



**IMPERIUS**  
**DOMINATUS**

Sons of Horus

# SONS OF HORUS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

- **Justaerin Terminators.** They are elite warriors in terminator armor. They can form honor guard to their Primarch or company leadership, as well as forming part of the First Company.
- **Reaver Attack Squads.** An evolution of the tactical legionnaire despoiler squads they form an elite formation as support or part of the First Company.
- **Anvillus Pattern Dreadclaw Drop Pods.** Unlike the standard drop pod that is a one way deployment vehicle the Anvillus pattern could actually return their cargo to friendly ships and destinations. This re-deployment ability suits the Sons of Horus first strike and overwhelming force doctrine quite well. It can transport Terminator squads, Reaver squads, dreadnaughts and command sections.

# SONS OF HORUS

## Characteristics

The Sons of Horus Legion has the following characteristics:

- Sons of Horus infantry gain +1 to hit.
- **Fleet of foot.** Sons of Horus infantry gain +5cms to charge move.
- **Merciless fighters.** Sons of Horus gains infantry gain +1 to CAF to hit value.
- Sons of Horus must have more cavalry formations than heavy vehicle formations.
- All Sons of Horus gain +1 morale bonus.
- Sons of Horus fortification cards count as special cards.
- Must include Master of the Signal in Command sections.
- Edge of the Spear. Sons of Horus gains +2 bonus to reserve rolls.
- **Librarius.** While not openly supporting any side at the council of Nikea, once open rebellion ensued the Sons of Horus did use them. Sons of Horus Legions may use Librarius units.

## UPGRADE BANESTRIKE ROUNDS

Infantry formation(s) gain -1 to save modifiers versus infantry.



Point Value 50  
+1 VP



## TRANSPORT POOL

### ANVILLUS PATTERN DREADCLAW DROP POD

#### ONE INFANTRY DETACHMENT

Three Anvillus Pattern Dreadclaw Drop Pods



Point Value 100



## ANVILLUS PATTERN DREADCLAW DROP POD

**Break Point +2:** The Drop Pods adds +2 to the break point of the formation it is added to.

**Morale Value -:** Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

\* **Anvillus dreadclaw drop pod** – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10). Sons of Horus Anvillus Drop Pods gain a bonus +10cms to base movement

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### Victory Points +1

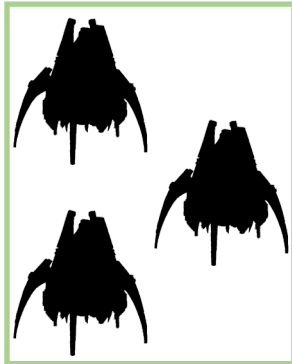
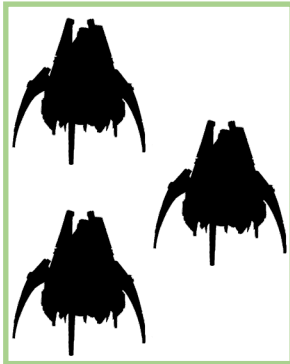
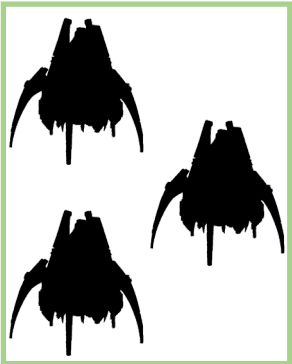
Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

### ANVILLUS PATTERN DREADCLAW DROP POD

#### ONE INFANTRY COMPANY

Eleven Anvillus Pattern Dreadclaw Drop Pods



Point Value 300



## ANVILLUS PATTERN DREADCLAW DROP POD

**Break Point +8:** The Drop Pods adds +8 to the break point of the formation it is added to.

**Morale Value -:** Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

\* **Anvillus dreadclaw drop pod** – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10). Sons of Horus Anvillus Drop Pods gain a bonus +10cms to base movement

