

SORCERER IN TERMINATOR ARMOUR

M

5"

T

6

SV

2+

W

5

LD

6+

OC

1

RW

4+

85 PTS
Base 40mm



- Leader
- Dark Pacts
- Deep Strike

3 BESCHUSS

Combi-bolter

RAPID FIRE 2

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

VERWUNDET

2+
T1-2

3+
T3-4

4+
T5

5+
T6-9

6+
T10+

Combi-weapon

ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1

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

VERWUNDET

2+
T1-2

3+
T3-4

4+
T5

5+
T6-9

6+
T10+

> Infernal Gaze - focused witchfire

DEVASTATING WOUNDS HAZARDOUS PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	6	-2	D3

VERWUNDET

2+
T1-3

3+
T4-5

4+
T6

5+
T7-11

6+
T12+

> Infernal Gaze - witchfire

PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	5	-1	D3

VERWUNDET

2+
T1-2

3+
T3-4

4+
T5

5+
T6-9

6+
T10+

Death Hex (Psychic)

At the start of your Shooting phase, one PSYKER with this ability can use it. If it does, select one enemy unit within 12" of and visible to that PSYKER and roll one D6: on a 1, that PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

5 NAHKAMPF

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+

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
RETTUNGSWURF JE DS				
DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++

1
KOMMANDO

2 BEWEGUNG

Warptime (Psychic)
While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

4
ANGRIFF


VERTEIDIGUNG

∞ IMMER / EINMALIG

Chaos Familiar
Once per battle, when an attack is allocated to the bearer, you can change the Damage characteristic to 0.
Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.
Nurgle
Add 1 to this model's Toughness characteristic.
Slaanesh
Add 2" to this model's Move characteristic.
Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

REGELN & KEYWORDS KURZ

- Dark Pacts** If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.
- 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...
- 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...
- 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:** Combi-bolter, Combi-weapon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, Force weapon
- This model can replace its Combi-bolter with Combi-weapon.
- Anführer**
- This model can be attached to the following units: CHAOS TERMINATOR SQUAD