























CHAOS																
Heretic Astartes - Thousand Sons										EXALTED SORCERER - Erevan the Enlightened					185 Pts	
1																
6"		2+	2+	4	4					4	3	4	6+	1	3+	4++/3++
Unit Aptitudes																
Arcane Shield (Psychic)			While this model is leading a unit, models in that unit a 4+ invulnerable save.													
Spell Familiar			A model with a Spell Familiar may re-roll one failed Psychic tests each turn.													
Rebind Rubricae (Psychic)			In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.													
Athenaeon Scrolls			If you roll a double when making a successful Psychic test for the bearer, your opponent cannot attempt to resist that psychic power with a Deny the Witch test or negate it by any means.													
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																
Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)																
Psychic Domains																
Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch																
Weapons										Nb			Pts			
Astral Blast				18"	D3	6	-2	1	Psychic - Blast - Devastating Wounds			1				
Force stave				Melee	User	+3	-1	3	Melee - Psychic - Concussive			1 15				
Inferno bolt pistol				12"	1	4	-1	1	Pistol			1				
Faction Aptitudes														Unit type		
Cult Arcana		Signs & Portents		The Axis of Dissolution and The Guard of the Crimson King										Infantry		