## Victory Points +3

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### ANVILLUS PATTERN DREADCLAW DROP POD

**ONE GRAND TERMINATOR DETACHMENT**  
Five Anvillus Pattern Dreadclaw Drop Pods



Point Value 150



## ANVILLUS PATTERN DREADCLAW DROP POD

**Break Point +4:** The Drop Pods adds +4 to the break point of the formation it is added to.

**Morale Value -:** Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

\* **Anvillus dreadclaw drop pod** – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10). Sons of Horus Anvillus Drop Pods gain a bonus +10cms to base movement

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### Victory Points +2

Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

### ANVILLUS PATTERN DREADCLAW DROP POD

**ONE GRAND POWERED ARMOR INFANTRY DETACHMENT**  
Six Anvillus Pattern Dreadclaw Drop Pods



Point Value 150



## ANVILLUS PATTERN DREADCLAW DROP POD

**Break Point +4:** The Drop Pods adds +4 to the break point of the formation it is added to.

**Morale Value -:** Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

\* **Anvillus dreadclaw drop pod** – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10). Sons of Horus Anvillus Drop Pods gain a bonus +10cms to base movement

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### Victory Points +2

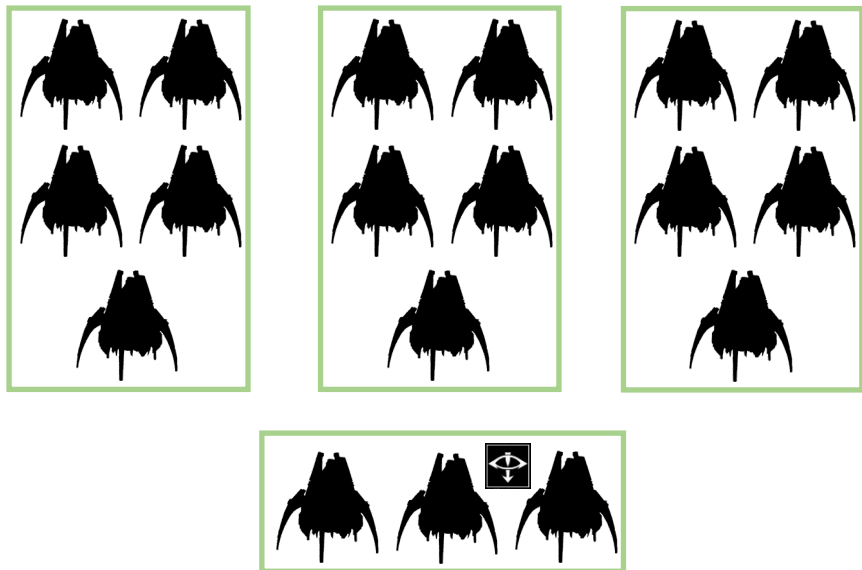
Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

## ANVILLUS PATTERN DREADCLAW DROP POD

### ONE GRAND TERMINATOR COMPANY

Eighteen Anvillus Pattern Dreadclaw Drop Pods



Point Value 450



## ANVILLUS PATTERN DREADCLAW DROP POD

**Break Point +13:** The Drop Pods adds +13 to the break point of the formation it is added to.

**Morale Value -:** Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

\* **Anvillus dreadclaw drop pod** – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10). Sons of Horus Anvillus Drop Pods gain a bonus +10cms to base movement

