CHAOS - THOUSAND SONS · DETACHMENT

CHANGEHOST OF DECEIT

2 DP · RECONNAISSANCE

ENHANCEMENTS

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-REGEL

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

1 CP — CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — 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 · WAHAPEDIA — 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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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.