
























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 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 / 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					