### Victory Points +5

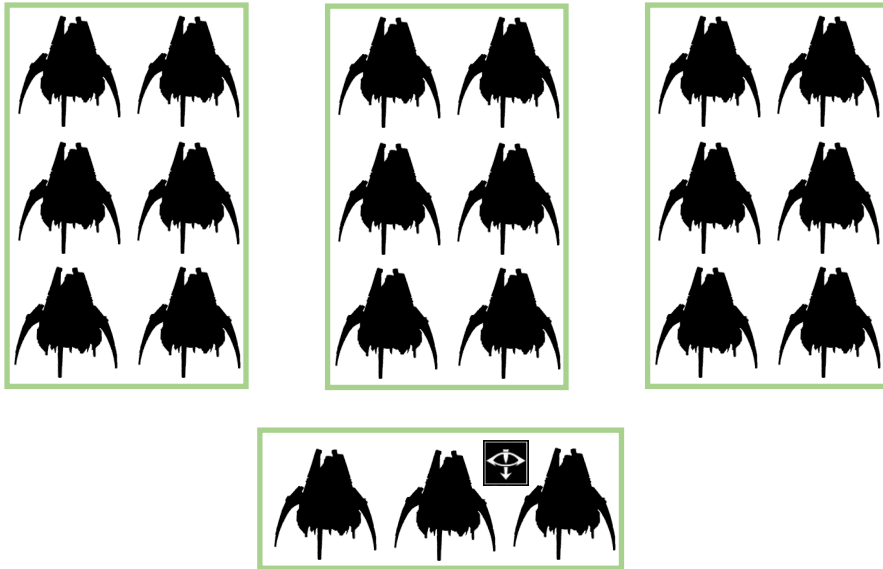
Your opponent gains +3 VP when attached formation is broken



## TRANSPORT POOL

### ANVILLUS PATTERN DREADCLAW DROP POD

**ONE GRAND POWERED ARMOR INFANTRY COMPANY**  
Twenty-One Anvillus Pattern Dreadclaw Drop Pods



Point Value 550



## ANVILLUS PATTERN DREADCLAW DROP POD

**Break Point +15:** The Drop Pods adds +15 to the break point of the formation it is added to.

**Morale Value -:** Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

\* **Anvillus dreadclaw drop pod** – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10). Sons of Horus Anvillus Drop Pods gain a bonus +10cms to base movement

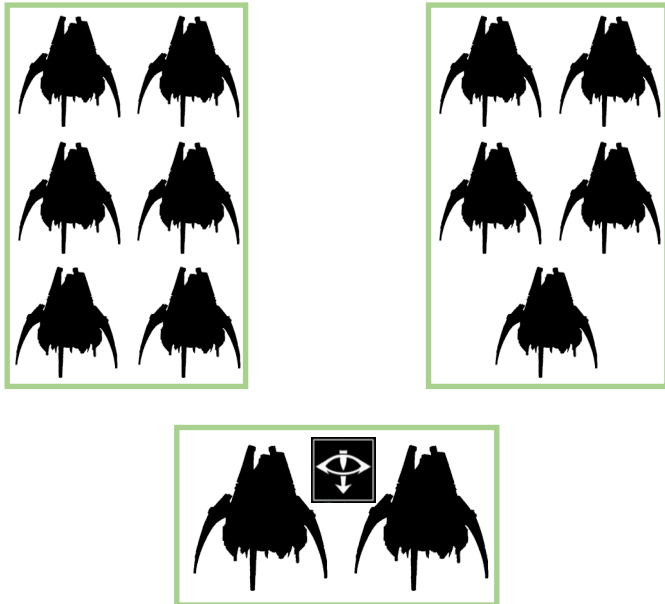
### Victory Points +6

Your opponent gains +3 VP when attached formation is broken

## TRANSPORT POOL

### ANVILLUS PATTERN DREADCLAW DROP POD

**ONE SONS OF HORUS FIRST COMPANY**  
Thirteen Anvillus Pattern Dreadclaw Drop Pods



Point Value 350



## ANVILLUS PATTERN DREADCLAW DROP POD

**Break Point +9:** The Drop Pods adds +9 to the break point of the formation it is added to.

**Morale Value -:** Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

\* **Anvillus dreadclaw drop pod** – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10). Sons of Horus Anvillus Drop Pods gain a bonus +10cms to base movement

