

AHRIMAN

Leader Cabal of Sorcerers

M

10"

T

5

SV

3+

W

6

LD

6+

OC

2

RW

4+

105 PTS
Base 40mm



1

KOMMANDO

—

2 BEWEGUNG

Scryer of Fates (Psychic)
if your army includes this model, after both players have deployed their armies, you can select up to 3 Thousand Sons units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

3 BESCHUSS

Inferno bolt pistol **PISTOL**

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

VERWUNDET

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

Transmogrifying Blast **BLAST** **PSYCHIC**

R	A	BS	S	AP	D
18"	D6+1	2+	6	-1	D3

VERWUNDET

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

4 ANGRIFF

—

5 NAHKAMPF

Black Staff of Ahriman **PSYCHIC**

R	A	WS	S	AP	D
Melee	5	2+	7	-1	3

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
------------	------------	----------	-------------	------------

VERTEIDIGUNG

—

IMMER / EINMALIG

Arch-Sorcerer of Tzeentch (Psychic)
Each time this model attempts a Ritual, add 1 to the **Psychic** test result.
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+ · 4++ · 6 LP je Modell
WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
------------	------------	----------	------------	------------

RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -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.
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...
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 rol...

AUFSTELLUNG
1x Ahriman
Ausrüstung: Inferno bolt pistol, Transmogrifying Blast, Black Staff of Ahriman
Anführer
This model can be attached to the following unit: RUBRIC MARINES, TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS