CODEX

CHAOS - THOUSAND SONS

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FRAKTIONSREGELN

CABAL OF SORCERERS

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a Psychic test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the Psychic test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

CHAOS - THOUSAND SONS

DETACHMENT OVERVIEW

9 Detachments

Changehost of Deceit
6 Stratagems · 4 Enhancements

Grand Coven
6 Stratagems · 4 Enhancements

Hexwarp Thrallband
6 Stratagems · 4 Enhancements

Ritual of Regeneration
3 Stratagems · 2 Enhancements

Rubricae Phalanx
6 Stratagems · 4 Enhancements

Sekhetar Cohort
3 Stratagems · 2 Enhancements

Servants of Change
3 Stratagems · 2 Enhancements

Warpforged Cabal
6 Stratagems · 4 Enhancements

Warpmeld Pact
6 Stratagems · 4 Enhancements

CHAOS - THOUSAND SONS

CHANGEHOST OF DECEIT

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

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.

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.

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.

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.

DETACHMENT RULE

Scintillating Legions units from your army have the following ability:

Daemonic Illusions (Aura): While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Thousand Sons units from your army have the following ability:

Mortal Sorcery (Aura): While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

STRATAGEMS (6/6)

1 CP CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM — MOVEMENT

ETHEREAL PHANTASM

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Scintillating Legions unit from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is wholly within 6" of one or more friendly Thousand Sons units.

1 CP CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM — SHOOTING

FRACTAL DISJUNCTION

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Scintillating Legions unit from your army (excluding Monsters) that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP CHANGEHOST OF DECEIT – BATTLE TACTIC STRATAGEM — SHOOTING

SULPHUROUS VEIL

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Thousand Sons or Scintillating Legions unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM — CHARGE

CHRONOSORCEROUS BLEED

When: Start of your opponent's Charge phase.
Target: One friendly unengaged THOUSAND SONS PSYKER/ SCINTILLATING LEGIONS unit.
Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls.

2 CP CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM — FIGHT

DECEPTIVE GLAMOUR

When: Start of the Fight phase.
Target: One Thousand Sons unit from your army.
Effect: Until the end of the phase, each time an enemy model within Engagement Range of your unit selects targets for its attacks, it can only target your unit if there are no eligible Scintillating Legions targets for those attacks.

1 CP CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM — FIGHT

GLIMMERSHIFT PORTAL

When: End of your opponent's Fight phase.
Target: Up to two Scintillating Legions units from your army (excluding Monsters), or one Scintillating Legions Monster unit from your army, if all of those units are more than 6" horizontally away from all enemy units.
Effect: Remove those units from the battlefield and place them into Strategic Reserves.

CHAOS - THOUSAND SONS

GRAND COVEN

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Lord of Forbidden Lore — 20 pts

Each time the bearer manifests a Ritual, while resolving the Ritual, add 6" to its range.

Umbralefic Crystal — 30 pts

(Once per battle, per army) In your Command phase, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.

- This unit has Deep Strike until the start of your next Shooting phase.

- This unit must make an ingress move in your next Movement phase (including in your first turn).

Eldritch Vortex of E'taph — 35 pts

Add 1 to the Strength and Damage characteristics of Psychic weapons equipped by the bearer.

Incandeum — 15 pts

Once per battle, when selecting a Ritual for the bearer to attempt, you can select Doombolt, even if a model from your army has already attempted to manifest that Ritual this phase.

DETACHMENT RULE

In your Command phase, you can select one of the abilities listed below to take effect until the start of your next Command phase. You can only select each of these abilities once per battle.

Imbued Manifestation

Add 6" to the range characteristic of ranged Psychic weapons equipped by Thousand Sons models in your army.

Psychic Maelstrom

Each time a Thousand Sons model from your army makes an attack with a Psychic weapon, add 1 to the Wound roll.

Wrath of the Immaterium

Psychic weapons equipped by Thousand Sons models in your army have the [Devastating Wounds] ability.

STRATAGEMS (6/6)

1 CP GRAND COVEN – EPIC DEED STRATAGEM COMMAND

DESECRATION OF WORLDS

When: Your Command phase.
Target: One Thousand Sons Psyker unit from your army within range of an objective marker you control.
Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP GRAND COVEN – STRATEGIC PLOY STRATAGEM COMMAND

EGOTISTICAL POWER

When: Your Command phase.
Target: One Thousand Sons Psyker unit from your army.
Effect: Select the Imbued Manifestation, Psychic Maelstrom or Wrath of the Immaterium ability. Until the start of your next Command phase, that ability applies to your unit instead of any other Kindred Sorcery ability, even if you have already selected that ability this battle.

1 CP GRAND COVEN – EPIC DEED STRATAGEM SHOOTING

ARCANE FOCUS

When: Your Shooting phase, just after you take a Psychic test for a Thousand Sons model from your army that Channelled the Warp (before resolving that Ritual).
Target: That THOUSAND SONS model.
Effect: Re-roll all of the D6 rolled for that Psychic test (including the additional D6 for Channelling the Warp).

2 CP GRAND COVEN – BATTLE TACTIC STRATAGEM SHOOTING

DEVASTATING SORCERY

When: Your Shooting phase.

Target: One Thousand Sons Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, add 9" to the Range characteristic of Psychic weapons equipped by models in your unit, and each time a model in your unit makes an attack with a Psychic weapon, you can re-roll the Hit roll and you can re-roll the Wound roll.

1 CP GRAND COVEN – EPIC DEED STRATAGEM ANY

DESTINED BY FATE

When: Any phase, just after a saving throw is failed for a Thousand Sons Psyker model from your army. If you are using fast dice rolling, this Stratagem can still be used after rolling multiple saving throws at once.

Target: That PSYKER model.

Effect: Change the Damage characteristic of that attack to 0. If you are using fast dice rolling, select one of those attacks you failed a saving throw for.

1 CP GRAND COVEN – EPIC DEED STRATAGEM ANY

PSYCHIC DOMINION

When: Any phase, just after an enemy unit has selected its targets.

Target: One Thousand Sons unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, all attacks made against your unit with Psychic weapons have the [hazardous] ability and all models in your unit have the Feel No Pain 4+ ability against Psychic Attacks.

CHAOS - THOUSAND SONS

HEXWARP THRALLBAND

6 Stratagems · 4 Enhancements

3 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Arcane Might — 20 pts

Add 1 to the Strength characteristic of Psychic weapons equipped by models in the bearer's unit. While the bearer's unit is wholly within your army's Flow of Magic, add 2 to the Strength characteristic of Psychic weapons equipped by models in that unit instead.

Empowered Manifestation — 20 pts

While the bearer's unit is wholly within your army's Flow of Magic, you can add 6" to the range of Psychic abilities the bearer has that specify a range (including Rituals) and each time a model in the bearer's unit takes a Hazardous test for a Psychic weapon, you can re-roll the result.

Empyric Onslaught — 25 pts

While the bearer's unit is wholly within your army's Flow of Magic, add 3 to the Attacks characteristic of ranged Psychic weapons equipped by the bearer.

Noctilith Mantle — 15 pts

While the bearer's unit is on the battlefield, it is wholly within your army's Flow of Magic. Models in that unit cannot be selected to use any Rituals.

DETACHMENT RULE

Certain areas of the battlefield are within your army's Flow of Magic, as follows:

- Your deployment zone is always within your army's Flow of Magic.

- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Flow of Magic.

- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Flow of Magic.

Each time a Thousand Sons model from your army makes a Psychic Attack, re-roll a Wound roll of 1. If such a model is wholly within your army's Flow of Magic, each time it makes a Psychic Attack, add 1 to the Wound roll instead.

STRATAGEMS (6/6)

1 CP HEXWARP THRALLBAND – EPIC DEED STRATAGEM COMMAND

WARDING HEX

When: Command phase.
Target: One Thousand Sons Psyker unit from your army within range of an objective marker you control, if that objective marker is wholly within your army's Flow of Magic.
Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP HEXWARP THRALLBAND – STRATEGIC PLOY STRATAGEM MOVEMENT

STRANDS OF TIME

When: Your Movement phase, just after a THOUSAND SONS PSYKER unit from your army Falls Back.
Target: That Thousand Sons Psyker unit.
Effect: Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Fell Back. If your unit is wholly within your army's Flow of Magic when it is targeted with this Stratagem, then until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP HEXWARP THRALLBAND – EPIC DEED STRATAGEM MOVEMENT

THROUGH THE VEIL

When: Start of the Reinforcements step of your Movement phase.
Target: One Rubric Marines or Scarab Occult Terminators unit from your army that is in Strategic Reserves.
Effect: If it is a RUBRIC MARINES unit, until the end of the phase, it has the Deep Strike ability. When your unit is set up on the battlefield using the Deep Strike ability, if it is a SCARAB OCCULT TERMINATOR unit it can be set up anywhere on the battlefield that is wholly within your army's Flow of Magic and more than 6" horizontally away from all enemy models.
Restriction: If a SCARAB OCCULT TERMINATORS unit is targeted with this Stratagem, it is not eligible to declare a charge in the same turn.

1 CP HEXWARP THRALLBAND – BATTLE TACTIC STRATAGEM SHOOTING

KALEIDOSCOPIC TEMPEST

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One THOUSAND SONS PSYKER unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Your unit has Stealth. If your unit is wholly within your army's Flow of Magic, your unit has -3 detection range.

1 CP HEXWARP THRALLBAND – STRATEGIC PLOY STRATAGEM SHOOTING

SCOURING WARPFLAME

When: Your Shooting phase.
Target: One Thousand Sons Psyker unit from your army that has not been selected to shoot this phase and is wholly within your army's Flow of Magic.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. After your unit has shot this phase, select one enemy unit hit by one or more of those attacks. Until the end of the phase, models in that unit cannot have the Benefit of Cover.

1 CP HEXWARP THRALLBAND – STRATEGIC PLOY STRATAGEM FIGHT

WRATH OF THE DOOMED

When: Fight phase, just after an enemy unit has selected its targets.
Target: One THOUSAND SONS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if your unit is wholly within your army's Flow of Magic: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

CHAOS - THOUSAND SONS

RITUAL OF REGENERATION

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

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 RULE

(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 (3/3)

1 CP RITUAL OF REGENERATION STRATAGEM 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 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 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.

CHAOS - THOUSAND SONS

RUBRICAE PHALANX

6 Stratagems · 4 Enhancements

3 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Risen Rubricae — 30 pts

At the start of the Declare Battle Formations step, select either two Rubricae Battleline units from your army or one other Rubricae unit from your army; models in the selected units have the Infiltrators ability.

Arcane Thralls (Aura) — 5 pts

While a friendly Rubricae unit is within 9" of the bearer, you can re-roll Battle-shock tests taken for that unit.

Lord of the Rubricae — 15 pts

While the bearer is leading a unit, each time a Rubricae model in that unit makes an attack, add 1 to the Hit roll.

Stave Abominus — 20 pts

The bearer's melee weapons have the [Sustained Hits D3] and [Devastating Wounds] abilities.

DETACHMENT RULE

Each time an attack with an unmodified Damage characteristic of 1 is allocated to a Rubricae model from your army, add 1 to any armour saving throw made against that attack.

STRATAGEMS (6/6)

1 CP — RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM — MOVEMENT

ARDENT AUTOMATA

When: Your Movement phase, just after a Rubricae unit from your army Falls Back.
Target: That RUBRICAE unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP — RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM — MOVEMENT

INEXORABLE ADVANCE

When: Your Movement phase.
Target: One Rubricae unit from your army.
Effect: Until the end of the turn, your unit can ignore any or all modifiers to its Move characteristic and to Advance rolls made for it, and ranged weapons equipped by models in your unit have the [ASSAULT] ability.

2 CP RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM SHOOTING

IMPLACABLE GUARDIANS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Rubric Marines Psyker unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack is allocated to a model in your unit (excluding PSYKER models), subtract 1 from the Damage characteristic of that attack.

1 CP RUBRICAE PHALANX – WARGEAR STRATAGEM SHOOTING

INFERNAL FUSILLADE

When: Your Shooting phase.
Target: One Thousand Sons Psyker unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, all inferno bolt pistols, inferno boltguns, inferno combi-bolters and inferno combi-weapons equipped by models in your unit have the [PSYCHIC] ability.

1 CP RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM SHOOTING

REVENGE OF THE RUBRICAE

When: Your opponent's Shooting phase, just after a Thousand Sons Psyker model from your army is destroyed.
Target: One Rubricae unit from your army that was within 6" of that PSYKER model when it was destroyed.
Effect: After the attacking unit has shot, your RUBRICAE unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target the enemy unit that just destroyed your PSYKER model (and only if it is an eligible target).

1 CP RUBRICAE PHALANX – BATTLE TACTIC STRATAGEM CHARGE

UNWAVERING PHALANX

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.
Target: One Rubric Marines unit from your army within Engagement Range of that enemy unit.
Effect: Until the end of the turn, attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

CHAOS - THOUSAND SONS

SEKHETAR COHORT

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

Occulus Infernum — 20 pts

In your Movement phase, at the start or end of this unit's move, you can select one friendly SEKHETAR ROBOTS unit within 6" of this unit. That unit's ranged attacks have +1 BS until the start of your next turn.

Walking Rampart — 30 pts

This model has the following abilities:

- Soul Bound: In your Movement phase, at the start or end of this unit's move, you can select one friendly SEKHETAR ROBOTS unit within 3" of this model. That SEKHETAR ROBOTS unit heals D3+1 wounds.

▪ Kine-shielded Guardians: While this model is within 3" of a friendly SEKHETAR ROBOTS unit, this model has Lone Operative.

DETACHMENT RULE

- Friendly SEKHETAR ROBOTS units' attacks have [PSYCHIC].

- Friendly THOUSAND SONS PSYKER units have the following ability:

Infusion (Aura): While a friendly SEKHETAR ROBOTS unit is within 12" of this unit, that unit's melee attacks have +1 WS.

STRATAGEMS (3/3)

1 CP SEKHETAR COHORT STRATAGEM MOVEMENT

ARCANE VENTING

When: End of your Movement phase.
Target: One friendly SEKHETAR ROBOTS unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP SEKHETAR COHORT STRATAGEM SHOOTING

ECTOPLASMIC EXTRUSION

When: Your Shooting phase, when a friendly SEKHETAR ROBOTS unit within 12" of a friendly THOUSAND SONS PSYKER unit starts an action.
Target: That SEKHETAR ROBOTS unit.
Effect: That action does not prevent your unit from being eligible to shoot.

1 CP SEKHETAR COHORT STRATAGEM SHOOTING

WARP FIELDS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly SEKHETAR ROBOTS unit within 12" of a friendly THOUSAND SONS PSYKER unit.

Target: That SEKHETAR ROBOTS unit.

Effect: Ranged attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

CHAOS - THOUSAND SONS

SERVANTS OF CHANGE

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Unravelled Fates — 15 pts

In your Movement phase, at the start or end of this unit's move, you can select one friendly battle-shocked MUTANT unit within 6" of this model. That unit is no longer battle-shocked.

Thicket of Bladed Bone — 10 pts

This unit's melee attacks have:

- +1 AP.

- [CLEAVE 1].

DETACHMENT RULE

- Friendly TZAANGORS units have BATTLELINE.

- In your Shooting phase, while a friendly MUTANT unit is shooting, enemy units have +6" detection range.

This detachment has the MUTANT tag and cannot be taken with another MUTANT detachment.

STRATAGEMS (3/3)

1 CP · SERVANTS OF CHANGE STRATAGEM · MOVEMENT

PRISMATIC DISPLACEMENT

When: Your Movement phase, when a friendly INFANTRY/MOUNTED MUTANT unit is selected to make an advance/fall back move.
Target: That INFANTRY/MOUNTED MUTANT unit.
Effect: Your unit's ranged attacks have [ASSAULT] until the end of the turn. That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP · SERVANTS OF CHANGE STRATAGEM · MOVEMENT

TEMPORAL INSTABILITY

When: Your Movement phase, when a friendly INFANTRY/MOUNTED MUTANT unit is selected to make an advance/fall back move.
Target: That INFANTRY/MOUNTED MUTANT unit.
Effect: In a turn your unit made an advance/fall-back move, that move does not prevent your unit from being eligible to start an action.

1 CP SERVANTS OF CHANGE STRATAGEM MOVEMENT

THE LAND WRITHES

When: Your Movement phase, when a friendly MONSTER MUTANT unit is selected to move.

Target: That MONSTER MUTANT unit.

Effect: Your unit has MOBILE.

CHAOS - THOUSAND SONS

WARPFORGED CABAL

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Warp Syphon — 5 pts

While the bearer is within 6" of one or more friendly Thousand Sons Vehicle units, each time the bearer Channels the Warp, after you roll that additional D6 but before checking for doubles or triples, the bearer can use this Enhancement. If it does, select one of those Vehicle units; that Vehicle unit suffers 1 mortal wound and you can re-roll that additional D6.

Perplexing Cloak — 20 pts

While the bearer is within 3" of one or more friendly Thousand Sons Vehicle units, the bearer has the Lone Operative ability.

Biomechanical Mutation — 15 pts

In your Command phase, you can select one friendly Thousand Sons Vehicle model within 6" of this model. That model regains up to D3 lost wounds.

Warp-cursed Runemaster — 10 pts

While the bearer is within 6" of one or more friendly Thousand Sons Vehicle units, each time the bearer manifests a Ritual, while resolving that Ritual, add 6" to its range.

DETACHMENT RULE

Each time a Thousand Sons Vehicle unit from your army is selected to shoot or fight, apply one of the following when resolving those attacks.

- If that Vehicle unit is within 6" of one or more friendly Thousand Sons Psyker models, you can re-roll one Hit roll, one Wound roll and one Damage roll.

- Otherwise, you can re-roll one Hit roll, one Wound roll or one Damage roll.

Each time a Thousand Sons Vehicle model from your army with the Deadly Demise ability is destroyed while it is within 6" of one or more friendly Thousand Sons Psyker models, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 5+ instead of only a 6.

