

SORCERER

Leader Thrill Seekers

M

7"

T

5

SV

3+

W

4

LD

6+

OC

1

55 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolPISTOL

R

A

BS

S

AP

D

12"

1

3+

5

-1

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

► Agonising Energies - focused witchfire

DEVASTATING WOUNDS

HAZARDOUS

PSYCHIC

R

A

BS

S

AP

D

18"

D6

3+

6

-2

D3

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

► Agonising Energies - witchfirePSYCHIC

R

A

BS

S

AP

D

18"

D6

3+

5

-1

D3

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Warped Interference (Psychic)

While this model is leading a unit, each time a ranged attack targets that unit, models in it have the Benefit of Cover against that attack.

Wracking Agonies (Psychic)

In your Shooting phase, after this model has shot, select one INFANTRY unit hit by one or more of those attacks made with its Agonising Energies. Until the start of your next turn, that unit is wracked with agonies. While a unit is wracked with agonies, subtract 2" from its Move characteristic and subtract 2 from charge rolls made for it.

4ANGRIFF

5NAHKAMPF

Force weaponPSYCHIC

R

A

WS

S

AP

D

Melee

4

3+

6

-2

D3

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6-9

4+

S5

5+

S3-4

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

-

REGELN & KEYWORDS KURZ

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.

Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so: - It cann...

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...

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...

PISTOL

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

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

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 rol...

AUFSTELLUNG

1x Sorcerer

Ausrüstung:

Bolt pistol, ► Agonising Energies - focused witchfire, ► Agonising Energies - witchfire, Force weapon

Anführer

This model can be attached to the following units: INFRACTORS, NOISE MARINES, TORMENTORS

KEYWORDS Character, Infantry, Psyker, Chaos, Slaanesh, Grenades, Sorcerer, Leader · FRAKTION Emperor's Children