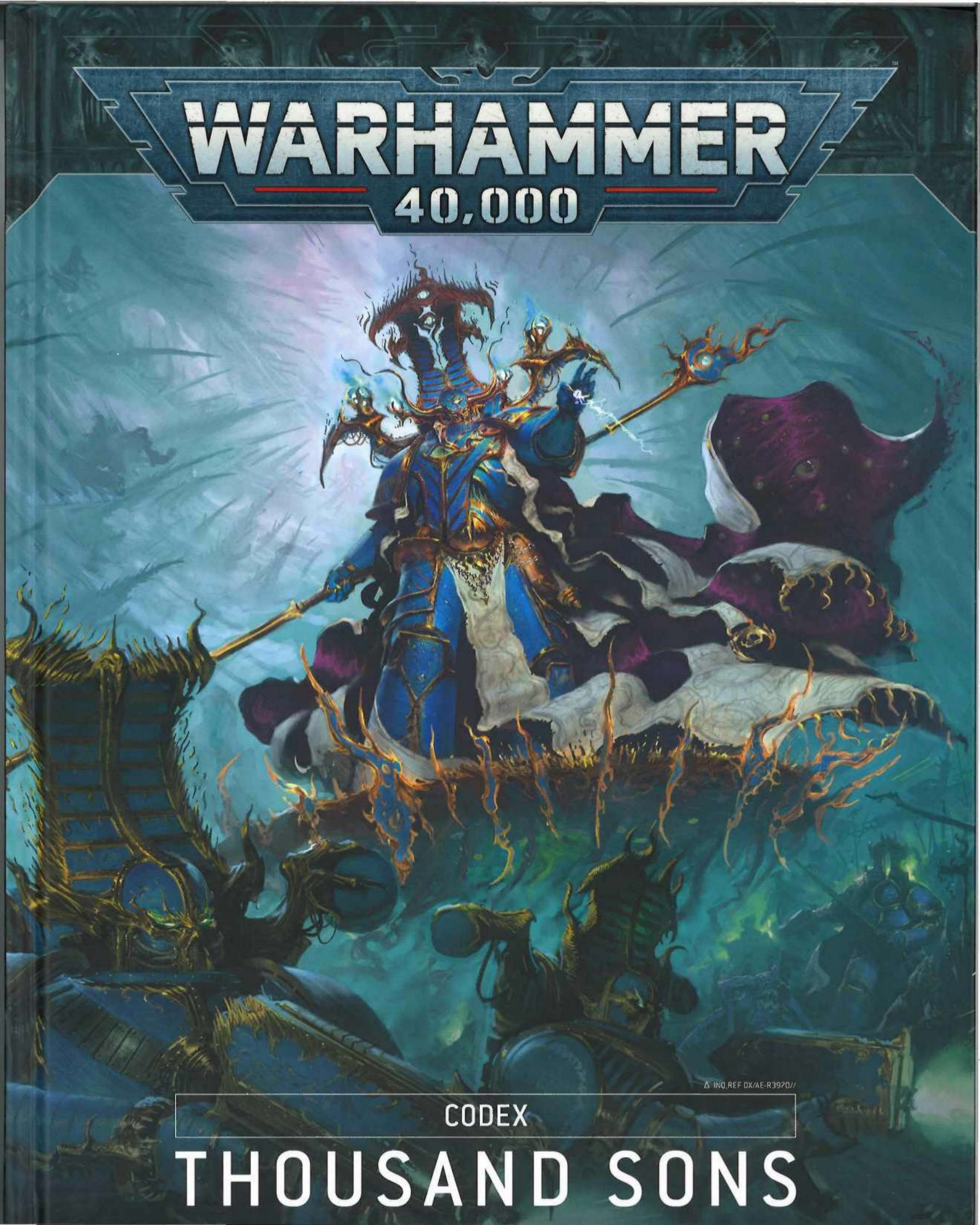
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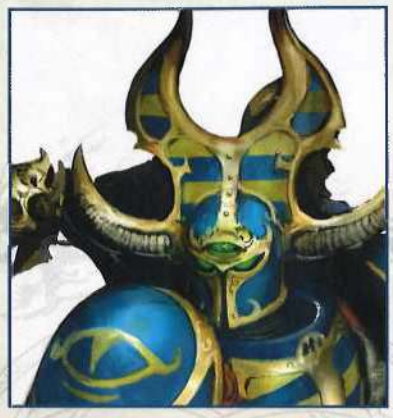
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CODEX

THOUSAND SONS









THOUSAND SONS

THEY ARE THE MASTERS AND THE PUPPETS OF FATE. THEY ARE THE LORDS AND YET THE SLAVES OF SORCERY. EACH SEEKS THEIR OWN GLORY, THEIR OWN POWER, UTTERLY SELFISH IN THEIR SELFLESS SERVICE OF A CUNNING GOD. THEY ARE THE THOUSAND SONS, THE SCIONS OF THE CYCLOPS, AND THROUGH RIOTOUS CHANGE THEY BRING THE IMMUTABLE FINALITY OF DEATH.



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PRODUCED BY THE WARHAMMER STUDIO

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INTRODUCTION

Greetings, wise Magister. Many are the tomes of lore from which forbidden wisdom may be gleaned, yet none can match that into which you now delve. Gird your sanity, for within these pages you will find the tragic history of the Thousand Sons, the dark truths of their sorcerous gifts and the myriad ways in which their diabolical cults make war upon their hated foes.

The Thousand Sons were once a loyal Space Marine Legion who fought in the service of Mankind. Ten thousand years has changed them beyond recognition. Hubris, corruption and manipulation brought their downfall. Unfettered power and the desperate quest for its control sealed their damnation. Now they are a fractured and selfish brotherhood, riven by personal ambition and duplicity. Sorcerous cabals lead the Thousand Sons to war amidst conjured firestorms and barrages of mutating magicks; at their behest the bulk of this once-proud Legion advance relentlessly, reduced to mindless soul-echoes trapped forever within their sealed suits of battle armour. Twisted cults and mutants fight at their side. Abhorrent daemon engines prowl in their midst. All seek to further their own twisted schemes, yet all are but pawns in the labyrinthine plan of Tzeentch, the Chaos God of fate, change and sorcery.

The Thousand Sons provide veteran hobbyists and new collectors alike with an array of unusual strategic challenges, and the chance to collect, build, paint and play with a unique tabletop army. Just as the gifts of Tzeentch are many-faceted and infinitely mutable, so your Thousand Sons thrallband can take a wild variety of different shapes. In the cursed Rubric Marines and elite Scarab Occult Terminators, you have access to one of the most durable and unfaltering infantry cores of any army in Warhammer 40,000. When combined with the ruinous firepower these and their sorcerous masters can unleash, it is easy to see how you can create a formidable and relentless force in no time at all. Units such as daemon engines and battle tanks swiftly increase your armoured punch, while swift and savage close-quarters ability can be gained by recruiting herds of Tzaangor to your thrallband's ranks.

This faction are a joy for painters, too; displaying a range of vivid colours and gem-like metallic hues for you to pick and choose from, the Thousand Sons are a colourful force! Exhibiting wildly varied textures from mutating flesh to lacquered armour and leaping warpflame, this range of miniatures is sure to provide even the most experienced hobbyist with hours of interest and enjoyment as they paint up their Thousand Sons collection.

This Codex contains all the background, rules content and heraldic guidelines you need to collect your own thrallband. You will also find extensive additional rules content in the Crusade section allowing you to assemble your forces and then lead them into an ongoing quest for knowledge, power and eventual ascension to almighty daemonhood. Read on to discover more of this cunning and multifaceted heretic faction…