STRATAGEMS (6/6)

1 CP WARPFORGED CABAL – EPIC DEED STRATAGEM COMMAND

MALEVOLENT ANIMUS

When: Your Command phase.
Target: One Thousand Sons Vehicle unit from your army within 6" of one or more friendly Thousand Sons Psyker units.
Effect: Until the start of your next Command phase, your VEHICLE unit is malevolent. While a unit is malevolent, it can ignore any or all modifiers to the following: the profile characteristics of its models; the Weapon Skill and Ballistic Skill characteristics of weapons equipped by its models; any roll or test made for it (excluding modifiers to saving throws).

1 CP WARPFORGED CABAL – EPIC DEED STRATAGEM COMMAND

MUTATE LANDSCAPE

When: Your Command phase.
Target: One Thousand Sons Psyker unit from your army within range of an objective marker you control.
Effect: That objective marker is mutated, and remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase. While an objective marker is mutated and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

1 CP WARPFORGED CABAL – STRATEGIC PLOY STRATAGEM MOVEMENT

CYBERSPIRIT MACHINATIONS

When: Your Movement phase, just after a Thousand Sons Vehicle unit from your army Falls Back.
Target: That VEHICLE unit, and one friendly Thousand Sons Psyker unit within 6" of that VEHICLE unit.
Effect: Until the end of the turn, your VEHICLE unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

2 CP WARPFORGED CABAL – BATTLE TACTIC STRATAGEM SHOOTING

ENSORCELLED INFUSION

When: Your Shooting phase.
Target: One Thousand Sons Vehicle unit from your army that has not been selected to shoot this phase, that is within 6" of one or more friendly Thousand Sons Psyker units.
Effect: Until the end of the phase, ranged weapons equipped by VEHICLE models in your unit have the [PSYCHIC] ability and each time an attack is made with such a weapon, add 1 to the Wound roll.

1 CP WARPFORGED CABAL – BATTLE TACTIC STRATAGEM SHOOTING

HEX-MARKED ARMOUR

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Thousand Sons Vehicle unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP WARPFORGED CABAL – WARGEAR STRATAGEM CHARGE

WARPFLAME GARGOYLES

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.
Target: One Thousand Sons Vehicle unit from your army within Engagement Range of that enemy unit.
Effect: Roll six D6: for each 5+, that enemy unit suffers 1 mortal wound. That enemy unit must then take a Battle-shock test.

CHAOS - THOUSAND SONS

WARPMELD PACT

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Warpmeld Dagger — 10 pts

Each time the bearer attempts a Ritual, just before determining the Psychic test result, the bearer can use this Enhancement. If it does, the bearer suffers D3 mortal wounds; if it is not destroyed as a result, add 1 to that Psychic test result for each of those mortal wounds suffered.

Diamond of Distortion — 20 pts

While the bearer is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Bray Lord — 15 pts

The bearer has the Scouts 6" ability.

Flowing Flesh — 10 pts

The bearer has the Feel No Pain 4+ ability and a Wounds characteristic of 5.

DETACHMENT RULE

Each time an enemy unit is selected to shoot or fight and one or more Tzeentch Mutant Infantry or Tzeentch Mutant Mounted units from your army are selected as a target of one or more of those attacks, each of those Tzeentch Mutant units can make a Warpmeld Sacrifice. If it does, until the end of the phase, each time an attack targets that unit, subtract 1 from the Wound roll. At the end of the phase, that Tzeentch Mutant unit suffers D3 mortal wounds.

Each time a Tzeentch Mutant Infantry or Tzeentch Mutant Mounted* unit from your army is selected to shoot or fight, before selecting its targets, that unit can make a Warpmeld Sacrifice. If it does, until the end of the phase, each time a model in that unit makes an attack, add 1 to the Wound roll. At the end of the phase, that Tzeentch Mutant unit suffers D3 mortal wounds.

Tzaangors units from your army have the Battleline keyword, and while such a unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.

STRATAGEMS (6/6)

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM COMMAND

BLESSED TRANSMUTATIONS

When: Your Command phase.
Target: One Thousand Sons Psyker model from your army, and one friendly Tzaangors unit that is below its Starting Strength and within 12" of that PSYKER model.
Effect: Return up to D3+1 destroyed models (excluding Characters) to your TZAANGORS unit.

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM MOVEMENT

TOUCHED BY TZEENTCH

When: Start of your Movement phase.
Target: One Tzeentch Mutant unit from your army.
Effect: Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Advanced.

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM MOVEMENT

TWISTED MIRAGE

When: Reinforcements step of your Movement phase.
Target: One Tzeentch Mutant unit from your army that is arriving from Strategic Reserves this phase.
Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, or anywhere on the battlefield that is more than 8" horizontally away from all enemy units if it is a Monster unit. In either case, until the end of the turn, it is not eligible to declare a charge.

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM SHOOTING

WARPED VICISSITUDE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Tzaangors unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM FIGHT

DERANGED FEROCITY

When: Fight phase, just after a Tzeentch Mutant unit from your army is selected to fight.
Target: That TZEENTCH MUTANT unit.
Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3", and when determining which models in it are eligible to fight, any models in it that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

1 CP WARPMELD PACT – EPIC DEED STRATAGEM ANY

GIFT OF CHANGE

When: Any phase.
Target: One Thousand Sons Character model from your army (excluding Monsters) that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.
Effect: At the end of the phase, add one Tzeentch Chaos Spawn unit containing one model to your army, and set it up as close as possible to where your model was destroyed and not within Engagement Range of one or more enemy units.
Restriction: You can only use this Stratagem once per battle round.

CHAOS - THOUSAND SONS

AHRIMAN

105 PTS

M	T	SV	W	LD	OC
10"	5	3+	6	6+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol PISTOL	12"	1	2+	5	-2	1
Transmogrifying Blast BLAST PSYCHIC	18"	D6+1	2+	6	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Staff of Ahriman PSYCHIC	Melee	5	2+	7	-1	3

AUFSTELLUNG

1x Ahriman (40mm)

Equipped with: Inferno bolt pistol, Transmogrifying Blast, Black Staff of Ahriman

ABILITIES

CORE - Leader

Arch-Sorcerer of Tzeentch (Psychic)
Each time this model attempts a Ritual, add 1 to the **Psychic** test result.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Scryer of Fates (Psychic)
if your army includes this model, after both players have deployed their armies, you can select up to 3 Thousand Sons units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Leader
This model can be attached to the following unit: RUBRIC MARINES, TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

BLUE HORRORS

90 PTS

BLUE HORROR

M	T	SV	W	LD	OC	
6"	3	7+	1	8+	0	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Coruscating Blue flames PISTOL PSYCHIC	18"	2	4+	3	-1	1
Coruscating Yellow flames (ref. only) PISTOL PSYCHIC	18"	2	5+	2	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blue claws	Melee	1	5+	3	0	1
Yellow claws (ref. only)	Melee	2	5+	2	0	1

AUFSTELLUNG

10x Blue Horror - Equipped with: Coruscating Blue flames, Blue claws (25mm)

ABILITIES

Daemonic Illusions (Aura)
While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Exploding Horrors
Each time this unit is selected to fight, you can select one enemy unit within Engagement Range of it, then select one or more Brimstone Horror models in this unit. For each Brimstone Horror model you select, roll one D6: on a 4+, that model is destroyed and that enemy unit suffers 1 mortal wound.

Split
Each time a Blue Horror model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, add one Brimstone Horror model to this unit.

Sullen Malevolence (Aura)
While an enemy unit is within 6" of this unit, if this unit contains one or more Blue Horror models, worsen the Leadership characteristic of models in that enemy unit by 1.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Blue Horror KEYWORDS: Blue
KEYWORDS: Infantry, Battleline, Chaos, Daemon, Tzeentch, Summoned, Horrors

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

CHAOS - THOUSAND SONS

BRAYHERD CHIEFTAIN [CRUCIBLE]

60 PTS

M	T	SV	W	LD	OC
6"	4	5+	4	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcane Fire IGNORES COVER PSYCHIC TORRENT	18"	D6	N/A	6	-2	D3
Astral Blast BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	2+	6	-2	D3
Autopistol PISTOL	12"	1	3+	3	0	1
Baleful Devolution BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	3+	9	0	1
Fatecaster greatbow IGNORES COVER LETHAL HITS PRECISION	30"	2	3+	5	-2	2
Gaze of Hate ANTI-MONSTER 4+ ANTI-VEHICLE 4+ DEVASTATING WOUNDS PSYCHIC	18"	3	3+	4	-3	2
Heavy warpflamer IGNORES COVER TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno bolt pistol PISTOL	12"	1	2+	4	-1	1
Inferno boltgun	24"	2	2+	4	-2	1
Inferno combi-bolter RAPID FIRE 2	24"	2	2+	4	-2	1
Inferno combi-weapon ANTI-INFANTRY 3+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	-2	1
Pandaemonic Delusion PSYCHIC SUSTAINED HITS 3	24"	6	3+	5	-1	1
Soulreaper cannon DEVASTATING WOUNDS	24"	6	2+	6	-2	1
Warpflame pistol IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	-1	1
Warpflamer IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
➤ Fires of the Abyss - focused witchfire HAZARDOUS PSYCHIC TORRENT	18"	2D6	N/A	6	-2	1
➤ Fires of the Abyss - witchfire PSYCHIC TORRENT	18"	D6	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword PRECISION	Melee	6	3+	4	0	1
Close combat weapon	Melee	4	3+	4	0	1
Divining spear LANCE PRECISION	Melee	3	3+	5	-1	2
Force weapon PSYCHIC	Melee	5	2+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2
Tzaangor blades	Melee	4	3+	5	0	1

KEYWORDS: Character, Infantry, Chaos, Tzeentch, Mutant, Brayherd Chieftain

FACTION: Thousand Sons 60 PTS

AUFSTELLUNG

1x Brayherd Chieftain [Crucible]

Equipped with: Arcane Fire, Astral Blast, Autopistol, Baleful Devolution, Fatecaster greatbow, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno bolt pistol, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflame pistol, Warpflamer, ➤ Fires of the Abyss - focused witchfire, ➤ Fires of the Abyss - witchfire, Chainsword, Close combat weapon, Divining spear, Force weapon, Prosperine khopesh, Tzaangor blades

Wargear Options:

- This model can be equipped with one of: Arcane Fire, Astral Blast, Baleful Devolution, Fatecaster greatbow, Fires of the Abyss, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflamer.
- This model can be equipped with up to 2 of: Autopistol, Inferno bolt pistol, Warpflame pistol.

