

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

Weapons



Nb

Pts

Divining spear - Shoot

12"

4

5

-2

1

Assault - Lance - Precision Shots

3

27

Divining spear - Melee

Melee

User

+2

-2

1

Melee - Lance - Precision Strikes

3

21

Faction Aptitudes

Unit type

Cult Arcana

Signs & Portents

The Axis of Dissolution and The  
Guard of the Crimson King

Jetbike