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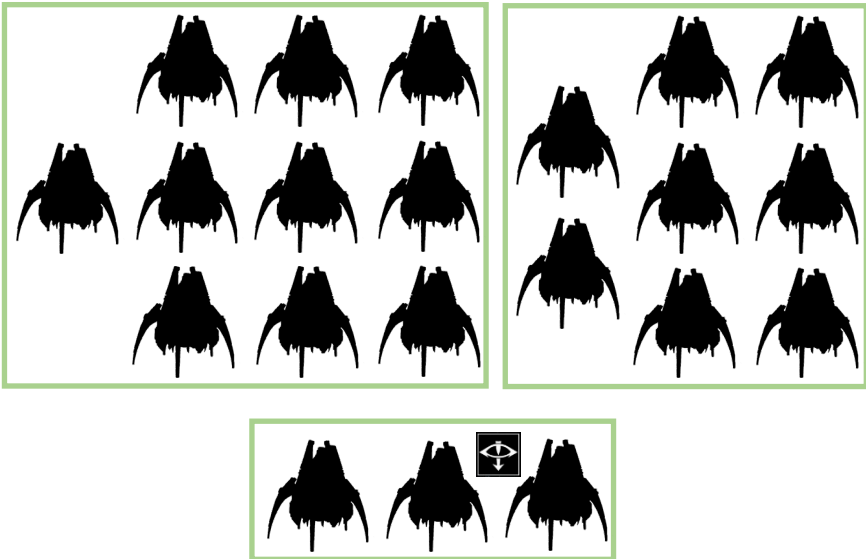
**Victory Points +4**

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### ANVILLUS PATTERN DREADCLAW DROP POD

**ONE SONS OF HORUS FIRST GRAND COMPANY**  
 Twenty-One Anvillus Pattern Dreadclaw Drop Pods



Point Value 550



## ANVILLUS PATTERN DREADCLAW DROP POD

**Break Point +15:** The Drop Pods adds +15 to the break point of the formation it is added to.

**Morale Value -:** Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

\* **Anvillus dreadclaw drop pod** – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10). Sons of Horus Anvillus Drop Pods gain a bonus +10cms to base movement

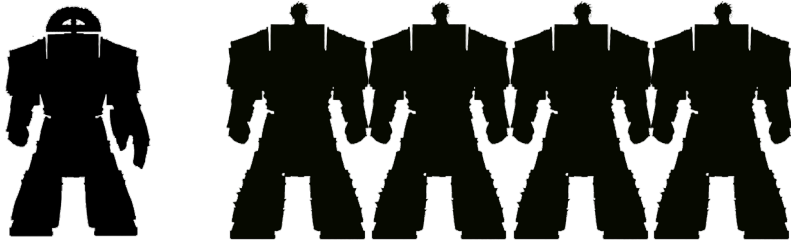
**Victory Points +6**

Your opponent gains +3 VP when attached formation is broken

## JUSTAERIN TERMINATOR DETACHMENT

The Justaerin Terminator Detachment consists of 1 Justaerin Terminator  
Decurion Stand 4 Justaerin Terminator Stands

(Can be used as Primarch support and terminator command retinue)



Point Value 350



## JUSTAERIN TERMINATOR DETACHMENT

**Break Point 4:** Justaerin Terminator are broken if it has lost 4 stands either the Decurion or Justaerin Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Justaerin Terminator have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[HQ1], [V], [FA], [SA], [SU]
Justaerin terminators	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[FA], [SA], [SU]

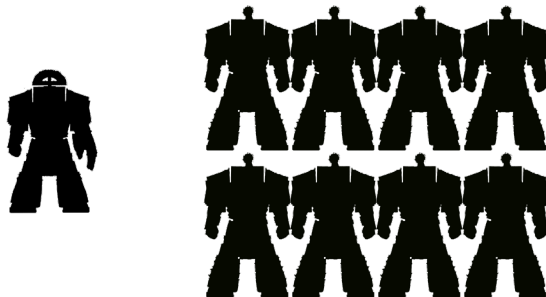
Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

## JUSTAERIN TERMINATOR GRAND DETACHMENT

The Justaerin Terminator Detachment consists of 1 Justaerin Terminator  
Decurion Stand 8 Justaerin Terminator Stands