ABILITIES

CORE - Leader, Leader

Arcane Shield (Psychic)
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Binding Tendrils (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with a **Psychic** weapon. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2 from its Move characteristic and subtrsact 2 from Charge rolls made for it.

Empyric Guidance (Psychic)
Weapons equipped by models in this unit have the [**LETHAL HITS**] ability.

Fate's Guide
If this unit starts the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third turn, regardless of any mission rules. If this unit is in Strategic Reserves, for the purposes of setting up this unit on the battlefield, treat the current battle round number as being one higher than it actually is.

Malefic Will
Weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability.

Marked by Fate (Psychic)
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made by a **Psychic** weapon. Until the end of the phase, each time a friendly Thousand Sons unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

Swathed in Illusion
This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Twisted Sorceries (Psychic)
Once per battle, in your Shooting phase or the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristic of **Psychic** weapons equipped by this model by 3.

Leader
This model can lead the following unit: Scarab Occult Terminators

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

LETHAL HITS
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

CHAOS - THOUSAND SONS

BRAYHERD SHAMAN [CRUCIBLE]

60 PTS

M	T	SV	W	LD	OC
6"	4	5+	4	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcane Fire [IGNORES COVER] [PSYCHIC] [TORRENT]	18"	D6	N/A	6	-2	D3
Astral Blast [BLAST] [DEVASTATING WOUNDS] [PSYCHIC]	18"	D6	2+	6	-2	D3
Autopistol [PISTOL]	12"	1	3+	3	0	1
Baleful Devolution [BLAST] [DEVASTATING WOUNDS] [PSYCHIC]	18"	D6	3+	9	0	1
Fatecaster greatbow [IGNORES COVER] [LETHAL HITS] [PRECISION]	30"	2	3+	5	-2	2
Gaze of Hate [ANTI-MONSTER 4+] [ANTI-VEHICLE 4+] [DEVASTATING WOUNDS] [PSYCHIC]	18"	3	3+	4	-3	2
Heavy warpflamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno bolt pistol [PISTOL]	12"	1	2+	4	-1	1
Inferno boltgun	24"	2	2+	4	-2	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	2+	4	-2	1
Inferno combi-weapon [ANTI-INFANTRY 3+] [DEVASTATING WOUNDS] [RAPID FIRE 1]	24"	1	2+	4	-2	1
Pandaemonic Delusion [PSYCHIC] [SUSTAINED HITS 3]	24"	6	3+	5	-1	1
Soulreaper cannon [DEVASTATING WOUNDS]	24"	6	2+	6	-2	1
Warpflame pistol [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	3	-1	1
Warpflamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	4	-1	1
➤ Fires of the Abyss - focused witchfire [HAZARDOUS] [PSYCHIC] [TORRENT]	18"	2D6	N/A	6	-2	1
➤ Fires of the Abyss - witchfire [PSYCHIC] [TORRENT]	18"	D6	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword [PRECISION]	Melee	6	3+	4	0	1
Close combat weapon	Melee	4	3+	4	0	1
Divining spear [LANCE] [PRECISION]	Melee	3	3+	5	-1	2
Force weapon [PSYCHIC]	Melee	5	2+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2
Tzaangor blades	Melee	4	3+	5	0	1

KEYWORDS: Character, Infantry, Chaos, Tzeentch, Mutant, Psyker, Brayherd Shaman

AUFSTELLUNG

1x Brayherd Shaman [Crucible]

Equipped with: Arcane Fire, Astral Blast, Autopistol, Baleful Devolution, Fatecaster greatbow, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno bolt pistol, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflame pistol, Warpflamer, ➤ Fires of the Abyss - focused witchfire, ➤ Fires of the Abyss - witchfire, Chainsword, Close combat weapon, Divining spear, Force weapon, Prosperine khopesh, Tzaangor blades

Wargear Options:

- This model can be equipped with one of: Arcane Fire, Astral Blast, Baleful Devolution, Fatecaster greatbow, Fires of the Abyss, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflamer.
- This model can be equipped with up to 2 of: Autopistol, Inferno bolt pistol, Warpflame pistol.

ABILITIES

CORE - Leader, Leader

Arcane Shield (Psychic)
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Bestial Prophet
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Binding Tendrils (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with a **Psychic** weapon. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2 from its Move characteristic and subtrsact 2 from Charge rolls made for it.

Empyric Guidance (Psychic)
Weapons equipped by models in this unit have the [**LETHAL HITS**] ability.

Malefic Will
Weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability.

Marked by Fate (Psychic)
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made by a **Psychic** weapon. Until the end of the phase, each time a friendly Thousand Sons unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Swathed in Illusion
This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Twisted Sorceries (Psychic)
Once per battle, in your Shooting phase or the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristic of **Psychic** weapons equipped by this model by 3.

Leader
This model can lead the following unit: Scarab Occult Terminators

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

LETHAL HITS

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

CHAOS - THOUSAND SONS

CHAOS LAND RAIDER

220 PTS

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Havoc launcher **BLAST**	48"	D6	3+	5	0	1
Inferno combi-bolter **RAPID FIRE 2**	24"	2	3+	5	-2	1
Inferno combi-weapon **ANTI-INFANTRY 4+** **DEVASTATING WOUNDS** **RAPID FIRE 1**	24"	1	4+	5	-2	1
2x Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin inferno heavy bolter **SUSTAINED HITS 1** **TWIN-LINKED**	36"	3	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Chaos Land Raider (Hull)

Equipped with: Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, 2x Soulshatter lascannon, Twin inferno heavy bolter, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Inferno combi-bolter, Inferno combi-weapon.

ABILITIES

Assault Ramp
Each time a unit disembarks from this Transport after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Chaos Land Raider (Transport)
Capacity: This model has a transport capacity of 12 Thousand Sons Infantry models. Each Terminator model takes up the space of 2 models.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

CHAOS LORD ON DISC OF TZEENTCH [LEGENDS]

100 PTS

M	T	SV	W	LD	OC
12"	4	3+	6	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons TWIN-LINKED	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

AUFSTELLUNG

1x Chaos Lord on Disc of Tzeentch [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Paired accursed weapons, Power fist

Wargear Options:

- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
- This model can replace its Bolt pistol with Plasma pistol, Accursed weapon, Power fist, Combi-bolter or Combi-weapon.

ABILITIES

CORE - Leader

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Lord of Fate
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Leader
This model can be attached to the following unit:

- CHOSEN
- LEGIONARIES
- RUBRIC MARINES

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

CHAOS PREDATOR ANNIHILATOR

140 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Havoc launcher **BLAST**	48"	D6	3+	5	0	1
Inferno combi-bolter **RAPID FIRE 2**	24"	2	3+	5	-2	1
Inferno combi-weapon **ANTI-INFANTRY 4+** **DEVASTATING WOUNDS** **RAPID FIRE 1**	24"	1	4+	5	-2	1
Inferno heavy bolter **SUSTAINED HITS 1**	36"	3	3+	5	-2	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator twin lascannon **TWIN-LINKED**	48"	1	3+	14	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Chaos Predator Annihilator (Hull)

Equipped with: Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, Inferno heavy bolter, Lascannon, Predator twin lascannon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Inferno combi-bolter, Inferno combi-weapon.
- This model can be equipped with one of: 2 inferno heavy bolters, 2 lascannons.

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Ensorcelled Annihilation
Each time this model makes a ranged attack that targets a Monster or Vehicle unit that was hit by one or more Psychic attacks made by a Thousand Sons Psyker unit from your army this turn, you can re-roll the Hit roll and you can re-roll the Damage roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

CHAOS PREDATOR DESTRUCTOR

140 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	5	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [RAPID FIRE 1]	24"	1	4+	5	-2	1
Inferno heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-2	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Chaos Predator Destructor (Hull)

Equipped with: Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, Inferno heavy bolter, Lascannon, Predator autocannon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Inferno combi-bolter, Inferno combi-weapon.
- This model can be equipped with one of: 2 inferno heavy bolters, 2 lascannons.

