CHAOS

Heretic Astartes - Thousand Sons

TZAANGOR ENLIGHTENED - Astral Soothsayers — 108 Pts

3																	
	10"			4+	4+	4	4				2	2	3	7+	1	5+	6++/6++

Unit Aptitudes

Malign Trickery	Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.
Guided by Fate	Each time you make a hit roll of 6+ for a model in this unit (except for the Disc's blades), do not make a wound roll for that attack - it is automatically successful. Saving throws may be attempted against these attacks as normal.
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
Divining spear - Shoot	12"	4	5	-2	1	Assault - Lance - Precision Shots	3	27
Divining spear - Melee	Melee	User	+2	-2	1	Melee - Lance - Precision Strikes	3	21

Faction Aptitudes

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

Unit type

Jetbike