























| CHAOS  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Heretic Astartes - Thousand Sons   |   |   |   |   |   |   |   |   |   | EXALTED SORCERER - Zephyrion the Zealot   |   |   |   |   | 185 Pts   |   |
| 1  |  |    |  |    |    |      |      |    |    |  |  |  |  |  |  |  |
| 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.   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Rebind Rubricae (Psychic)  |   | 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. |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 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   |   |   |   |   |
| Astral Blast   |   |   |   | 18"   | D3  | 6   | -2  | 1   | Psychic - Blast - Devastating Wounds  |   | 1   |   |   |   |   |   |
| Force stave  |   |   |   | Melee   | User  | +3  | -1  | 3   | Melee - Psychic - Concussive  |   | 1   |   | 15  |   |   |   |
| Warpflame pistol   |   |   |   | Template  | 1   | 3   | -1  | 1   | Pistol - Ignores Cover  |   | 1   |   |   |   |   |   |
| Faction Aptitudes  |   |   |   |   |   |   |   |   |   |   |   | Unit type   |   |   |   |   |
| Cult Arcana  | Signs & Portents  | The Axis of Dissolution and The Guard of the Crimson King   |   |   |   |   |   |   |   |   |   | Infantry  |   |   |   |   |