CHAOS - THOUSAND SONS · DETACHMENT

HEXWARP THRALLBAND

3 DP · TAKE AND HOLD

ENHANCEMENTS

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-REGEL

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

1 CP — HEXWARP THRALLBAND – EPIC DEED STRATAGEM · WAHAPEDIA — 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 – BATTLE TACTIC STRATAGEM · WAHAPEDIA — 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 · WAHAPEDIA — 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 – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — 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 – EPIC DEED STRATAGEM · WAHAPEDIA — 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 – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — 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.