

CHAOS
Heretic Astartes - Thousand Sons



6++/6++

90 Pts

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

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Fatecaster greatbow		30"	1	5	-1	2	Assault - Rapid Fire 1 - Lethal Hits - Precision Shots	30
Faction Aptitudes								Unit type
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King						Jetbike