CHAOS - THOUSAND SONS · DETACHMENT

RITUAL OF REGENERATION

1 DP · TAKE AND HOLD

ENHANCEMENTS

Curse of Life — **20 pts**

When this model heals as a result of the Sorcerous Invigoration detachment rule, you can add 3 to the number of wounds healed.

Eruption of Vitality — **35 pts**

(Once per battle, per army) When this model is destroyed, at the end of the phase, roll one D6:

- On a 2+, set up this model on the battlefield, unengaged and as close as possible to where it was destroyed. This model is not part of an attached unit and its unit has a starting strength of 1. This model has 3 wounds remaining.

DETACHMENT-REGEL

(Once per turn, per unit) When a friendly THOUSAND SONS PSYKER unit (excluding MONSTER units) successfully manifests a Ritual, that unit heals D3 wounds.

STRATAGEMS

1 CP — RITUAL OF REGENERATION STRATAGEM · WAHAPEDIA — MOVEMENT

MULTITUDINOUS LIMBS

When: Your Movement phase, when a friendly INFANTRY/ MOUNTED THOUSAND SONS PSYKER unit is selected to make an advance/fall back move.
Target: That INFANTRY/MOUNTED THOUSAND SONS PSYKER unit.
Effect: That move does not prevent your unit from being eligible to start an action.

1 CP — RITUAL OF REGENERATION STRATAGEM · WAHAPEDIA — FIGHT

MUTAGENIC MAGICKS

When: Start of the Fight phase.
Target: One friendly engaged THOUSAND SONS PSYKER unit.
Effect: Start of the Fight phase. One friendly engaged Thousand Sons Psyker unit. Select one enemy unit engaged with your unit. Roll six D6: For each 4+, that enemy unit suffers 1 mortal wound.

1 CP — RITUAL OF REGENERATION STRATAGEM · WAHAPEDIA — ANY

RELENTLESS REBIRTH

When: Any phase, when a friendly INFANTRY/MOUNTED THOUSAND SONS PSYKER unit suffers a mortal wound.
Target: That INFANTRY/MOUNTED THOUSAND SONS PSYKER unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.