

SORCERER

Leader Cabal of Sorcerers

M6"

T5

SV3+

W4

LD6+

OC1

RW5+

100 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

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+
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Pandaemonic Delusion **PSYCHIC**

SUSTAINED HITS 3

R	A	BS	S	AP	D
24"	6	3+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Twisted Sorceries (Psychic)

Once per battle, in your Shooting phase or the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristic of **Psychic** weapons equipped by this model by 3.

4ANGRIFF

5NAHKAMPF

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+
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Prosperine khopesh

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

VERWUNDET

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

IMMER / EINMALIG

Empyric Guidance (Psychic)

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

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+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

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

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 5++	DS -4 5++
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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.

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...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Sorcerer

Ausrüstung: Inferno bolt pistol, Pandaemonic Delusion, Force weapon, Prosperine khopesh

Anführer

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

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