

CHAOS

Heretic Astartes - Night Lords

SORCERER - Kyrax the Soulreaper

85 Pts

1																	
	6"			3+	3+	4	4				4	3	4	6+	1	3+	6++/6++

Unit Aptitudes

Warptime (Psychic)	While this model is leading a unit, you can add 6" to Advance moves 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 / Frag & Krak Grenades / Psyker (1)
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Psychic Domains

Biomancy - Pyromancy - Telepathy - Dæmonology (Malefic) - Dark Hereticus - Sinistrum - Heretech - Ectomancy - Geomortis, Tzeentch
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Weapons							Nb	Pts
Bolt pistol	12"	1	4	0	1	Pistol	1	
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
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