

EXALTED SORCERER ON DISC OF TZEENTCH

M	T	SV	W	LD	OC	
10"	5	3+	6	6+	2	

AUFSTELLUNG

1x Exalted Sorcerer on Disc of Tzeentch (40mm)

Equipped with: Arcane Fire, Inferno bolt pistol, Force weapon, Prosperine khopesh

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcane Fire IGNORES COVER, PSYCHIC, TORRENT	18"	D6	N/A	6	-2	D3
Inferno bolt pistol PISTOL	12"	1	2+	5	-2	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2

ABILITIES

CORE - Leader

RULES - Cabal of Sorcerers, Leader

Binding Tendrils (Psychic)

In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with Arcane Fire. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

Illusions of Tzeentch (Psychic)

While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

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.



Leader

This model can be attached to the following unit: RUBRIC
MARINES, TZAANGOR ENLIGHTENED, TZAANGOR
ENLIGHTENED WITH FATECASTER GREATBOWS



WEAPON RULES

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

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. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