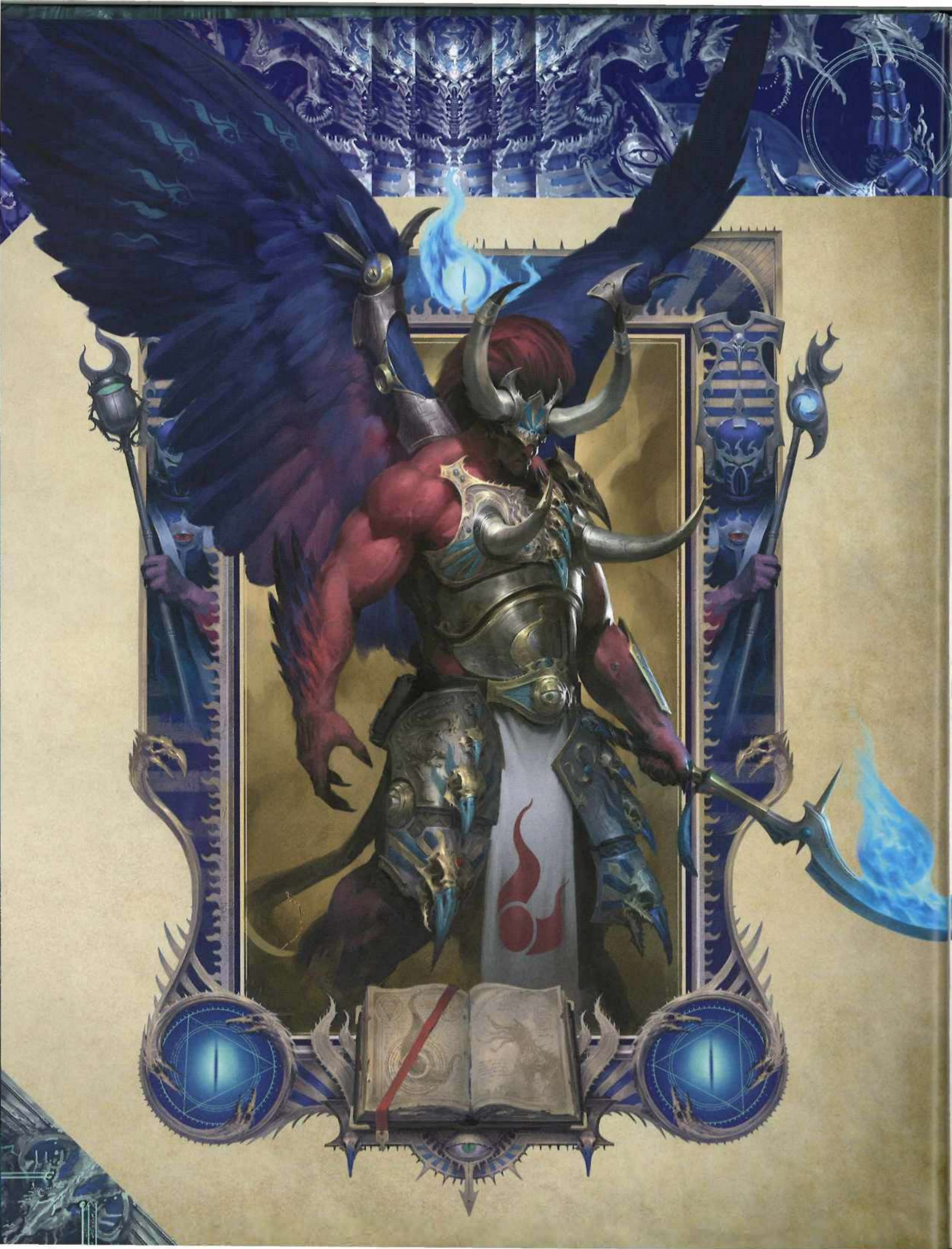




Even to stand upon the same battlefield as the Thousand Sons is to risk not just your mortal form, but also your very sanity and soul. They are unmatched sorcerers, manipulating the perilous energies of the warp to reorder fate, mutate living flesh and steal the will and wits of friend and foe alike.

To do battle with this infernal Legion is to face the empyrean unleashed. Their advance is heralded by magical firestorms and volley upon volley of warp-infused shells and bolts. As the battle lines close, shrieking herds of mutant Tzaangor, gibbering Chaos Spawn, flame-belching daemon engines and tank-sized bestial abominations surge forwards to hack and tear, throttle, immolate and devour.

Worse than the carnage the Thousand Sons wreak, however, worse even than their unholy twisting of reality itself, is the fear that however their enemies strive, those who battle them can never be sure of victory. Illusion and trickery are second nature to these diabolical champions of Tzeentch. Even those who believe the Thousand Sons bested may in truth be mere puppets, unknowingly serving the very foes they fight.



MAGNUS THE RED

THE CRIMSON KING OF SORTIARIUS

The fate of the Thousand Sons is inextricably linked to their gene-sire, the Daemon Primarch Magnus the Red. In millennia lost to dust he was a son of the Emperor himself, a beacon of wisdom and power who served his master with the best of intentions. Now Magnus is abhorrent, embittered, greater yet lesser than he was before, as is the Legion he leads.

Magnus the Red is a towering daemonic demigod whose might is augmented by the boundless gifts of Tzeentch. He is sorcery made flesh, a winged behemoth who commands the empyrean at will, whose mere presence breaks the fundamental bonds of reality and turns all to madness.

Magnus' power is such that he can obliterate legions of foes with a word or a baleful glare. The warp-saturated blade he wields can take any form he wills, and with a single blow can sunder a fortress gate or mighty war engine. Magnus' rune-etched armour is proof against even the most powerful attacks, be they physical or spiritual, and his flesh is so drenched in warp energy that he can never be truly slain. The Daemon Primarch's very presence twists reality into myriad fractured reflections and shatters the sanity of even the staunchest foes. He is a locus of unbridled change, a nexus of plots uncounted, the greatest servant of Tzeentch and a walking repository of forbidden and sanity-blasting secrets. Yet he was not always thus.

BURNING OF PROSPERO

What records endure regarding Magnus and his path to damnation are sealed in vaults deep beneath the Imperial Palace, or else kept by the Thousand Sons themselves; these latter cannot be trusted, for no written word remains long in the hands of Tzeentch's servants without turning to conflicting lies. Yet Primarch Guilliman, if pressed, might recall a tall and powerful brother, red of skin and hair, quick to smile and ever-ready with learned counsel. He would recall, also, that Magnus' demeanour hid a troubled mind, for his Legion – the Thousand Sons – were both gifted and cursed with a preponderance of psychic brethren, and so imperilled by mutation and the suspicion of their brother Legions.

The Emperor, it is said, forbade Magnus and his sons to employ their powers or to delve further into the sorcerous abilities they courted. Magnus, certain in his righteous enlightenment, pressed ahead. In so doing he damned himself, his gene-sons, and their adopted home world of Prospero.

The skjalds of the Space Wolves still tell how their Legion, led by Primarch Leman Russ himself, was sent to bring Magnus to heel. No record remains in the 41st Millennium of the terrible conflict that followed, yet its conclusion is beyond doubt. Russ' Legion burned Prospero, shattered its crystal pyramids of learning, and would have crushed the betrayed and bewildered Thousand Sons. Yet in this moment of bleakest need, when his faith in his father the Emperor had at last been broken beyond all redemption, Magnus offered himself up to Tzeentch in exchange for his Legion's salvation.

So were the Thousand Sons and Magnus spirited away to Sortiarius, the Planet of the Sorcerers located deep within the warp. A place of insanity and unbridled change, but also of incalculable power, this would become the home world of the Thousand Sons for millennia to come. Yet their trials were far from over, for just as Magnus' body and mind had been irrevocably altered by his pact with the Changer of the Ways, so too had those of his gene-sons.

THE BOOK OF MAGNUS

Of all the tomes of eldritch lore in the galaxy, it is doubtful that any is as perilous or as powerful as the Book of Magnus. Unbound by physical laws, this grimoire mutates and changes constantly. One moment its pages are wrought from crystalline slivers or ancient parchment. The next they have transmuted into pressed copper, shimmering light or living flesh. They riffle and twitch constantly, full of malicious life; the book is ever ready to fall mysteriously open upon that lore which an incautious reader most desires, yet will pay the greatest price for acquiring. Script flows and changes across every page, written variously in diamond-hued ink, dried blood or guttering flame. Some claim that the book is Magnus' most powerful familiar, others that it is a twisted echo of his daemonic soul or a manifestation of the Daemon Primarch's ever-expanding knowledge.

Whatever its true nature, it is certain that more than one copy of the Book of Magnus exists. The original, that tome that Magnus supposedly bore with him before his fall to Chaos, resides atop the Tower of the Cyclops on Sortiarius. Another copy Ahriman took with him into exile from the Legion, while the Aeldari know that a third copy is trapped deep within the vaults of the Black Library, its tortured screams ringing out for all eternity. Should there be other copies they are no doubt sought by the desperate and the insane, the inquisitive and incautious, for the Book of Magnus is nothing less than the greatest repository of psyker-lore in existence. Every sorcerous spell, dread ritual and binding incantation the Crimson King has ever learned lurks within its depths for those with the will to learn them, and to pay the price for that learning.

AHRIMAN

ARCHITECT OF THE RUBRIC

Ahriman is the greatest sorcerer of the Thousand Sons, barring only his daemonic gene-sire. All of his prodigious power he bends to a single cause: the salvation of his damned Legion. It is an all-too-Tzeentchian irony that for all his sorcery, all his towering intellect and thousands of years of seeking, Ahriman has thus far succeeded only in making matters worse.

When the Thousand Sons first came to Sortiarius they believed it to be a sanctuary. Immersed as they were amidst the tides of the empyrean and free to practise their spellcraft as they wished, they soon discovered that it was instead a place of damnation. Already prone to catastrophic physical mutation – a bane that the Thousand Sons had fearfully named the flesh-change – they now found this trait accelerating. Few could doubt that, if this curse did not abate, the Legion would soon be lost to madness and monstrosity. Yet Magnus – consumed by his own now limitless studies and brooding upon his need for vengeance – did nothing. Instead, it was Ahzek Ahriman, the Legion's former Chief Librarian, who took it upon himself to save his brothers.

THE OUTCAST LORD

The spell that Ahriman and his co-conspirators worked was called the Rubric, and it was the final blow that cast the Thousand Sons into eternal damnation. Admittedly, it did arrest the flesh-change for all time, but its cost was monstrous indeed.

As punishment, Magnus cast out his once-favoured gene-son, banishing him until he could complete the impossible task of comprehending the true nature of Tzeentch. Yet Ahriman was unrepentant: his efforts now became focused upon a single goal. He would restore his Legion to their true former glory, not only undoing the terrible changes he had wrought upon them with his sorcery but restoring them to a position of power not known since before the Emperor sent his wolves to lay them low.

Since that time, Ahriman has blazed a trail of ruin across the stars. He gathers all those to him that he can use, be they thrallbands of Rubricae, mutant Tzeentch-worshippers, or even masterless renegades for Ahriman to expend in the name of final exoneration. Believing with absolute conviction that it is within his gift to unpick the puzzle of restoring his brothers, the Arch-Sorcerer baulks at no deed – no matter how dark, cruel or taboo – providing it will aid him in his ultimate goal. To his foes, Ahriman's acts of violence and desecration seem random to the point of insanity – in truth, his schemes are nearly as sprawling as those of his Daemon Primarch.

