
























CHAOS		THE BLUE SCRIBES - P'tarix' & Xirat'p'													80 Pts	
Chaos Daemons																
1	                	12"	5+	2	4				6	4	4	8+	2	6+	5++/4++	
Unit Aptitudes																
P'tarix's Sorcerous Syphon (Aura)		While an enemy unit is within 12" of this model, each time a model in that unit makes a Psychic Attack, subtract 1 from the Wound roll.														
Xirat'p's Sorcerous Barrages (Psychic)		At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds.														
Spell Syphon		Each time an enemy Psyker successfully manifests a psychic power, place a syphon token next to The Blue Scribes. At the start of each of your turns, roll a D6 for each syphon token next to the Blue Scribes - for each 6 rolled, one friendly Psyker within 12" of the Blue Scribes immediately gains a Warp Charge point. Then remove all syphon tokens from the board.														
Scrolls of Sorcery		At the start of each friendly Psychic Phase, choose a Psychic Discipline and roll a D6 - this turn The Blue Scribes automatically manifest that power without the need for a psychic test. This power is treated as having been manifested by the minimum amount of Warp charge points required to manifest the power, for the purposes of Deny the Witch rolls.														
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 / Deep Strike / Daemon / Fear / Lone Operative																
Weapons								Nb	Pts							
Sharp quills		Melee	User	User	0	1	Melee - Psychic - Master-crafted - Anti-Psyker	1								
Faction Aptitudes									Unit type							
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation		Daemonic Terror		Daemonic Incursion		Jetbike								