

CHAOS

Heretic Astartes - Thousand Sons

TZAANGOR ENLIGHTENED - Aetheric Visionaries

90 Pts







3																	
	10"			4+	4+	4	4				2	2	3	7+	1	5+	6++/6++

Unit Aptitudes

Malign Trickery	Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.
Guided by Fate	Each time you make a hit roll of 6+ for a model in this unit (except for the Disc's blades), do not make a wound roll for that attack - it is automatically successful. Saving throws may be attempted against these attacks as normal.
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

Move Through Cover

Weapons							Nb	Pts
Close combat weapon	Melee	User	User	0	1	Melee	3	
Fatecaster greatbow	30"	1	5	-1	2	Assault - Rapid Fire 1 - Lethal Hits - Precision Shots	3	30

Faction Aptitudes

Unit type

Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King	Jetbike
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