
























CHAOS																	
Heretic Astartes - Thousand Sons										EXALTED SORCERER - Zephyrion the Zealot					185 Pts		
1																	
6"2+2+44444346+13+4++/3++																	
Unit Aptitudes																	
Arcane Shield (Psychic)			While this model is leading a unit, models in that unit a 4++ invulnerable save.														
Spell Familiar			A model with a Spell Familiar may re-roll one failed Psychic tests each turn.														
Rebind Rubricae (Psychic)			In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.														
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 / Frag & Krak Grenades / Fearless / Psyker (3)																	
Psychic Domains																	
Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch																	
Weapons										Nb		Pts					
Astral Blast				18"	D3	6	-2	1	Psychic - Blast - Devastating Wounds			1					
Force stave				Melee	User	+3	-1	3	Melee - Psychic - Concussive			115					
Warpflame pistol				Template	1	3	-1	1	Pistol - Ignores Cover			1					
Faction Aptitudes															Unit type		
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King													Infantry		