

Unit Aptitudes

Dark Blessing (Psychic) While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule.

Sorcerous Elixir You can re-roll the first failed Psychic test you make for this model. This special rule can only be used once per battle.

Bestial Prophet While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

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

Move Through Cover / Psyker (1)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

Weapons	森	P				©	Pts
Mutating Orbs	18"	1	9	0	D3+1	Psychic - Blast - Devastating Wounds	
Shaman's stave	Melee	User	+2	-1	D 3	Melee - Psychic - Concussive	10
	Faction	Aptitudes					Unit type

Jetbike

The Axis of Dissolution and The Guard

of the Crimson King

Signs & Portents

Cult Arcana