In battle Ahriman wields the Black Staff, an abomination of a force stave that manifests in the warp as a burning black absence. Ahriman fashioned the staff himself. At its tip is the Stone of Hidden Truths, recovered from the ruins of Tizca. Crowning the weapon are the severed horns of the Daemon Prince Vaddh'akar the Annihilator, while its haft is built around the charred fragments of Ahriman's own hequa staff that burned on Prospero during the Space Wolves' invasion. It's blade, meanwhile, is forged from the desecrated remains of an Aeldari Farseer's stave. Each new addition is rich in the powers of sorcery, heavy with fate and capable of amplifying Ahriman's own sorcerous abilities still further.

SECRETS OF THE AELDARI

Of late, Ahriman's endless quest has been focused upon the arcane lore and supernatural abilities of the Aeldari. On the one hand, Ahriman desires the forbidden knowledge and boundless power that lies within their fabled Black Library. On the other, he is fascinated by the newly risen Ynnari death cult, whose fey powers over mortality itself the Arch-Sorcerer believes may unlock the doors to restoring his damned brothers.

The Black Library lies deep within the maze-like twists and turns of the webway, an interstitial galactic maze that lies between realspace and the warp. Even those who can locate it face dread and nameless guardians, not to mention the lethal Aeldari warrior acrobats known as the Harlequins. None of this dissuades Ahriman. It is said that within the Black Library lies all of the accumulated lore the Aeldari have ever gathered upon the nature of Chaos, not to mention malign artefacts whose power is beyond imagining. Some say that, through cunning astral projection, Ahriman has already plundered a map of the webway from this hidden trove, but whether this is true – or what he plans to do with it if so – none but the Arch-Sorcerer can say.

Perhaps this theft is linked to Ahriman's pursuit of the Ynnari and their prophetess, Yvraine. Certainly this strange sub-cult of the Aeldari race display the ability to seemingly capture the souls of the dying, and even to restore the essence of one who has passed beyond the mortal veil. How this might aid Ahriman in undoing the dreadful curse he inflicted upon his battle-brothers is unclear, but it cannot be coincidence that he has fought and sought to abduct Ynnari now on several occasions.



'They were less than nothing, yet I have rendered them immortal in the truest sense of the word. Who here can say they would choose debased and corrupted life over purity in unchanging death? Liars and fools tell us life is always precious, but we who have seen the spirit realm know this to be falsehood.'

- Ahzek Ahriman speaking to Magnus the Red



THE RUBRIC OF AHRIMAN

Though the Thousand Sons had long been plagued by the horrors of mutation, the Rubric of Ahriman was arguably the greatest single change inflicted upon them. For many of Magnus' gene-sons it was also the last. The spell's energies transformed the Traitor Legion from a brotherhood of warrior scholars into something altogether more grotesque and tragic.

The power of the warp is ever in flux. When its influence is felt by the stuff of realspace it causes mutation and change: unbound, unstable, this energy twists all it touches. Such changes take many forms, and can be beneficial for those who can harness them – at least while they remain under control. Many who embrace such empyric might are transformed over time so that they come to physically embody their own deepest obsessions, desires or innermost secrets.

Some believe the Thousand Sons were marked by Tzeentch long before their true damnation. Others whisper that it was the Legion's manifold pursuit of knowledge, their use of the euphemistically titled 'tutelary familiars' – actually daemonic entities – or some facet of the sorcerous energies they courted that led to their anarchic and widespread physical change. Whatever the truth, by the time they became the masters of the Planet of the Sorcerers, even the Thousand Sons' own fluctuating records told a tale of mutation, degeneration and madness.

Once clean and powerful limbs became many-hued tentacles. Hands that formerly had scribed learned treatises now grew vicious talons or became snapping pincers. Thousand Sons battle-brothers sprouted profusions of staring eyes, fire-hued wings with glass feathers, weird fanged maws that whispered sanity-eroding secrets and countless other obscene mutations. Some changes were powerful boons that made their recipients better warriors or more talented sorcerers, yet even these brought an erosion of sanity and self, while the more disfiguring curses reduced once-proud soldier-scholars to gibbering wrecks of heaving flesh and bone.

Few doubt that Ahriman and his co-conspirators saved their Legion from a final descent into unspeakable horror. Yet the fate to which they consigned their brothers was – in many ways – infinitely worse.

THE DREAD RITE

Ahriman's cabal performed their spell without Magnus' approval. The Crimson King's own accounts tell how their efforts were hidden from him behind concealing glamours of incredible potency, and how the cabal operated with supernatural stealth and secrecy. Still they might not have escaped Magnus' notice, but that his attention at this time was consumed by schemes for vengeance and the desire for fresh and unfettered learning. No reliable record remains of the part which the Thousand Sons played in the events of the apocalyptic Horus Heresy, but perhaps those events, too, helped to obfuscate Ahriman's intentions until it was too late for Magnus to stop him.

The Ninefold Tomes tell of the Rubric of Ahriman. They describe how the spell was so unbelievably powerful that it sent a bow wave and a dolorous howl rolling through the empyrean into infinity. They describe a catastrophic superstorm of sorcery that engulfed Sortiarius, of an explosion of arresting and binding spellcraft so violent that it formed an impossible fixed point amidst the ever-changing madness of the warp. Writhing strands of fate were snatched in its grip like insects in amber and crushed into enforced stasis. Lightning strikes lashed down from Sortiarius' skies again and again, each strike blasting another of the Thousand Sons. At last, so the tomes say, Magnus ended the onslaught only by beseeching Tzeentch to intercede.

By then the damage was done. Every single Thousand Sons warrior struck by the sorcerous bolts had been reduced to ensorcelled dust sealed forever within their battle armour. Their souls, their minds, all had become mere gheists doomed to haunt their cursed wargear and lend it a near-mindless semblance of life. Never again would they be slaves to change: instead, they became the golem-like servants of their former Librarians, who alone had been unharmed by the Rubric and who had, instead, had their sorcerous abilities vastly enhanced. Thus was the Thousand Sons Legion transmogrified, cursed to the form it still wears unto this day.

REPERCUSSIONS

It is said that Magnus would have slain Ahriman and his conspirators, but such was not the will of Tzeentch. Instead, having banished his former Chief Librarian and favoured gene-son, the Crimson King set about salvaging what he could of his Legion. By necessity were the Thousand Sons now divided into two camps. The Sorcerers retained their full sentience: indeed their minds and their cunning had been vastly enhanced by the Rubric. Thus they became the Legion's commanders and Magnus' champions. The rest of the Legion – the Rubricae who were now naught but dust and echoes – became the footsoldiers of the Thousand Sons. They could still follow direct orders, responding only to those who could utter their true names and thus command them. They became the walking weapons of their sorcerous masters, who in turn swore to work Magnus' will. Of course, more often than not it was their own ambitions they served.

Magnus could have been forgiven for fearing that his Legion did not have long left to it. New Space Marines are created through the excision, culturing and implantation of gene-seed. This nigh-supernatural substance creates the unique organs which transform a mortal human into a Space Marine. In the Rubricae, all was now dust, while the gene-seed extracted from dead Sorcerers seemed only to take root within recruits possessed of prodigious psychic

talent. Such a small recruitment pool could never keep pace with the attrition of constant war. Contradiction and fabrication hide the truth of how this quandary was resolved, but somehow the Thousand Sons learned of the rituals of re-binding. Should a slain Rubricae's armour be pieced back together, and should the correct – highly perilous – rites be performed, the fallen warrior's dust and ghost would manifest again. Their wargear would be restored, their power undimmed: the Thousand Son would be risen again to the cursed unlife he had so long endured. Thus, so long as a single Sorcerer remained to scavenge fallen Rubricae from lost battlefields and say the right words, the Thousand Sons Legion would know the same damned immortality as did its luckless footsoldiers.

THE SPAWNPIT

Deep within the cracked and ever-shifting crystal wastes of the Planet of the Sorcerers lies the Spawnpit. The location of this noisome chasm is ever-changing, for it is in itself a semi-sentient mutation of the land that prowls like some restless predatory beast. Shimmering vapours and psychotropic gasses billow from the pit's crystal-jagged maw, their pall revealing its location to the Thousand Sons. Its depths are said to be a sanity-warping and ever-changing tangle of tunnels and caverns whose convulsions no mortal mind could long endure without madness. It is into this nightmarish labyrinth that the Thousand Sons cast those of their brethren who succumb to the flesh-change. This they have done for thousands of years, until the depths of Spawnpit heaved with sickening motion and rang with gibbering, howling and the wails of the damned. It is from this gruesome oubliette, also, that their warbands draw silver-caged Chaos Spawn to hurl into battle as cursed shock troops and living weapons.





THE CHANGER OF THE WAYS

Those who worship the Dark Gods believe that there are four such dread entities. Amongst them, Tzeentch is by far the most cunning and capricious. As befits his multifarious nature, Tzeentch has many names; the Changer of the Ways; the Great Sorcerer; the Lord of Fate; the Twisted One; by these and countless others is he worshipped, often by dupes who do not even realise the true nature of the entity to whom they offer sacrifice.

