

CHAOS
Heretic Astartes - Thousand Sons

185 Pts

1



6"

 2_+  2_+ 

4



4



4



3



4



6+



1



3+

 $4_{++}/3_{++}$

Unit Aptitudes

While this model is leading a unit, models in that unit a 4+ invulnerable save.

A model with a **Spell Familiar** may re-roll one failed **Psychic** tests each turn.

In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

In each of your Command phases, if the bearer is on the battlefield, it can read from the Perfidious Tome. If it does, roll one D6: on a 1, your opponent gains 1 Command point; on a 4+, you gain 1 Command point.

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

[illegible]