	CHAC	OS					GO1	OCEDE	D 1/2	41	C1				9.5	De.	
Heretic Astartes - Night Lords						SORCERER - Kyrax the Soulreaper									85 Pts		
1	7			(4)				6			×	144		<b>@</b>			
	6"		3+	3+	4	4				4	3	4	6+	1	3+	6++/6+	
						Uni	t <b>Apti</b> t	udes									
Warptime (Psych	hic)	While th	is model	is leading	a unit, y	ou can re	-roll <b>A</b> dv	ance and	Charge 1	olls made	for that u	ınit.					
Death Hex (Psyc		to that Pa	syker and e an attac	roll one I k targets tl	D6: on a hat enen	1, that Ps ny unit, in	yker's ui iprove th	nit suffers ne Armou	D3 mor Penetra	tal wounds ation chara	s; on a 2+ acteristic	, until the of that att	•	ır next M			
Mark of Tzeentc	ch	Once pe	r turn, the	e first time	e a saving				the Dar	nage chara	ecteristic (	of that att	ack is chang	ed to 0.			
	/ NT 1 . XT	· / ID	F 0 12	1.0	1 / D		pecial	Rules									
ndependent Ch	aracter / Night Vis	sion / Fear /	Frag & K	rak Grena	ades / Ps		. D	•									
	manay Talanath	D	-1 (M-	lofio) Da	rk Hora			mains	Ectom	angy Cov	mortis [	Ezooptob					
Gomanov Pyro	nnancy = 1 cicuaui						ictriim	Haratach		ancy - Geo							
Biomancy - Pyro			ology (Ma		1	(d)	ıstrum -	Heretech	- Ectom		omorus, i	- A			Nh	Pte	
	Weapons		ology (Ma	×	<b>K</b>	<b>(</b>	•	O	- Ectom		morus,	Q)			Nb	Pts	
<b>3</b> olt pistol			ology (Ma		2"	<b>(</b>	4 +3	Heretech  0 -1	1 3	Pistol		- A	ve		<b>Nb</b> 1	Pts	
Biomancy - Pyro  Bolt pistol  Force stave  Infernal Gaze - V	Weapons		ology (Ma	12	2"	1	4	0	1	Pistol		Φ̂,	ve		Nb 1 1 1 1		
Bolt pistol Force stave nfernal Gaze - V	Weapons		ology (Ma	12 <b>M</b> el	lee	1 User	4 +3	0 -1	1 3 D3	Pistol Melee - Psychic	Psychic -	Çî Concussi	ve astating Wo	unds	Nb  1 1 1 1		
Bolt pistol Force stave Infernal Gaze - V	Weapons Witchfire		ology (Ma	12 <b>M</b> el 24	lee t"	1 User D6	4 +3 5	0 -1 -1	1 3 D3	Pistol Melee - Psychic	Psychic -	Çî Concussi			1 1 1	15	