CHAOS

Heretic Astartes - Thousand Sons

RUBRIC MARINES - Crystal Sentinels

215 Pts

5																
	5"			3+	3+	4	4				2	1	3	6+	2	3+	6++/6++

Unit Aptitudes

Bringers of Change	You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.
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

Fearless / Slow and Purpseful / Psyker (1)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

Weapons							Nb	Pts
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	1	15
Inferno bolt pistol	12"	1	4	-1	1	Pistol	1	
Warpsmite	18"	1	4	-1	1	Psychic - Pistol - Anti-Infantry - Devastating Wounds	1	
Close combat weapon	Melee	User	User	0	1	Melee	5	
Inferno boltgun	24"	2	4	-1	1	Rapid Fire 1	5	

Faction Aptitudes

Unit type

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