

CHAOS
Heretic Astartes - Thousand Sons

195 Pts



6++/6++

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

[illegible]