Tzeentch is said to be the Chaos God of sorcery, of fate and foretelling, of trickery and manipulation and of constant change. He is the patron deity of those who seek knowledge at any cost. He is worshipped by all who desire the power to alter the fundamental state of all about them, those who wish to control or to acquire the dangerous gifts of the psyker, and those who seek to connive and scheme their way into changing their fate – or those of their enemies!

The daemons of Tzeentch are twisted echoes of his fractal aspect. They are shifting, changing and freakish, things of sprawling intellect and boundless malice. Some hurl gouts of warpflame that mutate all they burn and can never be extinguished. Others split and change beneath their enemies' blows, soar through the air upon currents of sorcery or drive their victims to madness with trickery, illusion and whispered, impossible secrets. It is with these strange beings that the Thousand Sons often strike pacts, either for hidden knowledge or battlefield allegiance.



LEGIONS OF SORTIARIUS

Since the Rubric, the Thousand Sons have become amongst the strangest and most eclectic of all the Heretic Astartes forces. Their thrallbands comprise not only Sorcerers and Rubricae, but also all manner of infernal war engines, mutant slave-soldiers and unnatural entities. They fight to plunder knowledge, to twist fate, to exact vengeance for ancient wrongs or – sometimes – for reasons so inexplicable and esoteric that they seem like madness. Yet there is always a plan in motion…

THE RUBRICAE

The core of most Thousand Sons thrallbands remain the Rubricae. For all their cursed nature, these chilling, silent warriors have many advantages in battle. For one thing their obedience is absolute. Rubricae fight entirely without question, obeying he who invokes their true names and knowing nothing of fear, hesitation or even an instinct for self-preservation.

Rubricae are tremendously resilient not only psychologically, but also physically. Lacking any true corporeal form to be wounded, they can be stopped only by the ruinous dismemberment or wholesale destruction of the armour that houses their essence. Should this feat be achieved, the ensorcelled dust of the Rubric Marine is typically scattered and lost. Yet no matter how long that warrior may spend effectively dead, still they can be restored to their cursed unlife time and again. Horrific whispers persist that the Rubric somehow afflicted even those Thousand Sons who inhabited the time-stream before its casting: how such a sanity-bending thing could be, none can say, yet more than one thrallband has descended to plunder ancient battlefields from the days of Imperial pre-history.

Though they have lost any true sentience, war recalls to the Rubricae the martial abilities they possessed in life. These remain undimmed, and are now augmented by an array of fearsome sorcerous armaments provided by their masters. Excellent shots all, the Rubricae lay down unceasing hails of fire from ensorcelled boltguns and screaming soulreaper cannons, or engulf their foes in conflagrations of mutagenic fire that burn away not only the foes' bodies, but also their souls. The Rubricae remain just as skilled at close quarters, fighting in eerie silence but with all the speed and poise of living, breathing Adeptus Astartes. Only when the fires of battle die and the foe are no more do they settle back into a state of mindless torpor until their masters call upon them to act again.

Indeed even this lifeless state can work to the Thousand Sons' advantage. More than once, inert Rubricae have been disguised as statues amidst the confusion of urban war zones, striking suddenly and with complete surprise at a word from their masters. During the raid on the Svanorth Void Docks, fifty Rubricae were concealed within the airless interior spaces of a wrecked Imperial bulk hauler. The Rubricae drifted undetected through their enemies' patrol lanes, before reanimating and boarding the Imperial warship that came to investigate their seemingly abandoned transport. Some Sorcerers have even been known to seal Rubricae inside xenos tombs and other repositories of esoteric knowledge, ordering them to stand eternal guard over their arcane caches – springing to life only should the incautious or acquisitive disturb them.

ARCANA OF WAR

The Rubric Marines and the elite Scarab Occult Terminators form a resilient and powerful core to any thrallband. They are, however, far from the only assets that the lords of Sortiarius have at their disposal.

Many Sorcerers bulk out their thrallbands with numerous but eminently expendable hosts of slaves and servants. Beyond counting are the cults of Tzeentch-worshipping humans scattered throughout the Imperium. The desperate, the insane, the mutated and the deviously ambitious – all offer worship to Tzeentch. The underbelly of the Imperium teems with petty magisters and their pitiful followers, all offering themselves body and soul to the Changer of the Ways in the hopes of seizing even an iota of power to change their powerless lives. Armed and hurled into battle, such Chaos Cults support Thousand Sons invasions with cunningly timed uprisings, or pack out the holds of thrallband warships ready to be expended like living ammunition once battle is joined.

Herds of Tzaangor, too, provide the Sorcerers with flesh-and-blood soldiery. These mutants are creatures of Tzeentch through and through, blessed with the Change God's mark and protected by sorcery and unnatural fate. Savage meldings of Human, avian and savage beast, these creatures nonetheless wield ensorcelled weapons with remarkable skill. The Shamans who lead them, meanwhile, possess sufficient cunning and innate magical power to act as lieutenants to the Sorcerer-lords of the Thousand Sons, or even to lead feral raiding bands in their own right.

The Thousand Sons can also call upon war engines with rumbling engines and thundering guns. Many of the Legion's battle tanks still survive, though some have undergone mutations of their own or else been taken as hosts for predatory daemonic entities. More such manifestations of Tzeentch's will are bound into the brazen shells of the Legion's daemon engines. These bestial machines are built by Warpsmiths, skilled in the infernal arts, and whose services the Thousand Sons have either bartered for or secured by force, trickery or hypnotic compulsion. Hunting packs of tanks, armoured transports and rapacious daemon engines are often employed to provide thrallbands with overwhelming firepower and increased manoeuvrability. Equally the Thousand Sons are not above stealing such assets from other renegade warbands, or even from securing alliances with such forces. These arrangements are always temporary, and invariably end badly for the Sorcerers' unfortunate allies.



THE RULING CABALS

It is a strange contradiction that the chosen Traitor Legion of the Change God organises itself within a rigid hierarchical system. Imposed by Magnus in the wake of the Rubric, this structure has been maintained by all of his gene-sons – at least in appearance – through the bloody millennia since.

Magnus the Red occupies the pinnacle of power on Sortiarius, both literally and figuratively. From his ensorcelled chambers atop the Tower of the Cyclops, the Daemon Primarch's single eye sees all, and his insidious will reaches out like Tzeentch's own to influence the plots and deeds of his cunning scions.

Below Magnus are his most powerful lieutenants, known as the Rehati – the Magisters Templi who rule over the Legion's nine Great Cults. Always there are nine in this elite cabal, chosen Sorcerer lords and Daemon Princes whose empyric might and unnatural gifts surely indicate Tzeentch's favour. Of course, the Changer of the Ways is ever fickle; when one of these warlords falls from grace their fate is often a cautionary tale against unbridled ambition and treachery.

While none but the hopelessly insane would think to scheme against Magnus himself, the jealous and rightly paranoid Rehati have no wish to share power with their fellows; thus their ranks change often. All scheme constantly to reinforce their own positions while undermining those of their rivals, staging grand conquests, performing devastating rituals and concocting labyrinthine plots to further their own agendas. Should one of these eldritch beings take to the battlefield, it will always be in aid of such schemes, and the hapless foes soon become nothing more than victims sacrificed to the Rehati's ambitions. Bearing some of the most powerful arcane treasures in the galaxy, wielding empyric powers that make them the masters of mutation, illusion and unbridled change, each Magister Templi is the equal of entire armies.

TWISTED CHAMPIONS

Below the Rehati, the main power structure of the Thousand Sons comprises cabals of Sorcerers, Infernal Masters and further, less highly favoured Daemon Princes. Just as the Legion itself is divided into nine Great Cults, so a coven of nine such champions leads each of these cults and directs its efforts in realspace.

This is not, of course, the totality of every Sorcerer and infernal champion that leads the Thousand Sons to war. None save perhaps Magnus himself could give an accurate account of how many there are, for the Legion has mustered its full strength only rarely in the last ten thousand years. Even then, with illusion and trickery being as natural to the Thousand Sons' Sorcerers as is breathing, none could be sure that all of Magnus' gene-sons answered his call to war.

Just as the Rehati scheme constantly against one another, so the rest of the Thousand Sons' champions strive constantly to advance their own power and positions. Those Sorcerers charged with leading the Rubricae into battle aspire to muster the arcane lore and infernal influence to rise to the rank of Exalted and command entire thrallbands. Those Exalted Sorcerers and Infernal Masters already leading such warbands to war plot constantly, seeking a path by which they might seize a position within their chosen cult's ruling cabal. Meanwhile, those who rule eye the mantles of the Rehati jealously, and lay their plans to assume the position of Magister Templi in their own right.

The Rubric of Ahriman left a scar upon the collective consciousness of the Thousand Sons, such that overt violence between champions is rare. Magnus will not suffer his scions to fritter their lives away over petty jealousies and punishes severely those he finds guilty of doing so. Besides this, there are too few Thousand Sons still truly living as it is. Few amongst their ranks are willing to risk the future of their fraternity in such a crude fashion. On the other hand, the Changer of the Ways rewards cunning, manipulation and trickery; his daemons whisper into the minds of those Thousand Sons still sentient enough to hear them. They impart dark secrets, offer perilous pacts and promise might beyond compare for those willing to outmanoeuvre and subtly sacrifice their rivals.

