
























CHAOS																		
Heretic Astartes - Thousand Sons										RUBRIC MARINES - Arcane Host							195 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													Nb	Pts				
Force stave				Melee	User	+3	-1	3	Melee - Psychic - Concussive				1	15				
Inferno bolt pistol				12"	1	4	-1	1	Pistol				1					
Warpsmite				18"	1	4	-1	1	Psychic - Pistol - Anti-Infantry - Devastating Wounds				1					
Close combat weapon				Melee	User	User	0	1	Melee				5					
Inferno boltgun				24"	2	4	-1	1	Rapid Fire 1				5					
Faction Aptitudes														Unit type				
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King												Infantry				