equipped by this model.

4

ANGRIFF

5

NAHKAMPF

Force stave

PSYCHIC

R

Melee

A

3

WS

3+

S

5

AP

-1

D

D3

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

VERTEIDIGUNG

IMMER / EINMALIG

Bestial Prophet

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

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

W4 · RW 5+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5-7

4+

S4

5+

S3

6+

S1-2

RETTUNGSWURF JE DS

DS 0

5+

DS -1

5++

DS -2

5++

DS -3

5++

DS -4

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.

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...

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 Tzaangor Shaman

Ausrüstung:

Baleful Devolution, Force stave

Anführer

This model can be attached to the following units: TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS, TZAANGORS

KEYWORDS Mounted, Character, Fly, Psyker, Chaos, Tzeentch, Tzaangor Shaman, Infantry, Mutant · FRAKTION Thousand Sons