

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

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18"	D3	6	-2	1	Psychic - Blast - Devastating Wounds	0
Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Template	1	3	-1	1	Pistol - Ignores Cover	0
						Unit type
	Melee Template Faction	18" D3 Melee User Template 1	18" D3 6 Melee User +3	18" D3 6 -2 Melee User +3 -1 Template 1 3 -1 Faction Aptitudes	18" D3 6 -2 1 Melee User +3 -1 3 Template 1 3 -1 1	18' D3 6 -2 1 Psychic - Blast - Devastating Wounds Melee User +3 -1 3 Melee - Psychic - Concussive Template 1 3 -1 1 Pistol - Ignores Cover

The Guard of the Crimson King

Infantry

Signs & Portents

Cult Arcana