

DEATH GUARD SORCERER IN TERMINATOR ARMOUR

[LEGENDS]

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

AUFSTELLUNG

1x Death Guard Sorcerer in Terminator Armour [Legends]

Equipped with: Combi-bolter, Combi-weapon, ► Curse of the Leper - witchfire, Chainfist, Force weapon, Plague fist, Plague-encrusted exalted weapon, Twin lightning claws

Wargear Options:

- This model can replace its Combi-bolter with Combi-weapon or Plague-encrusted exalted weapon.
- This model can replace its Force weapon with Chainfist, Plague fist, Twin lightning claws or Plague-encrusted exalted weapon.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS, RAPID FIRE 2	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
► Curse of the Leper - focused witchfire HAZARDOUS, PSYCHIC	24"	2D6	3+	6	-2	1
► Curse of the Leper - witchfire PSYCHIC	24"	D6	3+	6	-1	1

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, Nurgle's Gift (Aura)

Pestilent Familiar (Psychic)

Once per battle, after selecting targets for a **Psychic** weapon equipped by this model, until the end of the phase, improve the Strength and Damage characteristics of that weapon by 2.



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Plague fist LETHAL HITS	Melee	3	3+	8	-2	2
Plague-encrusted exalted weapon LETHAL HITS	Melee	6	2+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

Putrescent Vitality (Psychic)

At the start of the Fight phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, each time an attack is allocated to a model in this PSYKER's unit, subtract 1 from the Damage characteristic of that attack.

Leader

This model can be attached to the following units:
BLIGHTLORD TERMINATORS, DEATHSHROUD
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.

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.



Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

