

INFERNAL MASTER

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

AUFSTELLUNG

1x Infernal Master (40mm)

Equipped with: Inferno bolt pistol, ► Fires of the Abyss - focused witchfire, ► Fires of the Abyss - witchfire, Force weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol PISTOL	12"	1	2+	5	-2	1
► Fires of the Abyss - focused witchfire HAZARDOUS, PSYCHIC, TORRENT	18"	2D6	N/A	6	-2	1
► Fires of the Abyss - witchfire PSYCHIC, TORRENT	18"	D6	N/A	6	-2	1

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - Cabal of Sorcerers, Leader

Glimpse of Eternity (Psychic)

Once per turn, you can change the result of one Hit roll, one Wound roll or one saving throw made for this model to an unmodified 6.

Malefic Maelstrom (Psychic)

While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] 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.

Leader

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



WEAPON RULES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

