



AHRIMAN

100 PTS

M	T	SV	W	LD	OC
10"	4	3+	6	6+	2



RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol PISTOL	12"	1	2+	4	-1	1
Transmogrifying Blast BLAST, PSYCHIC	18"	D6+1	2+	6	-1	D3

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Black Staff of Ahriman PSYCHIC	Melee	5	2+	7	-1	3

AUFSTELLUNG

1x Ahriman

Equipped with: Inferno bolt pistol, Transmogrifying Blast, Black Staff of Ahriman

ABILITIES

CORE - Leader

Arch-Sorcerer of Tzeentch (Psychic)

Each time this model attempts a Ritual, add 1 to the **Psychic** test result.

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.

Scryer of Fates (Psychic)

if your army includes this model, after both players have deployed their armies, you can select up to 3 Thousand Sons units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Leader

This model can be attached to the following unit: Rubric Marines, Tzaangor Enlightened, Tzaangor Enlightened with Fatecaster Greatbows



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WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Chaos, Tzeentch, Fly, Mounted, Ahriman, Leader

FACTION: Thousand Sons



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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).

RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6
2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.
3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.



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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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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FACTION: Thousand Sons