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Ensorcelled Destruction
Each time this model makes a ranged attack that targets a unit (excluding Monsters and Vehicles) that was hit by one or more Psychic attacks made by a Thousand Sons Psyker unit from your army this turn, improve the Strength and Armour Penetration characteristic of that attack by 1.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

CHAOS RHINO

80 PTS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Havoc launcher BLAST	48"	D6	3+	5	0	1
Inferno combi-bolter RAPID FIRE 2	24"	2	3+	5	-2	1
Inferno combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Chaos Rhino (Hull)

Equipped with: Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Inferno combi-bolter, Inferno combi-weapon.

ABILITIES

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Sorcerous Support
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes a Psychic attack that targets that enemy unit, add 1 to the Hit roll and add 1 to the Wound roll.

Chaos Rhino (Transport)
Capacity: This model has a transport capacity of 12 Thousand Sons Infantry models (excluding Terminator models).

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

CHAOS SPAWN

65 PTS

CHAOS SPAWN

M	T	SV	W	LD	OC
8"	5	4+	4	7+	1

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+2	4+	5	-1	2

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations (50mm)

ABILITIES

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Regenerating Monstrosities
At the start of each player's Command phase, one model in this unit regains up to 3 lost wounds.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

CHAOS SPAWN (FLESH CHANGE)

65 PTS

CHAOS SPAWN

M	T	SV	W	LD	OC
8"	5	4+	4	7	1

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+2	4+	5	-1	2

AUFSTELLUNG

1x Chaos Spawn - Equipped with: Hideous Mutations

ABILITIES

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Regenerating Monstrosities

At the start of each player's Command phase, one model in this unit regains up to 3 lost wounds.

CORE RULES

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

CHAOS - THOUSAND SONS

CHAOS VINDICATOR

185 PTS

M	T	SV	W	LD	OC
9"	11	2+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolisher cannon BLAST	24"	D6+3	3+	14	-3	D6
Havoc launcher BLAST	48"	D6	3+	5	0	1
Inferno combi-bolter RAPID FIRE 2	24"	2	3+	5	-2	1
Inferno combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Chaos Vindicator (Hull)

Equipped with: Demolisher cannon, Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Inferno combi-bolter, Inferno combi-weapon.

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Siege Shield
When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

DAEMON PRINCE OF TZEENTCH

170 PTS

M	T	SV	W	LD	OC
9"	10	2+	10	6+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Blessing [IGNORES COVER] [PSYCHIC] [SUSTAINED HITS 1]	24"	9	2+	4	-1	1
Infernal cannon	24"	3	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike [DEVASTATING WOUNDS] [PSYCHIC]	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep [DEVASTATING WOUNDS] [PSYCHIC]	Melee	12	2+	6	-1	1

AUFSTELLUNG

1x Daemon Prince of Tzeentch (60mm)

Equipped with: Dark Blessing, Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

ABILITIES

Glamour of Tzeentch (Aura, Psychic)
While a friendly Thousand Sons Infantry unit is within 6" of this model, models in that unit have the Stealth ability.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Servile Pawns
While this model is within 3" of one or more friendly Thousand Sons Infantry units, this model has the Lone Operative ability.

Spirit Snare
Each time a friendly Thousand Sons Psyker model with the Cabal of Sorcerers ability is destroyed while within 9" of one or more models with this ability, select one of those models with this ability: until the end of the battle, each time the selected model attempts a Ritual, add 1 to the **Psychic** test result (to a maximum of +2).

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

◈ Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

DAEMON PRINCE OF TZEENTCH WITH WINGS

170 PTS

M	T	SV	W	LD	OC
13"	9	2+	10	6+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Blessing IGNORES COVER PSYCHIC SUSTAINED HITS 1	24"	9	2+	4	-1	1
Infernal cannon	24"	3	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike DEVASTATING WOUNDS PSYCHIC	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep DEVASTATING WOUNDS PSYCHIC	Melee	12	2+	6	-1	1

AUFSTELLUNG

1x Daemon Prince of Tzeentch with wings (60mm)

Equipped with: Dark Blessing, Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

ABILITIES

Aetherstride (Psychic)
In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can perform an aetherstride. If it does:

- It can be set up anywhere on the battlefield more than 6" horizontally away from all enemy units.
- Until the end of the turn, its Dark Blessing has the [**Sustained Hits** D3] ability.
- Until the end of the turn, it is not eligible to declare a charge.

Hunter of Souls
Each time this model makes an attack that targets a Character unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1 (if that attack targets a Psyker Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll instead). Each time this model destroys a Character unit, this model regains up to D3 lost wounds (if that Character unit was a Psyker, this model regains up to 3 lost wounds instead).

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - THOUSAND SONS

DEFILER

300 PTS

M	T	SV	W	LD	OC
12"	11	3+	18	6+	5

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST	36"	D6	3+	12	-3	3
2x Excruciator cannon	36"	6	3+	6	-2	2
Hades battle cannon BLAST	48"	D6+3	3+	10	-1	3
Hades lascannon	48"	2	3+	12	-3	D6+1
Heavy baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	7	-2	2
Heavy reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	48"	4	3+	9	-2	3
2x Pyraflux magma cutter MELTA 2	12"	2	3+	10	-4	D6
➤ Heavy missile launcher - frag BLAST	48"	2D6	3+	5	-1	1
➤ Heavy missile launcher - krak	48"	2	3+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroscourge EXTRA ATTACKS SUSTAINED HITS 2	Melee	5	3+	12	-2	2
Shearing claws - strike	Melee	5	3+	16	-3	D6+1
Shearing claws - sweep	Melee	10	3+	6	-2	1

AUFSTELLUNG

1x Defiler (160mm)

Equipped with: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Pyraflux magma cutter, ➤ Heavy missile launcher - frag, ➤ Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

Wargear Options:

- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace its Heavy baleflamer with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Two excruciator cannons with Two pyraflux magma cutters.

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Destroyer of Futures (Once per phase, per unit)
You can target this unit with the Counteroffensive stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.'

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Defiler, Tzeentch

Scuttling Walker
Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

EXALTED SORCERER

100 PTS

M	T	SV	W	LD	OC
6"	5	3+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Astral Blast BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	2+	6	-2	D3
Inferno bolt pistol PISTOL	12"	1	2+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2

AUFSTELLUNG

1x Exalted Sorcerer (32mm)

Equipped with: Astral Blast, Inferno bolt pistol, Force weapon, Prosperine khopesh

ABILITIES

CORE - Leader

Arcane Shield (Psychic)
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Rebind Rubricae (Psychic)
In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

Leader
This model can be attached to the following unit: RUBRIC MARINES

KEYWORDS: Infantry, Character, Grenades, Psyker, Chaos, Tzeentch, Exalted Sorcerer, Leader

FACTION: Thousand Sons 100 PTS

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

EXALTED SORCERER ON DISC OF TZEENTCH

95 PTS

M	T	SV	W	LD	OC
10"	5	3+	6	6+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcane Fire IGNORES COVER PSYCHIC TORRENT	18"	D6	N/A	6	-2	D3
Inferno bolt pistol PISTOL	12"	1	2+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2

AUFSTELLUNG

1x Exalted Sorcerer on Disc of Tzeentch (40mm)

Equipped with: Arcane Fire, Inferno bolt pistol, Force weapon, Prosperine khopesh

ABILITIES

CORE - Leader

Binding Tendrils (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with Arcane Fire. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

Illusions of Tzeentch (Psychic)
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Leader
This model can be attached to the following unit: RUBRIC MARINES, TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS

KEYWORDS: Infantry, Character, Psyker, Chaos, Tzeentch, Exalted Sorcerer, Fly, Grenades, Mounted, Leader

WEAPON RULES

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

FLAMERS

65–130 PTS

PYROCASTER

M	T	SV	W	LD	OC	
9"	4	7+	3	7+	1	4+

FLAMER

M	T	SV	W	LD	OC	
9"	4	7+	3	7+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flickering flames IGNORES COVER PSYCHIC TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Pyrocaster - Equipped with: Flamer mouths, Flickering flames (32mm)
2-5x Flamer - Equipped with: Flamer mouths, Flickering flames (32mm)

ABILITIES

Bounding Leaps
This unit is eligible to shoot in a turn in which it Fell Back.

Daemonic Illusions (Aura)
While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - THOUSAND SONS

FORGEFIEND

135 PTS

M	T	SV	W	LD	OC
8"	10	3+	12	6+	3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma cannon BLAST	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forgefiend claws	Melee	3	3+	6	0	1
Forgefiend jaws	Melee	5	3+	7	0	2

AUFSTELLUNG

1x Forgefiend (120x92mm Oval Base)

Equipped with: Ectoplasma cannon, Hades autocannon, Forgefiend claws, Forgefiend jaws

Wargear Options:

- This model can replace its 2 Hades autocannons with 2 ectoplasma cannons.
- This model can replace its Forgefiend jaws with Ectoplasma cannon and claws.

