CHAOS - THOUSAND SONS

# EXALTED SORCERER

Leader | Cabal of Sorcerers

| M | T | SV | W | LD | OC | RW |
|---|---|---|---|---|---|---|
| 6" | 5 | 3+ | 5 | 6+ | 1 | 4+ |

**100 PTS**
Base 32mm

## 1 KOMMANDO

**Rebind Rubricae (Psychic)**
In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

## 2 BEWEGUNG

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## 3 BESCHUSS

**Astral Blast** BLAST | DEVASTATING WOUNDS | PSYCHIC

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

VERWUNDET

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

**Inferno bolt pistol** PISTOL

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

VERWUNDET

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

## 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+ |

**Prosperine khopesh**

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 4 | 2+ | 5 | -2 | 2 |

VERWUNDET

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

## VERTEIDIGUNG

**Arcane Shield (Psychic)**
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

## IMMER / EINMALIG

**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++ · 5 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+ | 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.

**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…

**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 Exalted Sorcerer

**Ausrüstung:** Astral Blast, Inferno bolt pistol, Force weapon, Prosperine khopesh

**Anführer**
This model can be attached to the following unit: RUBRIC MARINES

**KEYWORDS** Infantry, Character, Grenades, Psyker, Chaos, Tzeentch, Exalted Sorcerer, Leader · **FRAKTION** Thousand Sons