
























CHAOS				THOUSAND SONS CULTISTS - Azure Conclave													200 Pts										
Heretic Astartes - Thousand Sons																											
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																											
Weapons																									Nb	Pts	
Close combat weapon					Melee		User		User		0		1		Melee										20		
Cultist firearm					12"		1		3		0		1		Pistol										20		
Faction Aptitudes																										Unit type	
Cult Arcana		Signs & Portents		The Axis of Dissolution and The Guard of the Crimson King																						Infantry	