

CHAOS

Heretic Astartes - Thousand Sons

TZAANGOR ENLIGHTENED - Astral Soothsayers

108 Pts

3



































10"

4+

4+

4

4

2

2

3

7+

1

5+

6++/6++

Unit Aptitudes

- Malign Trickery

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.
- Guided by Fate

Each time you make a hit roll of 6+ for a model in this unit (except for the Disc's blades), do not make a wound roll for that attack - it is automatically successful. Saving throws may be attempted against these attacks as normal.
- 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

Move Through Cover

Psychic Domains

[illegible]