ABILITIES

Blazing Salvos
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the hit roll.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

HELBRUTE

110 PTS

M	T	SV	W	LD	OC
8"	9	2+	8	6+	3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-2	1
Helbrute plasma cannon BLAST HAZARDOUS	36"	D3	3+	8	-3	3
Inferno combi-bolter RAPID FIRE 2	24"	2	3+	5	-2	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin inferno heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-2	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Missile launcher - frag BLAST	48"	D6	3+	4	0	1
➤ Missile launcher - krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

AUFSTELLUNG

1x Helbrute (60mm)

Equipped with: Heavy flamer, Helbrute plasma cannon, Inferno combi-bolter, Multi-melta, Twin autocannon, Twin inferno heavy bolter, Twin lascannon, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon, Helbrute fist, Helbrute hammer, Power scourge

Wargear Options:

- This model can replace its Missile launcher with Helbrute fist with combi-bolter, Helbrute fist with heavy flamer, Helbrute hammer or Power scourge.
- This model can replace its Multi-melta with Twin autocannon, Helbrute fist with heavy flamer, Helbrute fist with combi-bolter, Helbrute plasma cannon, Twin inferno heavy bolter or Twin lascannon.

ABILITIES

Devoted to Destruction
If this model is equipped with 2 melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Terrifying Assault
In your Shooting phase and the Fight phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test, subtracting 1 if that unit is within 9" of one or more Thousand Sons Psyker units from your army.

KEYWORDS: Vehicle, Walker, Chaos, Tzeentch, Helbrute

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

HELDRAKE

175 PTS

M	T	SV	W	LD	OC
12"	9	3+	12	6+	0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-2	2
Hades autocannon	36"	6	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heldrake claws ANTI-FLY 2+ DEVASTATING WOUNDS	Melee	5	3+	7	-1	2

AUFSTELLUNG

1x Heldrake (120x92mm Oval Base)

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

Wargear Options:

■ This model can replace its Hades autocannon with Baleflamer.

ABILITIES

Flame-wreathed
Each time this model ends a Normal move, select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

CHAOS - THOUSAND SONS

HELL TALON [LEGENDS]

140 PTS

M	T	SV	W	LD	OC
20+"	9	3+	14	6+	0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher BLAST	48"	D6	3+	5	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	6	0	1

AUFSTELLUNG

1x Hell Talon [Legends]

Equipped with: Autocannon, Havoc launcher, Twin lascannon, Armoured hull

Wargear Options:

■ This model can replace its Autocannon with Havoc launcher.

ABILITIES

Bomb Rack
Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

HELLBLADE [LEGENDS]

115 PTS

M	T	SV	W	LD	OC
20+"	8	3+	10	6+	0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Hellblade [Legends]

Equipped with: Twin autocannon, Twin lascannon, Armoured hull

Wargear Options:

■ This model can replace its Two twin autocannons with Two twin lascannons.

ABILITIES

Interceptor
Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

INFERNAL MASTER

105 PTS

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol PISTOL	12"	1	2+	5	-2	1
➤ Fires of the Abyss - focused witchfire HAZARDOUS PSYCHIC TORRENT	18"	2D6	N/A	6	-2	1
➤ Fires of the Abyss - witchfire PSYCHIC TORRENT	18"	D6	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

AUFSTELLUNG

1x Infernal Master (40mm)

Equipped with: Inferno bolt pistol, ➤ Fires of the Abyss - focused witchfire, ➤ Fires of the Abyss - witchfire, Force weapon

ABILITIES

CORE - Leader

Glimpse of Eternity (Psychic)
Once per turn, you can change the result of one Hit roll, one Wound roll or one saving throw made for this model to an unmodified 6.

Malefic Maelstrom (Psychic)
While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Leader
This model can be attached to the following unit: RUBRIC MARINES

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Cabal of Sorcerers
If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

◈ Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

KAIROS FATEWEAVER

305 PTS

M	T	SV	W	LD	OC
12"	10	6+	20	6+	5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Infernal Gateway - focused witchfire [BLAST] [HAZARDOUS] [INDIRECT FIRE] [PSYCHIC]	24"	D3+6	2+	9	-2	3
➤ Infernal Gateway - witchfire [BLAST] [INDIRECT FIRE] [PSYCHIC]	24"	D6+3	2+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of Tomorrow [PSYCHIC]	Melee	5	3+	8	-2	2D3

AUFSTELLUNG

1x Kairos Fateweaver (100mm)

Equipped with: ➤ Infernal Gateway - focused witchfire, ➤ Infernal Gateway - witchfire, Staff of Tomorrow

ABILITIES

Daemonic Illusions (Aura)
While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

One Head Looks Back (Aura)
Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do, increase the CP cost of that use of that stratagem by 1CP

One Head Looks Forward
At the end of your Command phase, if this model is on the battlefield, take a Leadership test for this model; if that test is passed, you gain 1CP.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

INDIRECT FIRE
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

PSYCHIC
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

KEYWORDS: Monster, Character, Epic Hero, Fly, Psyker, Chaos, Daemon, Tzeentch, Summoned, Kairos Fateweaver

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - THOUSAND SONS

LORD OF CHANGE

320 PTS

M	T	SV	W	LD	OC
12"	10	6+	18	6+	5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rod of sorcery PSYCHIC	18"	6	2+	8	-1	2
➤ Bolt of Change - focused witchfire HAZARDOUS PSYCHIC	18"	9	2+	9	-2	3
➤ Bolt of Change - witchfire PSYCHIC	18"	9	2+	9	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Baleful sword EXTRA ATTACKS	Melee	3	3+	7	-2	3
Staff of Tzeentch PSYCHIC	Melee	5	3+	6	-1	3

AUFSTELLUNG

1x Lord of Change (100mm)

Equipped with: Rod of sorcery, ➤ Bolt of Change - focused witchfire, ➤ Bolt of Change - witchfire, Baleful sword, Staff of Tzeentch

Wargear Options:

■ This model can be equipped with one of: Rod of sorcery, Baleful sword.

ABILITIES

Daemon Lord of Tzeentch (Aura)
While a friendly Scintillating Legions unit is within 6" of this model, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.

Daemonic Illusions (Aura)
While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Master of Magicks (Aura)
In your Shooting phase, select one of the following abilities: [Ignores Cover], [Lethal Hits], [Sustained Hits D3]. Until the end of the phase, this model's Bolt of Change has that ability.

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PSYCHIC
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - THOUSAND SONS

MAGISTER [CRUCIBLE]

105 PTS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcane Fire IGNORES COVER PSYCHIC TORRENT	18"	D6	N/A	6	-2	D3
Astral Blast BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	2+	6	-2	D3
Autopistol PISTOL	12"	1	3+	3	0	1
Baleful Devolution BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	3+	9	0	1
Fatecaster greatbow IGNORES COVER LETHAL HITS PRECISION	30"	2	3+	5	-2	2
Gaze of Hate ANTI-MONSTER 4+ ANTI-VEHICLE 4+ DEVASTATING WOUNDS PSYCHIC	18"	3	3+	4	-3	2
Heavy warpflamer IGNORES COVER TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno bolt pistol PISTOL	12"	1	2+	4	-1	1
Inferno boltgun	24"	2	2+	4	-2	1
Inferno combi-bolter RAPID FIRE 2	24"	2	2+	4	-2	1
Inferno combi-weapon ANTI-INFANTRY 3+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	-2	1
Pandaemonic Delusion PSYCHIC SUSTAINED HITS 3	24"	6	3+	5	-1	1
Soulreaper cannon DEVASTATING WOUNDS	24"	6	2+	6	-2	1
Warpflame pistol IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	-1	1
Warpflamer IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
➤ Fires of the Abyss - focused witchfire HAZARDOUS PSYCHIC TORRENT	18"	2D6	N/A	6	-2	1
➤ Fires of the Abyss - witchfire PSYCHIC TORRENT	18"	D6	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword PRECISION	Melee	6	3+	4	0	1
Close combat weapon	Melee	4	3+	4	0	1
Divining spear LANCE PRECISION	Melee	3	3+	5	-1	2
Force weapon PSYCHIC	Melee	5	2+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2
Tzaangor blades	Melee	4	3+	5	0	1

AUFSTELLUNG

1x Magister [Crucible]

Equipped with: Arcane Fire, Astral Blast, Autopistol, Baleful Devolution, Fatecaster greatbow, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno bolt pistol, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflame pistol, Warpflamer, ➤ Fires of the Abyss - focused witchfire, ➤ Fires of the Abyss - witchfire, Chainsword, Close combat weapon, Divining spear, Force weapon, Prosperine khopesh, Tzaangor blades

Wargear Options:

- This model can be equipped with one of: Arcane Fire, Astral Blast, Baleful Devolution, Fatecaster greatbow, Fires of the Abyss, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflamer.
- This model can be equipped with up to 2 of: Autopistol, Inferno bolt pistol, Warpflame pistol.

ABILITIES

CORE - Leader, Leader

Arcane Shield (Psychic)
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Binding Tendrils (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with a **Psychic** weapon. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2 from its Move characteristic and subtrsact 2 from Charge rolls made for it.

Empyric Guidance (Psychic)
Weapons equipped by models in this unit have the [**LETHAL HITS**] ability.

Malefic Will
Weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability.

Marked by Fate (Psychic)
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made by a **Psychic** weapon. Until the end of the phase, each time a friendly Thousand Sons unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Rebinding (Psychic)
In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds, on a 2+, you can return 1 destroyed Bodyguard model to that unit.

Swathed in Illusion
This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Twisted Sorceries (Psychic)
Once per battle, in your Shooting phase or the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristic of **Psychic** weapons equipped by this model by 3.