(Can be used as Primarch support and terminator command retinue)



Point Value 650



## JUSTAERIN TERMINATOR GRAND DETACHMENT

**Break Point 6:** Justaerin Terminator are broken if it has lost 6 stands either the Decurion or Justaerin Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Justaerin Terminator have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

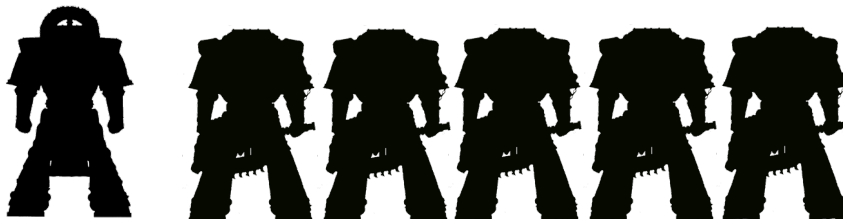
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[HQ1], [V], [FA], [SA], [SU]
Justaerin terminators	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[FA], [SA], [SU]

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

## REAVER ATTACK SQUAD DETACHMENT

The Reaver Attack Squad Detachment consists of 1 Reaver Attack Decurion Stand 5 Reaver Attack Stands

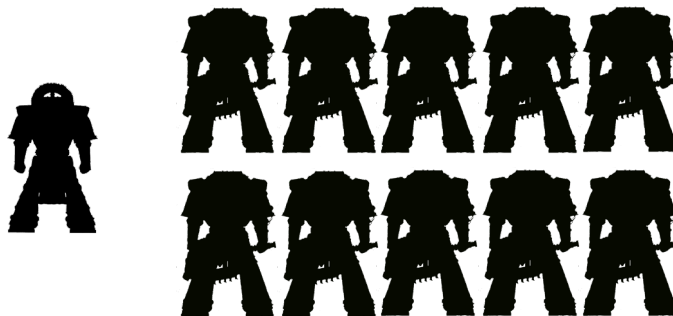


Point Value 150



## REAVER ATTACK SQUAD GRAND DETACHMENT

The Reaver Attack Squad Grand Detachment consists of 1 Reaver Attack Decurion Stand 10 Reaver Attack Stands



Point Value 300



## REAVER ATTACK SQUAD DETACHMENT

**Break Point 4:** Reaver Attack are broken if it has lost 4 stands either the Decurion or Reaver Attack stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Reaver Attack have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Combi-weapon	25	2	-2	[HQ1], [V], [MB], Special*
Reaver Attack Squad	10	5+	1/-1	Combi-weapon	25	2	-2	Special*

\*They add +2 to reserve rolls (cumulative with other bonuses) to deploy.

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

## REAVER ATTACK SQUAD GRAND DETACHMENT

**Break Point 8:** Reaver Attack are broken if it has lost 8 stands either the Decurion or Reaver Attack stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Reaver Attack have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Combi-weapon	25	2	-2	[HQ1], [V], [MB], Special*
Reaver Attack Squad	10	5+	1/-1	Combi-weapon	25	2	-2	Special*

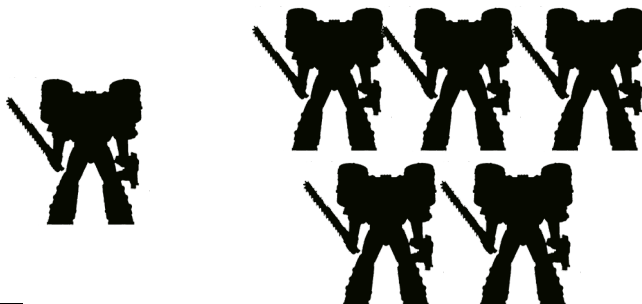
\*They add +2 to reserve rolls (cumulative with other bonuses) to deploy.

