

SCARAB OCCULT TERMINATORS

SCARAB OCCULT SORCERER

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

AUFSTELLUNG

1x Scarab Occult Sorcerer - Equipped with: Force weapon, Malefic Curse, Inferno combi-bolter, Prosperine khopesh
4-9x Scarab Occult Terminator

Wargear Options:

- Each Scarab Occult Sorcerer can replace its Inferno combi-bolter with Prosperine khopesh.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy warplamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno combi-bolter RAPID FIRE 2	24"	2	3+	4	-2	1
Inferno combi-bolter RAPID FIRE 2	24"	2	3+	4	-2	1
Malefic Curse ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PSYCHIC	24"	3	3+	4	-3	1
Soulreaper cannon DEVASTATING WOUNDS	24"	6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Cabal of Sorcerers, Deep Strike

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.

Rites of Coalescence

While this unit contains one or more Psyker models, each time an attack targets this unit, subtract 1 from the Wound roll.

Scarab Occult Sorcerer **KEYWORDS:** Psyker
KEYWORDS: Infantry, Chaos, Tzeentch, Scarab Occult, Rubricae, Terminator



FACTION: Thousand Sons **180–385 PTS**

Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	3	3+	5	-2	2
Prosperine khopesh	Melee	3	3+	5	-2	2
Prosperine khopesh	Melee	3	3+	5	-2	2
Prosperine khopesh	Melee	3	3+	5	-2	2

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.*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



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).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

