

CHAOS

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 Moral tests taken for the bearer's unit.
Brayhorn	You can re-roll Charge roll made for the bearer's unit, and you can add 6" to Advance moves for 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

Move Through Cover

Weapons



Nb

Pts

Tzaangor heavy blades	Melee	-1	+2	-1	1	Melee - Two Handed	10	70
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Faction Aptitudes

Unit type

Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King	Infantry
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