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## REAVER ATTACK SQUAD DETACHMENT (JUMP PACK)

The Reaver Attack Squad Detachment consists of 1 Reaver Attack Decurion Stand 5 Reaver Attack Stands



Point Value 200



## REAVER ATTACK SQUAD DETACHMENT (JUMP PACK)

**Break Point 4:** Reaver Attack are broken if it has lost 4 stands either the Decurion or Reaver Attack stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Reaver Attack have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	5[7]+	1/-1	Boltgun	25	2	0	[HQ1], [V], [MB], Special*
Reaver Attack Squad	15[J]	5+	1/-1	Boltgun	25	2	0	Special*

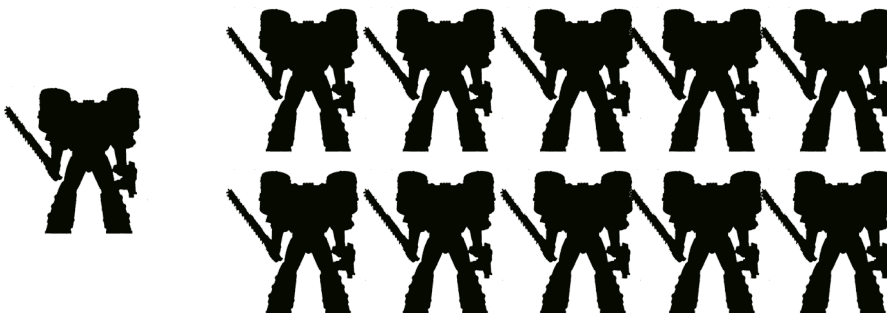
\*They add +2 to reserve rolls (cumulative with other bonuses) to deploy.

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

## REAVER ATTACK SQUAD GRAND DETACHMENT (JUMP PACK)

The Reaver Attack Squad Grand Detachment consists of 1 Reaver Attack Decurion Stand 10 Reaver Attack Stands



Point Value 350



## REAVER ATTACK SQUAD GRAND DETACHMENT (JUMP PACK)

**Break Point 8:** Reaver Attack are broken if it has lost 8 stands either the Decurion or Reaver Attack stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Reaver Attack have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	5[7]+	1/-1	Boltgun	25	2	0	[HQ1], [V], [MB], Special*
Reaver Attack Squad	15[J]	5+	1/-1	Boltgun	25	2	0	Special*

\*They add +2 to reserve rolls (cumulative with other bonuses) to deploy.

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

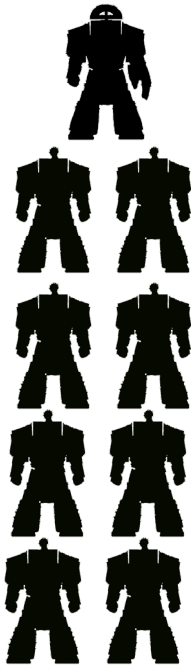
# SONS OF HORUS FIRST COMPANY

The Sons of Horus First Company consists of a Command detachment of 2 Veteran Justaerin Terminator Stands and 1 Justaerin Terminator Centurion Stand, one detachments of 1 Justaerin Terminator Decurion Stand and 8 Justaerin Terminator Stands, and 1 Reaver Attack Decurion with 10 Reaver Attack Squad Stands.

Command



Justaerin  
Detachment



Reaver  
Attack  
Detachment



Point Value 1200



# SONS OF HORUS FIRST COMPANY

**Break Point 16:** The Sons of Horus First Company is broken if it has lost 16 stands either the Centurion, Veterans, Decurion, Justaerin Terminator or Reaver Attack Stands. Once the Company is broken each Detachment must take a Morale check