Between these internecine machinations and the myriad dangers of the battlefield, many Thousand Sons champions secure the protection of the Sekhmet. Formerly Magnus' own bodyguards, these elite Thousand Sons warriors fought in stylised Terminator armour and wielded ceremonial power blades based upon the ancient Prosperine khopesh. They ritually etched passages of their Legion's esoteric lore into the plates of their armour, seeing it as their duty to guard this precious knowledge. After the Rubric, their essences were trapped forever with the arcane inscriptions they had wrought, absorbing their power and becoming all the more potent for it. Now these Sekhmet guardians can be claimed by any Thousand Sons Sorcerer, Infernal Master or Daemon Prince with sufficient lore to command them – they are utterly loyal once bound to service, and will fight with indefatigable ferocity to protect their ward against any and all peril.

DARK PACTS

Below the ranks of the champions, the Thousand Sons and their allies proliferate in anarchic profusion. Bands of Rubricae, herds of Tzaangor and servile Chaos cults fill the ranks alongside allied or enthralled renegade Chaos Space Marine warbands; magi of the Dark Mechanicum provide technological arcana or offer tribute of weapons and ammunition from their serf worlds; daemonic entities are bound into service; mortal psykers are taken as acolytes or offered up as sacrifice. There are few tools the Thousand Sons will not use to work their will, and few bargains they will not strike or later renege on in service of their goals.





THE GREAT CULTS

The nine Great Cults of the Thousand Sons are immensely powerful, if much fragmented, bodies. Each offers worship to – and works the will of – a different aspect of the Changer of the Ways. In doing so they further the overall cause of their Legion, sometimes in competition with the other Great Cults but always at the expense of their luckless foes.

Each of the Great Cults specialises in a different facet of Tzeentchian power, such as stolen knowledge, cunning scheming or the manipulation of time itself. These foci colour the way in which the cults make war, the kinds of strategies and tactics they employ, and even inform the grand plans they seek to put into motion across the galactic stage. In order to effect these plans, each cult maintains its own cabals of Tzeentch-marked champions to direct its efforts, its own ranks of Sekhmet and Rubricae, squadrons of war engines, packs of daemon engines and hosts of lesser Tzeentch-worshippers whose numbers vary greatly even from one conflict to the next.

Moreover, each Great Cult is further divided into numerous thrallbands, and as the cults differ, so too do their thrallbands. While all are raiding forces at their core, their strength, composition and favoured methods of war vary depending upon the whims and influence of the Sorcerers who lead them. Some fight entirely alone, their leaders bent upon some nefarious design or self-motivated quest in which great numbers would prove more a hindrance than a help. Forces of this sort often cross the galaxy by secret paths, opening coruscating warp portals or stealing through isolated spars of the Aeldari webway, the better to strike swiftly and silently. At other times, multiple thrallbands from the same – or even different – Great Cults gather their might to launch a great offensive, or to defend some site precious to the Legion's designs.

It takes a great event indeed to draw the Great Cults together and see them fight as one, yet when they do the very stars tremble. The most recent example was Magnus' vengeful attack upon the Space Wolves home world of Fenris; by that apocalyptic conflict's end Fenris itself was scarred and tainted, the Space Wolves badly mauled, while the nearby world of Midgardia was sacrificed wholesale in order to power an almighty ritual. By Magnus' will did these energies draw Sortiarius out of the warp's depths, allowing it to manifest in realspace around the same star as long-lamented Prospero. This conflict marked the greatest victory for the Thousand Sons Legion in millennia, yet it was but the first stage in Magnus' labyrinthine plot for revenge and vindication.



THE NINE GREAT CULTS

The Cult of Change

This cult is anathema to order. They are the great unravellers, launching their armies wherever civilisation and reason exist. Similarly, in places of utter anarchy, the cult appear to impose unnatural stasis.

The Cult of Duplicity

The Sorcerers of this cult are deceivers all, at once fractured and unified in purpose. It is impossible to know whether sects within the cult are acting in concert with or against one another's terrifying plans.

The Cult of Prophecy

This cult is guided by incessant whispers that bleed from the warp. From these they divine the outcomes of multiple futures, and seek out events that can be twisted to their own purposes.

The Cult of Manipulation

Deceptive in the extreme, this cult uses its tendrillar web of influence to sway the actions of its enemies. Vast networks of mortal and daemonic spies allow the cult to oversee the plots as they unfold through assassination, possession and the sublimation of enemies' wills.

The Cult of Time

This cult view past, present and future as a flowing resource to be shaped into a weapon. Their efforts send ripples both forwards and backwards in time with sanity-blasting implications for their enemies' present.

The Cult of Magic

This cult employ pure, unfettered sorcery. They value the acquisition of all manner of sorcerous arcana, the better to lend even greater might to their rituals.

The Cult of Mutation

This cult embrace the warping of reality itself. By their hand foes are reduced to mounds of mutating flesh and worlds transmogrified into daemonic hellscapes.

The Cult of Scheming

This insidious cult create convoluted plots as a form of worship. Every victory and apparent defeat is another cunningly placed step upon a road only they can see.

The Cult of Knowledge

This cult believes all lore, no matter how esoteric or malign, to be theirs for the seizing. Their vast wisdom allows them to predict their foes' every weakness.





SORTIARIUS

THE PLANET OF THE SORCERERS

There is nothing natural or true about the Planet of the Sorcerers, nothing that is not in perpetual flux. Sortiarius is a daemon world. It is an agglomeration of raw empyric energy bound inescapably to the whims of the Changer of the Ways. The Thousand Sons have made this sanity-blasting realm their own, and have plundered its dark secrets without mercy or restraint.

Though Magnus has succeeded in translocating Sortiarius from the warp back into realspace, it remains a wholly unnatural planet whose warped reality is anathema to natural life. The air swirls with kaleidoscopic storms of raw magic. Horizons glow with ominous and unnatural lights, or shimmer and resolve into new shapes before horrified onlookers' eyes. Striated clouds the colour of fire race across an ever-changing sky, forming leering daemonic faces and staring eyes before shattering apart again in eruptions of blue-and-purple lightning. Squalls of raw empyric energy fall like rain upon bone mountains and plains of writhing flesh and flame. Their energy flows in mutating torrents back to the unnatural oceans which boil between the world's ever-shifting continents.

The only fixed point in the geography of this strange world is Tizca. Once the capital city of Prospero, its blasted remains were spirited away to Sortiarius along with the Thousand Sons themselves. Like the Traitor Legion who inhabit it, this damned city has changed beyond recognition over the millennia. Where before there stood gleaming crystalline pyramids, now there rise megalithic structures of veined stone whose flanks glow with baleful runes and dancing warpflame, and whose impossible geometries are encrusted with leering gargoyles. Where before there stood magnificent towers of marble and gold, now there loom cloud-scraping obelisks, immense spars of tunnelled-out bone and pupating flesh-towers about which whirl flocks of daemonic abominations.

Legion are the malshapen edifices of Tizca, but they are all dwarfed by the innermost megalith – the Tower of the Cyclops. Looming ominously over the planet's surface, its highest levels contain



Magnus' personal sanctum, and from the pinnacle comes a flood of iridescent light, cast by an entrapped tempest of glowing warp energy. This raging storm is enveloped by an orb of profane wards, and through the eye of the storm Magnus watches the manifold paths of the past, present and future. For thousands of years Magnus has observed the material universe from his tower, biding his time and planning his master strokes of vengeance.

A PLACE OF WAR

Sortiarius serves the Thousand Sons as both a sanctum of study and experimentation, and also a staging ground for their endless wars. Within Tizca's towering structures are sprawling librariums of plundered and forbidden knowledge. These lie side by side with alchemical laboratories wreathed in unnatural fumes and ringing with the screams of endlessly mutating experimental subjects. Labyrinthine corridors lead to sorcerers' lairs, scrying chambers, sacrificial alters, summoning circles, troves of sorcerous arcana and unholy armouries without number. All are employed by the Great Cults of the Thousand Sons in order to strengthen their many-faceted war machine.

Further facilities lie within Tizca's fluid bounds, their purpose to support Magnus' martial endeavours: the vast, nine-circled pit known as the Abyssal Maw in which daemon engines and brazen battle tanks are fashioned, repaired or bound into servitude; the glimmering Spire of Glass, the living crystal void docks that rotate constantly through ninefold astral alignments high above the Tower of the Cyclops; the Sanctums Sacrilegious, which contain fluctuating warp portals that – with skill, foresight and favourable fate – can be used to travel thousands of light years across the galaxy and bypass even the most formidable enemy defences with entire thrallbands.

Amongst the most potent of Sortiarius' assets are the Obelisks of Ruin. Though each is different in form and precise function, these empyrogeometrical constructs are the source of the daemon world's orbital defences. These constitute an overlapping and incredibly intricate interweaving of spells that wreathe the planet from one pole to the other. It is said that Sortiarius knows the weaknesses of all who attempt to approach it in anger, and delights in levering open the cracks in its enemies' defences through twisted sorcery. Whether it is accurate to attribute such sentience to the daemon world is questionable. It cannot be denied, however, that almost every attempted attack upon the Thousand Sons' unnatural home world has ended in disaster.

Storms of writhing warpflame spring to life in the void, engulfing those foes who attempt to approach by stealth. Illusory glamours inveigle themselves into the minds of those who make a more overt approach, tricking them into firing on one another even as they seek to bombard the Sortiarian surface. Sensor networks fill with contradictory information or crackle madly as they are possessed by unholy data-daemons, even as hatches open to depressurise decks, warheads detonate within sealed magazines and warp drives implode to hideous effect. Such are but a few of the unnatural fates that claim those who dare approach Sortiarius with harmful intent.

