

SORCERER

Leader Dark Pacts

M

6"

T

5

SV

3+

W

4

LD

6+

OC

1

65 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

► Infernal Gaze - focused witchfire

DEVASTATING WOUNDS

HAZARDOUS

PSYCHIC

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

VERWUNDET

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

► Infernal Gaze - witchfire

PSYCHIC

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Gift of Chaos (Psychic)

Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the [PSYCHIC] ability. That unit must take a Leadership test: if that test is failed, that unit suffers D3 mortal wounds.

4ANGRIFF

5NAHKAMPF

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

Prescience (Psychic)

While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 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+	6+	-

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.

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.

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...

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...

AUFSTELLUNG

1x Sorcerer

Ausrüstung:

Bolt pistol, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, Force weapon

Anführer

This model can be attached to the following units: CHOSEN, LEGIONARIES, NEMESIS CLAW, RED CORSAIRS RAIDERS

KEYWORDS Infantry, Character, Psyker, Grenades, Chaos, Sorcerer, Leader · FRAKTION Heretic Astartes