

AHRIMAN

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

AUFSTELLUNG

1x Ahriman

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

⚔ 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

ABILITIES

CORE - Leader

RULES - Cabal of Sorcerers, 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

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.



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).

