

# SORCERER IN TERMINATOR ARMOUR

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 5" | 6 | 2+ | 5 | 6+ | 1  | 4+ |

## AUFSTELLUNG

1x Sorcerer in Terminator Armour (40mm)

**Equipped with:** Gaze of Hate, Inferno combi-bolter, Inferno combi-weapon, Force weapon

### Wargear Options:

- This model can replace its Inferno combi-bolter with Inferno combi-weapon.

## RANGED WEAPONS

| WEAPON                                                                        | RANGE | A | BS | S | AP | D |
|-------------------------------------------------------------------------------|-------|---|----|---|----|---|
| Gaze of Hate<br>ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS, PSYCHIC | 18"   | 3 | 3+ | 4 | -3 | 2 |
| Inferno combi-bolter<br>RAPID FIRE 2                                          | 24"   | 2 | 3+ | 5 | -2 | 1 |
| Inferno combi-weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1    | 24"   | 1 | 4+ | 5 | -2 | 1 |

## MELEE WEAPONS

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

## ABILITIES

**CORE** - Leader

**RULES** - Cabal of Sorcerers, Deep Strike, Leader

### Empyric Guidance (Psychic)

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

### Marked by Fate (Psychic)

At the start of your Shooting phase, select one enemy unit that is visible to this Psyker model. Until the end of the phase, each time a model in this unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

### 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: SCARAB  
OCCULT TERMINATORS



## WEAPON RULES

### Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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).

### Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

