Figs 1	₹ ▶	*	.il	⊕	(Ø		*	X	14,		0		
	10"		2+	2+	5	4				6	5	4	6+	1	3+	3++/3+
tudes Rul	bric Lord	While th	nis model is l	eading a un	it, each tim	e a model	in that unit	makes an a	attack, add	1 to the W	ound roll.					
Arcl	n-Sorcerer	This uni	t suffers Peri	ls of the W	arp only if	three or m	ore 6s are r	olled.								
Arca	ne Litanies	This uni	t may ignore	the first fai	led Perils o	f the Warp	o test it is su	bject to.								
	of Tzeentch	Once ne	r turn, the fi	rst time a sa	ving throw	is failed fo	r this unit, t	he Damage	: characteri	stic of that	attack is ch	anged to 0				

Special Rules

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

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

CHAC Heretic Astartes - T		3	A	HRIMAN	I - Ahzek Ahriman, A	Arch-Magister of the Corvidae, Chef Librarian of the Thousand Sons, The Enduring Son
Weapons	尊	Φ		O	()	₫
lack Staff of Ahriman	Melee	6	8	-1	3	Melee - Psychic - Master-crafted
nferno bolt pistol	12"	1	4	-1	1	Pistol
sychic Stalk	18"	1	6	-1	D 6	Psychic - Precision Shots
				Fac	tion Aptitudes	Unit Type Pts
Cult Arcana		ns & Portent		The Axi	is of Dissolution and nard of the Crimson	Jetbike 28

King