

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

20 pts

Once per battle, in your Command phase, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves. In the Reinforcements step of your next Movement phase, set that unit back up anywhere on the battlefield that is more than 9" horizontally away from all enemy units.

Eldritch Vortex of E'taph

35 pts

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

Incandenum

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 from your army.
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Psychic Maelstrom Each time a THOUSAND SONS model from your army makes an attack with a Psychic weapon, add 1 to the Wound roll.
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Wrath of the Immaterium Psychic weapons equipped by THOUSAND SONS models from your army have the [devastating wounds] ability.
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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, Psychic weapons equipped by models in the attacking unit have the [hazardous] ability, and models in your unit have the Feel No Pain 4+ ability against Psychic Attacks.