**Morale Value 4+:** The Sons of Horus First Company have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

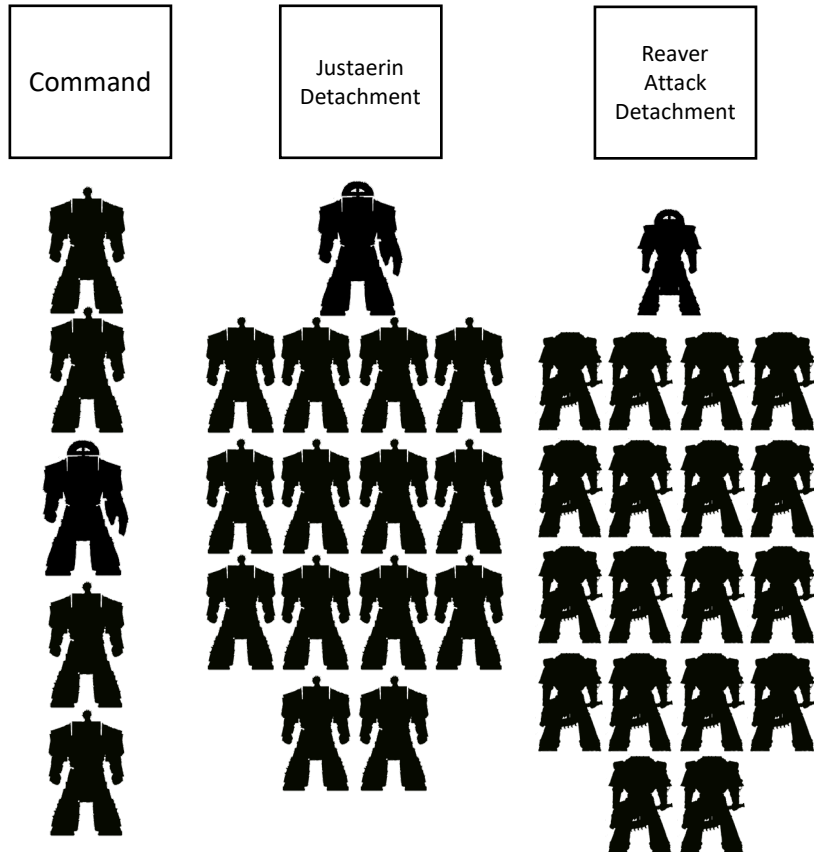
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Justaerin Centurion	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[HQ2], [V], [FA], [SA], [SU]
Justaerin Decurion	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[HQ1], [V], [FA], [SA], [SU]
Justaerin terminators	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[FA], [SA], [SU]
Reaver Decurion	10	5[7]+	1/-1	Combi-weapon	25	2	-2	[HQ1], [V], [MB], Special*
Reaver Attack Squad	10	5+	1/-1	Combi-weapon	25	2	-2	Special*

## Victory Points 12

Your opponent gains 6 VPs when this Company is broken

# SONS OF HORUS FIRST GRAND COMPANY

The Sons of Horus First Company consists of a Command detachment of 4 Veteran Justaerin Terminator Stands and 1 Justaerin Terminator Centurion Stand, one detachment of 1 Justaerin Terminator Decurion Stand and 14 Justaerin Terminator Stands, and one detachment of 1 Reaver Attack Decurion with 18 Reaver Attack Stands.



Point Value 2000



# SONS OF HORUS FIRST GRAND COMPANY

**Break Point 27:** The Sons of Horus First Company is broken if it has lost 27 stands either the Centurion, Veterans, Decurion, Justaerin Terminator or Reaver Attack Stands. Once the Company is broken each Detachment must take a Morale check

**Morale Value 4+:** The Sons of Horus First Company have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Justaerin Centurion	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[HQ2], [V], [FA], [SA], [SU]
Justaerin Decurion	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[HQ1], [V], [FA], [SA], [SU]
Justaerin terminators	10[T]	3[5]+	2/-2	Combi-bolter	25	2	-2	[FA], [SA], [SU]
Reaver Decurion	10	5[7]+	1/-1	Combi-weapon	25	2	-2	[HQ1], [V], [MB], Special*
Reaver Attack Squad	10	5+	1/-1	Combi-weapon	25	2	-2	Special*

