CHAOS - THOUSAND SONS · DETACHMENT

WARPFORGED CABAL

2 DP · PRIORITY ASSETS

ENHANCEMENTS

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-REGEL

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

1 CP — WARPFORGED CABAL – EPIC DEED STRATAGEM · WAHAPEDIA — 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 · WAHAPEDIA — 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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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.