

CHAOS

Heretic Astartes - Thousand Sons

RUBRIC MARINES - Arcane Guardians

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