



## CHAOS SORCERER LORD



| MELEE WEAPONS                 | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------------------------------|-------|---------|--------|----------|------|--------|
| Chaos Runestaff               | 2"    | 1       | 4+     | 3+       | -1   | D3     |
| Chaos Runesword               | 1"    | 1       | 4+     | 4+       | -    | 1      |
| Chaos Steed's Flailing Hooves | 1"    | 2       | 4+     | 5+       | -    | 1      |

### DESCRIPTION

A Chaos Sorcerer Lord is a single model, armed with a Chaos Runestaff. Many Chaos Sorcerer Lords also carry a Chaos Runesword to battle.

### CHAOS STEED

Some Chaos Sorcerer Lords ride to battle on Chaos Steeds; these models have Move 10" instead of 5" and gain the Chaos Steed's Flailing Hooves attack.

### ABILITIES

**Oracular Visions:** In your hero phase, pick either the Chaos Sorcerer Lord or a unit within 10" to receive the gift of foresight. Until your next hero phase, you can re-roll save rolls of 1 for that unit.

**Mark of Chaos:** If you wish, when setting up this model, you can pick one of the following keywords to assign to it for the duration of the battle: **TZEENTCH**, **NURGLE** or **SLAANESH**.

### MAGIC

A Chaos Sorcerer Lord is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Daemonic Power spells.

### DAEMONIC POWER

The Sorcerer bestows his followers with daemonic essence, boosting their skill, strength and resilience to unholy levels. Daemonic Power has a casting value of 5. If successfully cast, pick the caster or a unit within 18". Until your next hero phase, you can re-roll any hit rolls of 1, wound rolls of 1 and save rolls of 1 made for that unit.

### KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, WIZARD, CHAOS SORCERER LORD