THE WARPED WILDS

Beyond the bounds of Tizca, Sortiarius is freakish and ever-shifting. Certain landmarks and regions are known to the Thousand Sons, from Nomad Peaks to the shimmering Amorphyc Plains, the Forest of Tentacles, the Glassfyre Chasms and the predatory Caverns of Transmogrification. However, the locations of these places are ever in flux, dictated not only by the movement of the planet's land masses but also the phases of Sortiarius' star and new-found sister worlds, and the ebb and flow of warp-energies across the world's surface.

It is amidst these strange environs that the Tzaangor herds scratch an existence. They prey upon one another, and on the mewling Chaos Spawn that haunt the wilds, avoiding only the enormous Mutalith Vortex Beasts that are Sortiarius' unnatural apex predators. The Tzaangor labour to raise strange flux-cairns where the planet's sorcerous ley lines converge, channelling Tzeentch's power through realspace by erecting duplicate cairns in the wilds of other worlds. The longer these simulacra remain in place, the more mutating empyric energy bleeds through from Sortiarius, corrupting the natural landscapes before full-scale invasion.

HARBINGERS OF CHANGE AND RUIN

The Silver Towers are the largest remnants of the long-dead world of Prospero. Once, it is said, they were the spires and towers that rose high above that planet's pyramid-citadels of learning and martial lore. Now they are spacefaring multidimensional battle fortresses. Each tower is swathed in layers of warp-shielding and illusory glamours, armed with infernal weaponry of such overwhelming arcane power that it can level a hive city or cripple an Imperial battleship with sustained fusillades of lightning, warpflame and brazen cannon shot. Though they manifest in realspace, the Silver Towers contain chambers that are fragments of the Crystal Labyrinth – the hellish, maze-like warp realm said to be Tzeentch's own kingdom. For millennia the Silver Towers have been harbingers of madness and death, appearing from warp fractures above Imperial worlds to rain devastation, invading armies and flights of winged daemon engines down upon their screaming victims.

Such are the mainstay warships of the Thousand Sons' strange fleet, but other craft lead and support them in battle – foremost amongst them Magnus' own flagship, *Tizca's Revenge*. This vast and monstrous craft is fashioned from the resources of a plundered Imperial world, fused together with unfathomable warp energies as a simulacrum of the once-magnificent Great Pyramid of Tizca on Prospero.

THE FALL OF ULTIMATUS

To do battle with the Thousand Sons is no simple or clean-cut matter. Duplicity, misdirection, the manipulation of fate and the callous sacrifice of allies and enemies alike all play their parts in their intricate schemes. Worse, what looks to their foes to be the totality of the conflict may turn out to be but one strand of a far wider and more intricately woven web. Such was the case when Hasakh Atahli set his sights upon the bastion world of Ultimatus, and its hub-fortress Aquila Incursus.

When Indomitus Crusade Fleet Quintus pushed battle groups into the Mephysto Sector, they reclaimed a valuable swathe of systems for the Imperium. In their wake the battle groups left sturdy supply chains running through the bastion worlds of Ultimatus and Vorsican. Ultimatus, in particular, was a seemingly impenetrable strongpoint: ten regiments of Astra Militarum soldiery garrisoned its towering fortifications; maniples of Skitarii occupied its subterranean bunker-plexes; a maniple of Legio Decimator Titans patrolled its irradiated deserts and squadrons from Battlefleet Pacificus its orbital approaches.

Despite – or indeed partly because of – all these defences, Hasakh Atahli resolved to conquer Ultimatus in Tzeentch's name. His reasons were many-faceted. Atahli was Rehati Magister Templi of the Cult of Scheming, and he wished to prove his dominance, not to mention the might of his cult, by laying low an Imperial world proclaimed impregnable. Moreover, Battle Group Delphi of Crusade Fleet Quintus continued to prosecute an effective offensive through the Ohrmican Reach, drawing on supplies funnelled through Ultimatus; their efforts threatened the sorcerous sanctum that Atahli maintained in that region upon the moon of Yghoria. The Magister Templi also sought a precious prize. He had learned from a daemonic familiar that a precious magical relic – the Talisman of Glass – languished within a sealed Inquisitorial vault on Ultimatus. His rival Rehati, Korskaris of the Cult of Magic, sought to seize this relic and Atahli had determined to secure it first.

THE NAARTHIS LIE

Atahli's attack upon Ultimatus began with misinformation centred around a world far away across the Mephysto Sector. Employing duped mortal cult agents, he saw to it that an Aspiring Sorcerer within the Cult of Magic learned of an – entirely fictitious – daemon sword. The lie went that this potent weapon lay entombed beneath the mountains of the world of Naarthis, and was soon to be discovered by dig teams of the Adeptus Mechanicus.

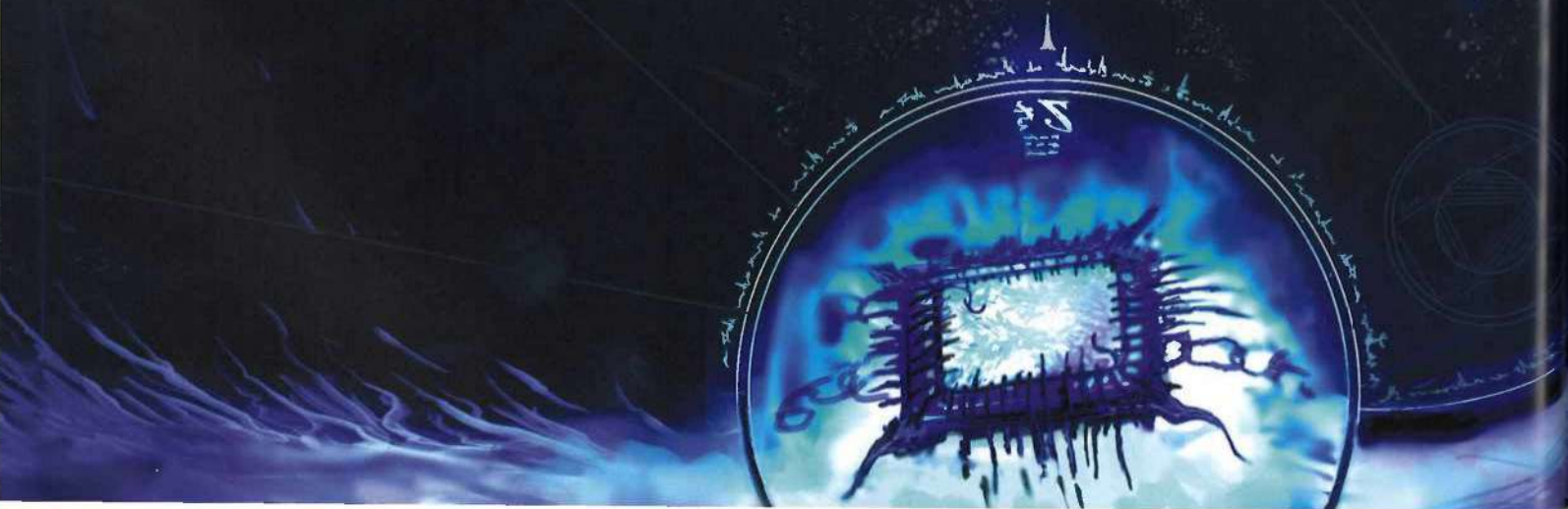
While his lies were seeping their way to their intended target, Atahli made a pact with a daemonic entity. This creature manifested before Haphestor, an Exalted Sorcerer of the Cult of Magic who had recently fallen from favour with his cult's Rehati and would do anything to curry favour with his displeased master. From the daemon's whisperings Haphestor learned of the so-called precious secret being hoarded by his acolyte. Predictably, he was quick to punish the Aspiring Sorcerer, and to pass on the information about the blade on Naarthis to his Rehati master. Believing that the fabled daemon blade would lend him might in his planned attack on Ultimatus, Korskaris launched an attack upon Naarthis. His thrallbands were soon embroiled in a running battle with the Adeptus Mechanicus.

FEEDING THE FLAMES

While his Naarthis gambit was developing, Atahli set other plans in motion. He triggered cultist sleeper cells on several Imperial-held worlds along the Starspun Way, the stable warp route connecting Ultimatus to both Naarthis and the Ohrmican Reach. He fed small thrallbands and carefully picked kill teams into the escalating conflict, fanning the flames of war and imperilling the Starspun Way. At the same time, Atahli himself met with the champions of several renegade bands of Heretic Astartes within his sanctum on the moon of Yghoria. There he promised these rapacious pirates power and sorcerous rewards in return for their aid. They were to launch diversionary attacks against key task forces from Battle Group Delphi, their intent to draw in the battle group's reserves. The Imperial commanders would thus be left with no additional forces that could threaten Atahli's sanctum, nor respond should Ultimatus call for aid.

Next, Atahli had several of his sorcerous lieutenants send nightmares of disaster and defeat to poison the sleep of General Gresmund, Ultimatus' commanding officer. Filled with nameless dread, seeing the flames of war burning hotter along the Starspun Way, Gresmund resolved that he had to act. Atahli's lieutenants stoked Gresmund's growing panic with the skill of impresarios, ensuring his response was disproportionately heavy-handed. The general sent more than half his warships along the Starspun Way, bearing three of his garrison regiments, most of his Skitarii and half the Titans to form a decisive army of reconquest.

