

CHAOS

Heretic Astartes - Thousand Sons

THOUSAND SONS CULTISTS - Azure Conclave

200 Pts

20



6"

5+

5+

3

3

1

1

3

8+

1

6+

6++/6++

Unit Aptitudes

Pawns of Fate Each time this unit destroys an enemy unit, roll one D6: on a 2+, you gain 1CP. When this unit is destroyed, roll one D6: on a 2+, you gain 1CP.

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

Frag Grenades / Scout

Psychic Domains

