

ENHANCEMENTS (4)

Nethershriek Mind-eater**10 pts**

At the start of your Shooting phase, select one enemy unit within 12" of and visible to the bearer. That unit must take a Battle-shock test; if that test is failed, that unit suffers 3 mortal wounds.

Duplicitous Malediction**15 pts**

After both players have deployed their armies, select up to three Thousand Sons units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserve if you wish, regardless of how many units are already in Strategic Reserves.

Diabolic Servant**20 pts**

While the bearer is within 6" of one or more friendly Scintillating Legion units, each time the bearer Channels the Warp, add 1 to the Psychic test result.

Tome of True Names**20 pts**

Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer has a 2+ invulnerable save.