

CHAOS

Heretic Astartes - Thousand Sons

TZAANGOR ENLIGHTENED - Aetheric Visionaries

90 Pts

3



10"



4+



4+



4



4



2



2



3



7+



1



5+



6++/6++

Unit Aptitudes

- Malign Trickery
- Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.
- Guided by Fate
- Each time you make a hit roll of 6+ for a model in this unit (except for the Disc's blades), do not make a wound roll for that attack - it is automatically successful. Saving throws may be attempted against these attacks as normal.
- 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

Move Through Cover

Weapons



Melee



User



User



0



1



Melee

Nb

Pts

Close combat weapon

3

Fatecaster greatbow

30"

1

5

-1

2

Assault - Rapid Fire 1 - Lethal Hits - Precision Shots

3

30

Faction Aptitudes

Unit type

Cult Arcana

Signs & Portents

The Axis of Dissolution and The Guard of the Crimson King

Jetbike