

Heretic Astartes - Thousand Sons

211 Pts

1



12"

 2_+ 2_+

4

4

5

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.

Binding Tendrils (Psychic)

At the end of your **Movement** phase, you can select one enemy unit within 18" of and visible to this **PSYKER** and roll one D6: on a 1, this **PSYKER**'s unit suffers D3 mortal wounds; on a 2+, until the start of your next **Movement** phase, halve the **Move** characteristic of models in that unit and halve **Advance** and **Charge** rolls made for that unit.

Seer's Bane

The Strength of the attack is doubled when targeting Psyker units or enemy units that include any models with a Leadership characteristic of 9 or higher with this weapon.

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

[illegible]