
























CHAOS															TZAANGORS - Sons of the Aether															100 Pts	
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 blades					Melee	User	User	-1	1	Melee - Extra Attacks				10																	
Faction Aptitudes															Unit type																
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King													Infantry																