Leader
This model can lead the following unit: Scarab Occult Terminators

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

LETHAL HITS

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

MAGNUS THE RED

455 PTS

M	T	SV	W	LD	OC
14"	11	2+	16	5+	6

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gaze of Magnus DEVASTATING WOUNDS PSYCHIC	24"	3D3	2+	11	-2	3
Tzeentch's Firestorm BLAST IGNORES COVER PSYCHIC	24"	D6+3	2+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Blade of Magnus - strike DEVASTATING WOUNDS PSYCHIC	Melee	7	2+	16	-3	3
➤ Blade of Magnus - sweep PSYCHIC	Melee	14	2+	8	-1	2

AUFSTELLUNG

1x Magnus the Red (100mm)

Equipped with: Gaze of Magnus, Tzeentch's Firestorm, ➤ Blade of Magnus - strike, ➤ Blade of Magnus - sweep

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Lord of the Planet of the Sorcerers (Psychic)
This model can attempt up to 2 Rituals per turn instead of one, and each time this model attempts a Ritual, add 2 to the **Psychic** test result.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Unearthly Power
At the start of the battle round, select one of the abilities in the Crimson King section. Until the start of the next battle round, this model has that ability.

Impossible Form (Psychic) (Crimson King)
Effect: Each time an attack is made against this Psyker (excluding **Psychic** Attacks), subtract 1 from the Damage characteristic of that attack.

Treason of Tzeentch (Psychic) (Crimson King)
Effect: At the start of your opponent's Shooting phase, select one enemy unit within 24" of this Psyker. Until the end of the phase, ranged weapons equipped by models in that unit have the [HAZARDOUS] ability.

Time Flux (Aura, Psychic) (Crimson King)
Effect: While a friendly Thousand Sons unit is within 6" of this Psyker, add 2" to the Move characteristic of models in that unit.

KEYWORDS: Monster, Psyker, Fly, Character, Epic Hero, Daemon, Chaos, Tzeentch, Primarch, Magnus the Red

FACTION: Thousand Sons 455 PTS

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - THOUSAND SONS

MAULERFIEND

120 PTS

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Magma cutter MELTA 2	6"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lasher tendrils EXTRA ATTACKS	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

AUFSTELLUNG

1x Maulerfiend (120x92mm Oval Base)

Equipped with: 2x Magma cutter, Lasher tendrils, Maulerfiend fists

Wargear Options:

■ This model can replace its Lasher tendrils with 2 magma cutters.

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Snarling Protector
You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.
- When this unit declares a charge, if a friendly engaged PSYKER unit is within 12" of this unit, you can use this part of this ability.

If you do:

- This unit can re-roll that charge roll.
- This unit must end that charge move engaged with an enemy unit engaged with that friendly PSYKER unit.

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - THOUSAND SONS

MUTALITH VORTEX BEAST

170 PTS

M	T	SV	W	LD	OC	
10"	10	4+	13	6+	4	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Warp vortex - beam **DEVASTATING WOUNDS**	36"	1	3+	18	-3	D6+6
➤ Warp vortex - blast **BLAST**	24"	D6+3	3+	9	-2	2
➤ Warp vortex - torrent **IGNORES COVER** **TORRENT**	18"	2D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Betentacled maw	Melee	15	3+	7	0	1
Mutalith claws	Melee	5	3+	10	-2	3

AUFSTELLUNG

1x Mutalith Vortex Beast (120x92mm Oval Base)

Equipped with: ➤ Warp vortex - beam, ➤ Warp vortex - blast, ➤ Warp vortex - torrent, Betentacled maw, Mutalith claws

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Immaterial Flare (Aura)
While a friendly Thousand Sons Psyker model is within 6" of this model, each time that model Channels the Warp, add 1 to the Psychic test result. This is not cumulative with any other modifiers to the Psychic test result.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Mutating Vortex (Aura)
At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each enemy unit within range of this ability must then take a Battle-shock test.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

CHAOS - THOUSAND SONS

PINK HORRORS

115 PTS

PINK HORROR

M	T	SV	W	LD	OC
6"	3	7+	1	7+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Coruscating blue flames (ref. only) PISTOL PSYCHIC	18"	2	4+	3	-1	1
Coruscating pink flames PISTOL PSYCHIC	18"	2	3+	4	-1	1
Coruscating yellow flames (ref. only) PISTOL PSYCHIC	18"	2	5+	2	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blue claws (ref. only)	Melee	1	5+	3	0	1
Pink claws	Melee	1	4+	3	0	1
Yellow claws (ref. only)	Melee	2	5+	2	0	1

AUFSTELLUNG

10x Pink Horror - Equipped with: Coruscating pink flames, Pink claws (32mm)

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+

Daemonic Illusions (Aura)
While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Horrors are Pink. Horrors are Blue. Where once there was one, now there are two.
If, at any point, this unit contains no Pink Horrors models, use the Blue Horrors datasheet for this unit.
Designer's Note: While this unit contains one or more Pink Horrors models, the Sullen Malevolence and Exploding Horrors abilities from the Blue Horrors datasheet do not apply to this unit.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

Split
Each time a Pink Horror or Blue Horror model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, if it was a Pink Horror, add 2 Blue Horror models to this unit and if it was a Blue Horror, add one Brimstone Horror model to this unit.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Pink Horror KEYWORDS: Pink
KEYWORDS: Infantry, Battleline, Chaos, Daemon, Tzeentch, Summoned, Horrors

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - THOUSAND SONS

RUBRIC MARINES

115–210 PTS

ASPIRING SORCERER

M	T	SV	W	LD	OC
6"	5	3+	3	6+	2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol [PISTOL]	12"	1	3+	5	-2	1
Inferno boltgun	24"	2	3+	5	-2	1
Malefic Curse [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [PSYCHIC]	24"	3	3+	4	-3	1
Soulreaper cannon [DEVASTATING WOUNDS]	24"	6	3+	6	-2	1
Warpflame pistol [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	3	-1	1
Warpflamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	5	0	1
Force weapon [PSYCHIC]	Melee	3	3+	6	-1	D3

AUFSTELLUNG

1x Aspiring Sorcerer - Equipped with: Force weapon, Malefic Curse, Inferno bolt pistol, Warpflame pistol (32mm)
4-9x Rubric Marine w/ inferno boltgun oder Rubric Marine w/ warpflamer oder Rubric Marine w/ soulreaper cannon (32mm)

Wargear Options:

- Each Aspiring Sorcerer can replace its Inferno bolt pistol with Warpflame pistol.

ABILITIES

Bringers of Change
Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1. If the attack targets a unit within range of an objective marker you do not control, you can re-roll the Wound roll instead.

Icon of Flame
Ranged weapons equipped by models in the bearer's unit (excluding Characters) have the [Ignores Cover] ability.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Aspiring Sorcerer KEYWORDS: Psyker
KEYWORDS: Infantry, Battleline, Chaos, Tzeentch, Rubric Marines, Rubricae

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6
2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.
3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

CHAOS - THOUSAND SONS

SCARAB OCCULT TERMINATORS

200–425 PTS

SCARAB OCCULT SORCERER

M	T	SV	W	LD	OC
5"	6	2+	4	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy warpflamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	5	-2	1
Malefic Curse [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [PSYCHIC]	24"	3	3+	4	-3	1
Soulreaper cannon [DEVASTATING WOUNDS]	24"	6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	3	3+	5	-2	2

AUFSTELLUNG

1x Scarab Occult Sorcerer - Equipped with: Force weapon, Malefic Curse, Inferno combi-bolter, Prosperine khopesh (40mm)
4-9x Scarab Occult Terminator (40mm)

Wargear Options:

- Each Scarab Occult Sorcerer can replace its Inferno combi-bolter with Prosperine khopesh.

ABILITIES

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Rites of Coalescence
While this unit contains one or more Psyker models, each time an attack targets this unit, subtract 1 from the
Wound roll.

Scarab Occult Sorcerer KEYWORDS: Psyker
KEYWORDS: Infantry, Chaos, Tzeentch, Scarab Occult, Rubricae, Terminator

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - THOUSAND SONS

SCREAMERS

80–160 PTS

SCREAMER

M	T	SV	W	LD	OC
14"	4	6+	3	7+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lamprey bite ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	3	3+	6	-2	2

AUFSTELLUNG

3-6x Screamer - Equipped with: Lamprey bite (Small Flying Base)

ABILITIES

Daemonic Illusions (Aura)
While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Slashing Dive
In your Movement phase, after this unit ends a Normal move, select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - THOUSAND SONS

SEKHETAR ROBOTS

85–175 PTS

M	T	SV	W	LD	OC
8"	6	3+	4	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy warpflamer IGNORES COVER TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	4+	10	-2	3
Pyreflux meltagun MELTA 2	12"	1	4+	10	-4	D6
Warpflame projector IGNORES COVER TORRENT	12"	D3	N/A	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	5	0	1
Power claw	Melee	3	4+	10	-2	2

AUFSTELLUNG

2-4x Sekhetar Robot w/ pyreflux meltagun oder Sekhetar Robot w/ warpflame projector and claw (40mm)

Equipped with: Heavy warpflamer, Hellfyre missile rack, Pyreflux meltagun, Warpflame projector, Close combat weapon, Power claw

ABILITIES

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Prophetic Sentinels
Once per turn, when you target this unit with the Fire Overwatch/ Heroic Intervention stratagem, that use is -1 CP.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PSYCHIC
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

CHAOS - THOUSAND SONS

SORCERER

100 PTS

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol PISTOL	12"	1	2+	5	-2	1
Pandaemonic Delusion PSYCHIC SUSTAINED HITS 3	24"	6	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	3	3+	5	-2	2

AUFSTELLUNG

1x Sorcerer (32mm)

Equipped with: Inferno bolt pistol, Pandaemonic Delusion, Force weapon, Prosperine khopesh

ABILITIES

CORE - Leader

Empyric Guidance (Psychic)
While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Twisted Sorceries (Psychic)
Once per battle, in your Shooting phase or the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristic of **Psychic** weapons equipped by this model by 3.

