
























CHAOS					TZAANGORS - Sons of the Aether										100 Pts		
Heretic Astartes - Thousand Sons																	
10																	
	6"			4+	4+	5	4				1	2	3	7+	2	6+	6++/6++
Unit Aptitudes																	
Herd Banner			You can re-roll Battle-shock tests taken for the bearer's unit.														
Brayhorn			You can re-roll Advance and Charge rolls made for the bearer's 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																	
Move Through Cover																	
Weapons													Nb	Pts			
Tzaangor blades					Melee	User	User	-1	1	Melee - Extra Attacks			10				
Faction Aptitudes															Unit type		
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King													Infantry		