#### CHAOS

Heretic Astartes - Thousand Sons

# AHRIMAN - Ahzek Ahriman, Arch-Magister of the Corvidae, Chef Librarian of the Thousand Sons, The Enduring Son

240 Pts

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### Unit Aptitudes

Rubric Lord While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

Arch-Sorcerer This unit suffers Perils of the Warp only if three or more 6s are rolled.

Arcane Litanies This unit may ignore the first failed Perils of the Warp test it is subject to.

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**

Independent Character / Frag & Krak Grenades / Adamantium Will / Precision Strike / Psyker (4)

## Psychic Domains

Biomancy - Change - Dæmonology (Malefic) - Dark Hereticus - Divination - Ectomancy - Fulmination - Geomortis - Heretech - Machinamantia - Malefic - Noctic - Obscuration - PanDæmoniac Tzeentch - Pyromancy - Scriptumantia - Sinistrum - Telekinesis - Telepathy - Terramancie - Tzeentch - Vengeance

Weapons	*	Φ)	3	O	**	<b>©</b>	Nb	Pts	
Black Staff of Ahriman	Melee	+1	+3	-1	3	Melee - Psychic - Master-crafted	1		
Inferno bolt pistol	12"	1	4	-1	1	Pistol	1		
Psychic Stalk	18"	1	6	-1	<b>D</b> 6	Psychic - Precision Shots	1		
Faction Aptitudes									

Faction Aptitudes

Unit type

Cult Arcana Signs & Portents

The Axis of Dissolution and The Guard of the Crimson King

Jetbike