
























CHAOS					SORCERER IN TERMINATOR ARMOUR - Vorlash the Darkflyer													126 Pts	
Heretic Astartes - Night Lords					Darkflyer														
1																			
	5"			2+	2+	4	5			5	3	4	6+	1		2+	4++/4++		
Unit Aptitudes																			
Warptime (Psychic)		While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.																	
Death Hex (Psychic)		At the start of your Shooting phase, one Psyker with this special rule can use it. If it does, select one enemy unit within 12" of and visible to that Psyker and roll one D6: on a 1, that Psyker's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.																	
Mark of Tzeentch		Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.																	
Unit Special Rules																			
Independent Character / Night Vision / Fear / Deep Strike / Psyker (2)																			
Psychic Domains																			
Biomancy - Pyromancy - Telepathy - Dæmonology (Malefic) - Dark Hereticus - Sinistrum - Heretech - Ectomancy - Geomortis - Tzeentch																			
Weapons														Nb	Pts				
Combi-melta - Bolt				24"	2	4	0	1	Rapid Fire 1					1					
Combi-melta - Melta				12"	1	9	-4	D6	Assault - Melta					1	11				
Force stave				Melee	User	+3	-1	3	Melee - Psychic - Concussive					1	15				
Infernal Gaze - Witchfire				24"	D6	5	-1	D3	Psychic					1					
Infernal Gaze - Focused Witchfire				24"	D6	6	-2	D3	Psychic - Hazardous - Devastating Wounds					1					
Faction Aptitudes															Unit type				
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault						Infantry				