
























CHAOS				SCARAB OCCULT TERMINATORS - Crystalbound												388 Pts	
Heretic Astartes - Thousand Sons																	
5																	
5"				3+	3+	4	4				3	3	4	6+	1	2+	4++/4++
Unit Aptitudes																	
Implacable Guardians				While this unit contains one or more Psyker models, each time an attack is made against this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.													
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																	
Deep Strike / Fearless / Stubborn / Brotherhood of Psykers / Psyker (2)																	
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		
Hellfyre missiles rack				36"	2	10	-2	3	Heavy					1	21		
Prosperine khopesh				Melee	User	+1	-3	1	Melee - Psychic					4	52		
Inferno combi-bolter				24"	2	4	-1	1	Assault - Rapid Fire 2					5			
Faction Aptitudes														Unit type			
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King												Infantry			