It was not long before this force detected the distress calls emanating from Naarthis. Compelled to aid the hard-pressed Adeptus Mechanicus explorators, they fell upon the Cult of Magic thrallbands attacking that planet. Thus were Korskaris' thrallbands mauled.



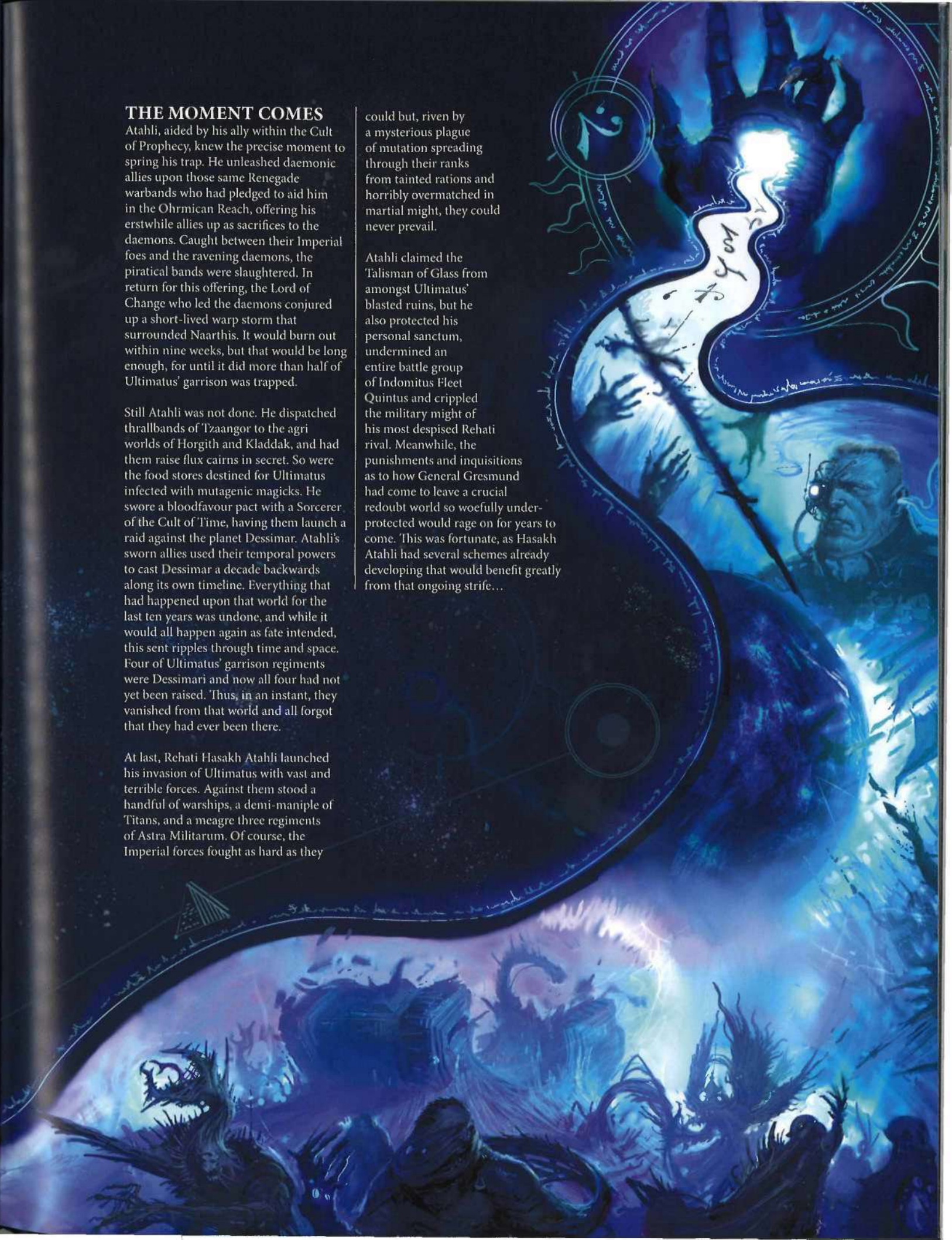
THE MOMENT COMES

Atahli, aided by his ally within the Cult of Prophecy, knew the precise moment to spring his trap. He unleashed daemonic allies upon those same Renegade warbands who had pledged to aid him in the Ohrmican Reach, offering his erstwhile allies up as sacrifices to the daemons. Caught between their Imperial foes and the ravening daemons, the piratical bands were slaughtered. In return for this offering, the Lord of Change who led the daemons conjured up a short-lived warp storm that surrounded Naarthis. It would burn out within nine weeks, but that would be long enough, for until it did more than half of Ultimatus' garrison was trapped.

Still Atahli was not done. He dispatched thrallbands of Tzaangor to the agri worlds of Horgith and Kladdak, and had them raise flux cairns in secret. So were the food stores destined for Ultimatus infected with mutagenic magicks. He swore a bloodfavour pact with a Sorcerer of the Cult of Time, having them launch a raid against the planet Dessimar. Atahli's sworn allies used their temporal powers to cast Dessimar a decade backwards along its own timeline. Everything that had happened upon that world for the last ten years was undone, and while it would all happen again as fate intended, this sent ripples through time and space. Four of Ultimatus' garrison regiments were Dessimari and now all four had not yet been raised. Thus, in an instant, they vanished from that world and all forgot that they had ever been there.

At last, Rehati Hasakh Atahli launched his invasion of Ultimatus with vast and terrible forces. Against them stood a handful of warships, a demi-maniple of Titans, and a meagre three regiments of Astra Militarum. Of course, the Imperial forces fought as hard as they could but, riven by a mysterious plague of mutation spreading through their ranks from tainted rations and horribly overmatched in martial might, they could never prevail.

Atahli claimed the Talisman of Glass from amongst Ultimatus' blasted ruins, but he also protected his personal sanctum, undermined an entire battle group of Indomitus Fleet Quintus and crippled the military might of his most despised Rehati rival. Meanwhile, the punishments and inquisitions as to how General Gresmund had come to leave a crucial redoubt world so woefully under-protected would rage on for years to come. This was fortunate, as Hasakh Atahli had several schemes already developing that would benefit greatly from that ongoing strife...



T'SATHIS VHORR

EXALTED SORCERER OF THE CULT OF TIME

Leading a Thrallband of chronomantic Sorcerers and temporally enhanced footsoldiers, T'sathis Vhorr commands the very stream of time itself. Such abilities render Vhorr and his warband tremendously powerful, for they wield a weapon that their enemies cannot resist or fully comprehend. Yet this practise comes with terrible risks, which even now threaten to destroy Vhorr utterly.

Through daemonic pacts and centuries of arcane research, T'sathis Vhorr has gained partial control over the causal streams of time itself. He has learned to perceive the racing river of time that carries all living beings along upon its invisible currents, sweeping them unknowing towards their destinies. Crucially, Vhorr has further mastered the ability of loosening time's grip upon him, and upon his most devoted followers.

Even still, so fundamental a power is almost beyond Vhorr's control. His abilities are akin to grabbing hold of the slick and slippery rocks that jut from time's river, hauling himself from its rushing currents and then leaping precariously from one outcropping to the next until inevitably he is dragged back into the waters.

With all this said, Vhorr's painstakingly honed temporal magicks are powerful indeed. His Thrallband – the Blades Sinister – are able to vanish from the timeline of realspace seemingly at will, only to reappear, guns blazing, at times they could not possibly do so. They have pre-emptively ambushed those who originally ambushed them and launched coordinated attacks with their former or latter selves as allies. They have even tricked their foes into choosing contradictory paths at precisely the same fixed moment in time and, in so doing, have shattered them across infinite streams of continuity through the power of weaponised impossibility.

Slipping in and out of the established time stream has eroded T'sathis Vhorr's own place in it. His link to the time-space continuum is becoming tenuous. Vhorr's followers believe this to be a blessing from Tzeentch, and perhaps in a twisted sense it is; the Exalted Sorcerer is surrounded by blurred simulacra of himself, each acting slightly before or after him, each choosing subtly different paths.

This has made it incredibly difficult to strike Vhorr in battle, his frustrated foes finding their blows passing through the places he should have been rather than where he is. However, should the effect become too pronounced Vhorr will lose his place in the time stream altogether. To counteract this he has fashioned a staff that acts as a temporal anchor in the now and focuses his abilities still further. Yet if a foe were to learn of this weakness and sunder his staff, Vhorr might at last lose his place in space and time altogether.



ASTORTHAS THE INCONSTANT

EXALTED SORCERER OF THE CULT OF MUTATION

The power of unbridled change burns through this master magi, squirming and growing within him until it threatens to annihilate him entirely. Astorthas is said to have the eye of Tzeentch fixed firmly upon him, yet if this is so it remains to be seen whether the God of Change will reward the sorcerer's efforts with an eternity of daemonhood or insanity and spawndom.

No physical part of Astorthas the Inconstant remains the same for more than a handful of moments. His entire body is in constant, gruesome flux. Flesh becomes tentacular masses, becomes iridescent feathers or rippling scales, becomes glassy blue crystal that flows like water before shuddering back into post-human flesh again. His eyes are myriad clusters, then compound orbs, then deep-sunk pits. Sometimes they are many, sometimes singular like that of his sire. His voice is an overlapping cacophony of hisses, snarls, croaks and sombre incantations. Even his thoughts mutate at a relentless pace, causing Astorthas to alter his plans seemingly at random in response to suddenly sprouting whims or uncoiling surges of unnatural inspiration.

