

CHAOS

Heretic Astartes - Thousand Sons

RUBRIC MARINES - Warpflame Host

295 Pts

6



5"

3+

3+

4

4

2

1

3

6+

2

3+

6++/6++

Unit Aptitudes

Bringers of Change

You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.

Icon of Flame

Each time a model in the bearer's unit makes a ranged attack, Critical Wound AP is improved by 1.

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

Fearless / Slow and Purpseful / Psyker (1)

Psychic Domains

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

Weapons								Pts
Force stave		Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Inferno bolt pistol		12"	1	4	-1	1	Pistol	0
Warpsmite		18"	1	4	-1	1	Psychic - Pistol - Anti-Infantry - Devastating Wounds	0
Close combat weapon		Melee	User	User	0	1	Melee	0
Warpflamer		Template	1	4	-1	1	Assault - Ignores Cover	40