

CHAOS

Heretic Astartes - Thousand Sons

EXALTED SORCERER - Kyranos the Cursed

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)
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Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch
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Weapons							Nb	Pts
Arcane Fire	Template	1	6	-2	1	Psychic - Ignores Cover	1	
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	1	5
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	1	6
Seer's Bane	Melee	User	+1	-3	D3	Melee - Master-crafted - Psychic	1	

Faction Aptitudes

Unit type

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