
























CHAOS																							
Heretic Astartes - Thousand Sons										THOUSAND SONS CULTISTS - Azure Conclave							200 Pts						
20																							
				6"					5+	5+	3	3					1	1	3	8+	1	6+	6++/6++
Unit Aptitudes																							
Pawns of Fate				Each time this unit destroys an enemy unit, roll one D6: on a 2+, you gain 1CP. When this unit is destroyed, roll one D6: on a 2+, you gain 1CP.																			
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																							
Frag Grenades / Scout																							
Weapons																			Nb	Pts			
Close combat weapon				Melee	User	User	0	1	Melee									20					
Cultist firearm				12"	1	3	0	1	Pistol									20					
Faction Aptitudes																						Unit type	
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King																			Infantry		