

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

Weapons	*	Φ 1			© 7	Pts
Astral Blast	18"	D3	6 -2	1	Psychic - Blast - Devastating Wounds	0
Force stave	Melee	User	+3 -1	3	Melee - Psychic - Concussive	15
Inferno bolt pistol	12"	1	4 -1	1	Pistol	0
		Aptitudes is of Dissolution	n and			Unit type
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The Guard of the Crimson King

Infantry

Signs & Portents

Cult Arcana