**Victory Points 20**

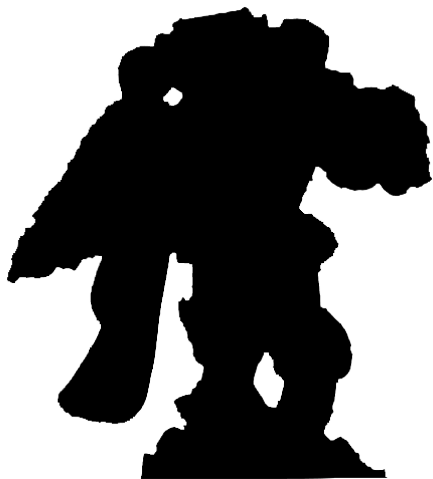
Your opponent gains 10 VPs when this Company is broken



## SPECIAL FORMATION

### GARVIEL LOKEN

Garviel Loken consists of 1 Garviel Loken Stand.



Point Value 100



## GARVIEL LOKEN

**Break Point +1:** Garviel Loken adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Garviel Loken has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gavriel Loken	10	5[6]+	5/-3	CC special weapons	-	-	-	[HQ3], [IWD]

### Garviel Loken –

When he leads loyal Sons of Horus all formations under his command gain +1 to morale and to hit in close combat versus traitor legions.

## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken

## SPECIAL FORMATION

### FIRST CAPTAIN EZEKYLE ABADDON

Ezekyle Abaddon consists of 1 Ezekyle Abaddon Stand.



Point Value 100



## FIRST CAPTAIN EZEKYLE ABADDON

**Break Point +1:** Ezekyle Abaddon adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Ezekyle Abaddon has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ezekyle Abaddon	10	3[5]+	4/-2	Combi-bolter	25	2	-2	[HQ3], [DR2], [ID]

### Ezekyle Abaddon –

- Terminator formations under his direct command do not scatter when using the deep strike [T] ability.
- Formations under his command (25cms) gain +1 bonus to CAF to hit.

## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken

## SPECIAL FORMATION

### MALOGHURST THE TWISTED

Maloghurst the Twisted consists of 1 Maloghurst the Twisted Stand.



Point Value 100



## MALOGHURST THE TWISTED

**Break Point +1:** Maloghurst the Twisted adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Maloghurst the Twisted has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Maloghurst the twisted	10	5[6]+	5/-3	Bolter	25	2	-1	[HQ3]
				CC Special Weapons	-	-	-	

### Maloghurst the Twisted –

- When present, Infantry formations under his command gain the stubborn [SU] ability.
- May attach one Reaver Attack formation as honour guard directly to the command formation (does not count towards support card limit).

## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken

## SPECIAL FORMATION

### WARMASTER HORUS LUPERCAL PRIMARCH OF THE SONS OF HORUS

Warmaster Horus Lupercal Primarch of the Sons of Horus consists of one Horus Lupercal.



Point Value 200



### WARMASTER HORUS LUPERCAL PRIMARCH OF THE SONS OF HORUS

**Break Point 1:** Warmaster Horus Lupercal is only broken when Horus Primarch of the Sons of Horus is Destroyed.

**Morale Value 4+:** Warmaster Horus Lupercal has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Horus the Warmaster [2]	15[T]	2[4]+	8/-5	The Talon	25	3	-2	[DR2], Primarch
				Worldbreaker Maul	-	-	-	

**Horus the Warmaster** – besides the standard Primarch abilities Horus has the following special abilities:

- **Sire of the Sons of Horus** – all formations gain +1 bonus to reserve rolls.
- **The Point of the spear** – may call an orbital bombardment once per turn. Blast 4, -5 TSM.
- **Teleportation Homer** – terminators with deep strike [T] do not deviate within 25cms of Horus.
- **Psychic Defence** – His armour provides him a save versus all psychic powers of 4+.
- May automatically win one initiative roll per game.

**Victory Points 2**

Your opponent gains 2 VP when this model is destroyed.