

CHAOS SORCERER LORD ON MANTICORE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Reaping Staff	2"	2	4+	3+	-	D3
Manticore's Claws and Jaws	1"	5	4+	☼	-1	1
Manticore's Lashing Tail	3"	☼	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Claws and Jaws	Lashing Tail
0-2	12"	2+	D6
3-4	10"	3+	D6
5-7	8"	3+	D3
8-9	6"	4+	D3
10+	4"	5+	1

DESCRIPTION

A Chaos Sorcerer Lord on Manticore is a single model. The Chaos Sorcerer carries a Sorcerous Reaping Staff to battle. His Manticore mount fights with its fearsome Claws and Jaws as well as its Lashing Tail.

FLY

A Chaos Sorcerer Lord on Manticore can fly.

ABILITIES

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

Oracular Visions: In your hero phase, pick either the Chaos Sorcerer Lord on Manticore 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.

Territorial Predator: Any who stray into the territory of a Manticore are as good as dead, especially larger creatures, which it sees as potential rivals. You can re-roll hit rolls of 1 for the Manticore's Claws and Jaws attacks if the target is a **MONSTER**. If the target is a unit within your army's territory, you can re-roll any failed hit rolls for these attacks.

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 Wind of Chaos spells.

WIND OF CHAOS

The Sorcerer summons the raw power of Chaos and sends a vortex of fell energies screaming across the battlefield. Wind of Chaos has a casting value of 7. If successfully cast, pick a visible unit within 18". Roll a number of dice equal to the total casting roll that was rolled for this spell (for example, if Wind of Chaos was cast with a casting roll of 8, roll 8 dice). For each roll of 5, the target unit suffers one mortal wound. For each roll of 6, the target unit suffers D3 mortal wounds.

KEYWORDS

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