Leader
This model can be attached to the following unit: RUBRIC MARINES

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

SORCERER IN TERMINATOR ARMOUR

110 PTS

M	T	SV	W	LD	OC
5"	6	2+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gaze of Hate [ANTI-MONSTER 4+] [ANTI-VEHICLE 4+] [DEVASTATING WOUNDS] [PSYCHIC]	18"	3	3+	4	-3	2
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	5	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [RAPID FIRE 1]	24"	1	4+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

AUFSTELLUNG

1x Sorcerer in Terminator Armour (40mm)

Equipped with: Gaze of Hate, Inferno combi-bolter, Inferno combi-weapon, Force weapon

Wargear Options:

■ This model can replace its Inferno combi-bolter with Inferno combi-weapon.

ABILITIES

CORE - Leader

Empyric Guidance (Psychic)
While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Marked by Fate (Psychic)
At the start of your Shooting phase, select one enemy unit that is visible to this Psyker model. Until the end of the phase, each time a model in this unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Leader
This model can be attached to the following unit: SCARAB OCCULT TERMINATORS

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

TZAANGOR ENLIGHTENED

50–90 PTS

AVIARCH

M	T	SV	W	LD	OC
10"	4	5+	2	7+	2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword PRECISION	Melee	6	4+	4	0	1
Divining spear LANCE PRECISION	Melee	3	4+	5	-1	2

AUFSTELLUNG

1x Aviarch - Equipped with: Divining spear, Autopistol, Chainsword (40mm)
2-5x Divining spear Enlightened oder Pistol and chainsword Enlightened (40mm)

Wargear Options:

■ Each Aviarch can replace its Divining spear with Autopistol and chainsword.

ABILITIES

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Prophesied Doom
Each time this unit makes a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

LANCE
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS

55–110 PTS

AVIARCH

M	T	SV	W	LD	OC	
10"	4	5+	2	7+	2	5+

ENLIGHTENED

M	T	SV	W	LD	OC	
10"	4	5+	2	7+	2	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fatecaster greatbow [IGNORES COVER] [LETHAL HITS] [PRECISION]	30"	2	4+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	4	0	1

AUFSTELLUNG

1x Aviarch - Equipped with: Fatecaster greatbow, Close combat weapon (40mm)
2-5x Enlightened - Equipped with: Fatecaster greatbow, Close combat weapon (40mm)

ABILITIES

Malign Trickery
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LETHAL HITS
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CHAOS - THOUSAND SONS

TZAANGOR SHAMAN

65 PTS

M	T	SV	W	LD	OC
10"	4	5+	4	7+	2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleful Devolution BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	3+	9	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force stave PSYCHIC	Melee	3	3+	5	-1	D3

AUFSTELLUNG

1x Tzaangor Shaman (40mm)

Equipped with: Baleful Devolution, Force stave

ABILITIES

CORE - Leader

Bestial Prophet
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Sacrificial Blessing
While this model is leading a unit, in your Shooting phase and the Fight phase, each time that unit is selected to shoot or fight, this model can use this ability. If it does, select one Bodyguard model in that unit; that Bodyguard model is destroyed and, until the end of the phase, add D3 to the Attacks and Strength characteristics of **Psychic** weapons equipped by this model.

Leader
This model can be attached to the following units: TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED WITH FATECASTER GREATBOWS, TZAANGORS

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

◈ Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - THOUSAND SONS

TZAANGORS

75–145 PTS

TWISTBRAY

M	T	SV	W	LD	OC
6"	4	6+	1	7+	1

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	4	0	1
Tzaangor blades	Melee	2	4+	5	0	1

AUFSTELLUNG

1x Twistbray - Equipped with: Autopistol, Chainsword, Tzaangor blades (32mm)
9-19x Tzaangor w/ Tzaangor blades oder Tzaangor w/ pistol and chainsword (32mm)

Wargear Options:

■ Each Twistbray can replace its Tzaangor blades with Pistol and chainsword.

ABILITIES

Ambushing Hunters
At the end of your opponent's turn, if this unit is more than 6" horizontally away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

Brayhorn
You can re-roll Advance and Charge rolls made for the bearer's unit.

Herd banner
While the bearer's unit is within range of one or more objective markers you control, improve the Leadership characteristic of models in the bearer's unit by 1.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

PUNKTELISTE

EINHEIT	PUNKTE
Ahriman	105 pts
Blue Horrors	90 pts
Brayherd Chieftain [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Brayherd Shaman [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Chaos Land Raider	220 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Chaos Lord on Disc of Tzeentch [Legends]	100 pts
Chaos Predator Annihilator	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Predator Destructor	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Rhino	80 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Chaos Spawn	65 pts
Chaos Spawn (Flesh Change)	65 pts
Chaos Vindicator	185 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Daemon Prince of Tzeentch	170 pts

EINHEIT	PUNKTE
Daemon Prince of Tzeentch with wings	170 pts · ab der 2. gleichnamigen Einheit im Heer: +10 pts
Defiler	300 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Exalted Sorcerer	100 pts
Exalted Sorcerer on Disc of Tzeentch	95 pts
Flamers	65 pts (bis 3 Modelle) · 130 pts (ab 4 Modellen)
Forgefiend	135 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Helbrute	110 pts
Heldrake	175 pts
Hell Talon [Legends]	140 pts
Hellblade [Legends]	115 pts
Infernal Master	105 pts
Kairos Fateweaver	305 pts
Lord of Change	320 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Magister [Crucible]	105 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Magnus the Red	455 pts
Maulerfiend	120 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Mutalith Vortex Beast	170 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Pink Horrors	115 pts
Rubric Marines	115 pts (bis 5 Modelle) · 210 pts (ab 6 Modellen) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Scarab Occult Terminators	200 pts (bis 5 Modelle) · 425 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Screamers	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen)
Sekhetar Robots	85 pts (bis 2 Modelle) · 175 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Sorcerer	100 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Sorcerer in Terminator Armour	110 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Tzaangor Enlightened	50 pts (bis 3 Modelle) · 90 pts (ab 4 Modellen)
Tzaangor Enlightened with Fatecaster greatbows	55 pts (bis 3 Modelle) · 110 pts (ab 4 Modellen)
Tzaangor Shaman	65 pts
Tzaangors	75 pts (bis 10 Modelle) · 145 pts (ab 11 Modellen)

ENHANCEMENTS — CHANGEHOST OF DECEIT

ENHANCEMENT	PUNKTE
Nethershriek Mind-eater	10 pts
Diabolic Servant	20 pts
Duplicitous Malediction	15 pts
Tome of True Names	20 pts

ENHANCEMENTS — GRAND COVEN

ENHANCEMENT	PUNKTE
Lord of Forbidden Lore	20 pts
Umbralefic Crystal	30 pts
Eldritch Vortex of E'taph	35 pts
Incandeum	15 pts

ENHANCEMENTS — HEXWARP THRALLBAND

ENHANCEMENT	PUNKTE
Arcane Might	20 pts
Empowered Manifestation	20 pts

ENHANCEMENT	PUNKTE
Empyric Onslaught	25 pts
Noctilith Mantle	15 pts

ENHANCEMENTS — RITUAL OF REGENERATION

ENHANCEMENT	PUNKTE
Curse of Life	20 pts
Eruption of Vitality	35 pts

ENHANCEMENTS — RUBRICAE PHALANX

ENHANCEMENT	PUNKTE
Risen Rubricae	30 pts
Arcane Thralls (Aura)	5 pts
Lord of the Rubricae	15 pts
Stave Abominus	20 pts

ENHANCEMENTS — SEKHETAR COHORT

ENHANCEMENT	PUNKTE
Occulus Infernum	20 pts
Walking Rampart	30 pts

ENHANCEMENTS — SERVANTS OF CHANGE

ENHANCEMENT	PUNKTE
Unravelled Fates	15 pts
Thicket of Bladed Bone	10 pts

ENHANCEMENTS — WARPFORGED CABAL

ENHANCEMENT	PUNKTE
Warp Syphon	5 pts
Perplexing Cloak	20 pts
Biomechanical Mutation	15 pts
Warp-cursed Runemaster	10 pts

ENHANCEMENTS — WARPMELD PACT

ENHANCEMENT	PUNKTE
Warpmeld Dagger	10 pts
Diamond of Distortion	20 pts
Bray Lord	15 pts
Flowing Flesh	10 pts