
























CHAOS																		
Heretic Astartes - Thousand Sons										SCARAB OCCULT TERMINATORS - Crystalbound							388 Pts	
5																		
5"				3+	3+	4	4				3	3	4	6+	1	2+	4++/4++	
Unit Aptitudes																		
Implacable Guardians			While this unit contains one or more PSYKER models, each time an attack is made against this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.															
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																		
Deep Strike / Fearless / Stubborn / Brotherhood of Psykers / Psyker (2)																		
Psychic Domains																		
Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch																		
Weapons										Nb	Pts							
Force stave				Melee	User	+3	-1	3	Melee - Psychic - Concussive	1	15							
Hellfyre missiles rack				36"	2	10	-2	3	Heavy	1	21							
Prosperine khopesh				Melee	User	+1	-3	1	Melee - Psychic	4	52							
Inferno combi-bolter				24"	2	4	-1	1	Assault - Rapid Fire 2	5								
Faction Aptitudes												Unit type						
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King										Infantry						