

CHAOS

Heretic Astartes - Thousand Sons

EXALTED SORCERER - Xanathar the Omniscient

215 Pts

1																	
	12"			2+	2+	4	4				5	3	4	6+	1	3+	4++/3++

Unit Aptitudes







Arcane Shield (Psychic)	While this model is leading a unit, models in that unit a 4+ invulnerable save.
Spell Familiar	A model with a Spell Familiar may re-roll one failed Psychic tests each turn.
Binding Tendrils (Psychic)	At the end of your Movement phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, halve the Move characteristic of models in that unit and halve Advance and Charge rolls made 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

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

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

Weapons							Nb	Pts
Arcane Fire	Template	1	6	-2	1	Psychic - Ignores Cover	1	
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	1	15
Inferno bolt pistol	12"	1	4	-1	1	Pistol	1	

Faction Aptitudes

Unit type

Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King	Jetbike
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