Astorthas' weapons have been tainted by his touch, transforming into unstable biomechanical abominations. His sorcerer's stave is a horror of pulsating flesh, bulging eyes and slobbering mouths. When used to focus its master's ruinous change-powers, the staff shoots out squirming masses of sticky pseudopods and short-lived, maw-tipped tentacles that engulf their victims in a writhing tide of flesh. Their touch transmits a dread curse of mutation that sees living beings and inert engines of war alike rapidly transmogrified into heaving, shrieking Chaos Spawn. These Astorthas adds to his ever-growing menagerie of horrors. The sorcerer's unholy powers have drawn many Tzaangor to his banner, and it is these mutant beasts that herd his Spawn packs into battle with gilded goads.

The only thing static about Astorthas is his finely crafted battle armour. Perversely, considering the fleshy horror it contains, it has been fashioned to resemble an inert walking sarcophagus: the only clue to the boiling madness within are tendrils of many-coloured flesh that squirm occasionally through its joints. The truth hidden within Astorthas' squirming hearts is that he knows he stands upon the brink of a final, all-consuming change, either becoming a Daemon Prince or a damned Mutalith Vortex Beast. By trapping his mutating body within a solid shell of adamantine he hopes to retain physical and spiritual cohesion long enough to ascend to glory, instead of devolving into sprawling, never-ending madness.

'There can be no greater power than that which gathers in the moment before the most violent change, and my blessed flesh writhes through hundreds of such moments with every passing hour. Just imagine the power that gathers within this straining mortal form. Just picture, if you dare, the glorious ascension it will fuel.'

- Astorthas the Inconstant



PHASMOS YRECH

SORCERER OF THE CULT OF KNOWLEDGE

Just as Tzeentch is the God of perpetual change and manipulator of the labyrinthine paths of fate, so many of those who worship him step from one destiny to another according to their own cunning schemes. Phasmos Yrech is one such, a dilettante of magical studies and twisted experimentations who has trod a winding road from one cult to the next.

Phasmos Yrech has sacrificed, abandoned or betrayed followers beyond reckoning. He has cast countless underlings to the fiery winds of war each time his ever-shifting schemes have required a blood-price. Yrech is a singularly selfish creature whose one true allegiance is to Tzeentch, to whom he offers worship through the unfettered accumulation of forbidden lore.

In the name of this cause, Yrech has progressed through the ranks of more than half the Great Cults of the Thousand Sons. Some amongst their number have scorned him for faithless inconstancy, or the inability to focus upon and perfect a single discipline. During the siege of Corefall, Amaat the Scarlet mocked Yrech, claiming he would never master Tzeentch's deeper mysteries. Yet it was Yrech, with his broad sorcerous knowledge and boundless cunning, not Amaat with his high mastery of mutative magicks alone, who triumphed during the sorcerous duel that followed.

Yrech has so far given temporary allegiance to the Cults of Magic, Time, Scheming, Mutation and now Knowledge. With each shift in loyalties the Sorcerer has accumulated new treasures and powerful artefacts, as well as fresh tracts of unholy lore he keeps in an ever-growing – and extremely perilous – library of grimoires. His thrallband has grown also, Sorcerers, cultists and infernal entities drawn in by his charisma and added to the ever-changing ranks who work his vicious will.



OCCULT SANCTUMS

There is scant trust between the Sorcerers of the Thousand Sons. Moreover, every successful practitioner of the Tzeentchian arts accrues enemies over time, be they mortal or immaterial in nature. Thus many Sorcerers seek to fashion sanctums for themselves. Whether these be bunker-laboratories hidden beneath the surface of lone asteroids, hidden dimensional pockets or ward-encircled towers of flame and crystal, each Sorcerer's sanctum is as unique as the being who fashioned it. Many house their creators' most treasured tomes and arcana, and all are protected by layers of hexes, captive malefic spirits and potent empyric curses.

T'SAVA, THE PRINCE OF LIARS

SORCERER OF THE CULT OF DUPLICITY

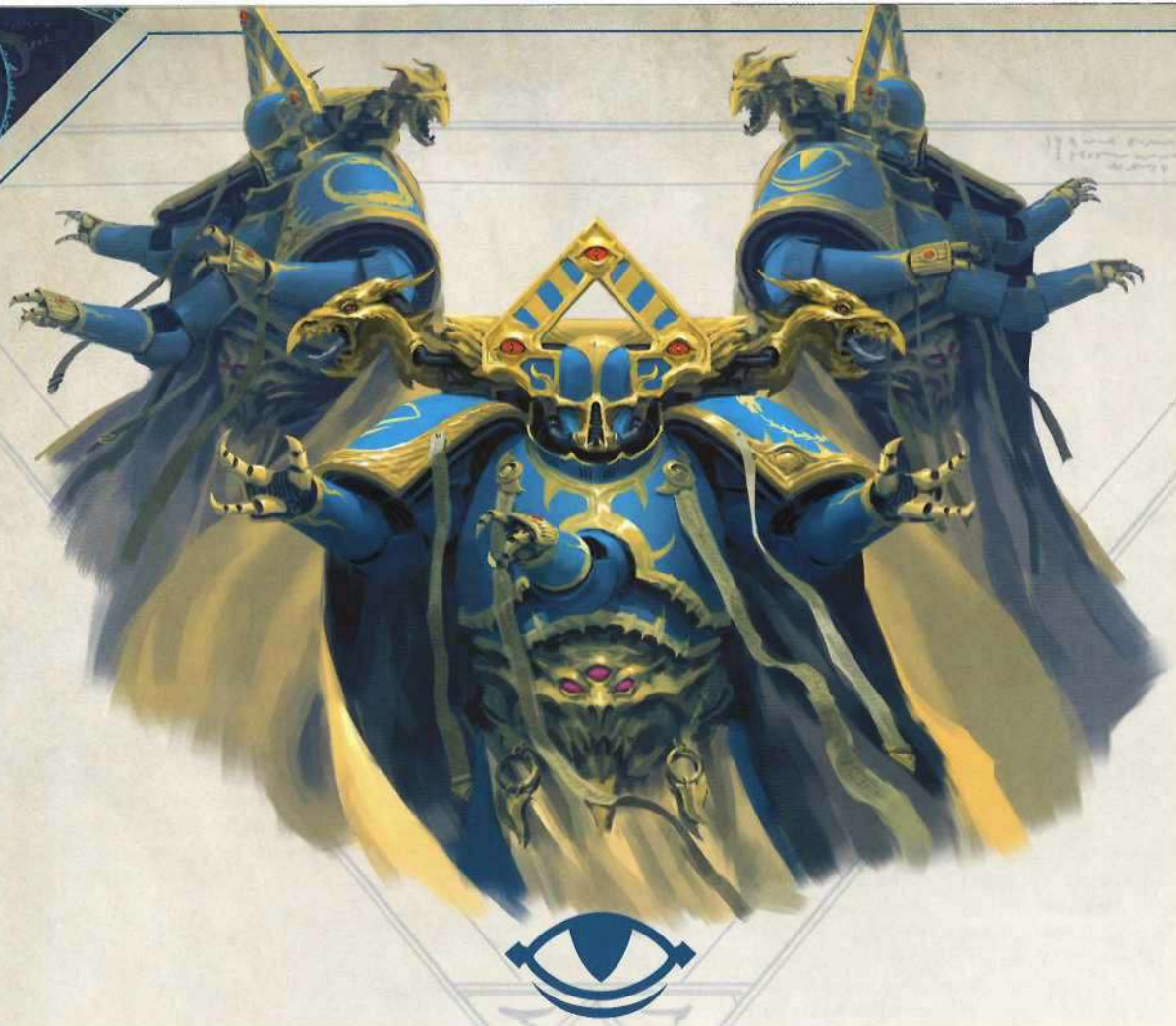
Not even T'savu's closest allies within the Cult of Duplicity know his true name, nor indeed have any real notion of his agenda. Each has been told a different title, each a different plan, and in truth all are but pawns in a scheme more deeply buried still.

The Prince of Liars stands at the heart of a veritable whirlwind of schemes and plots, each overlapping one another and each founded upon a web of interlaced mistruths. He has made dark pacts with infernal beings to further enhance his post-human mental architecture in order to keep track of his manifold duplicities. Indeed, there are some amongst his cult who whisper that T'shava is no longer truly a being of flesh and blood, but rather the embodiment of falsehood itself whose very name shifts each time it is committed to parchment.

The many overlapping masks of T'syva's helm speak out of turn with one another, rendering his voice a writhing nest of voices whose words differ in subtle but crucial details. His hooded cloak writhes with a life of its own. It casts unnatural shadows and sometimes becomes insubstantial as though its very existence is a falsehood.

This inconstant nature is a motif carried through in every aspect of the Sorcerer's wargear: K'sava's staff is a plain and understated thing, yet its core is shot through with empyrically aligned noctilith that can absorb and discharge ferocious tides of warp energy; the ostentatious blade that T'sura wears at his belt is eye-catching, but nowhere near as perilous as the nine curse-wrought daggers he keeps concealed in invisible sheaths about his person; the wealth of data-slates and small tomes he carries writhe with T'rhava's crabbed writings, all presented in different ciphers, nearly all riddled with falsehoods, trap-spells and misdirection. The only constant surrounding T'savha is his thrallband, whose ranks are filled with Rubricae and Scarab Occult Terminators. The Prince of Liars trusts only these lost souls to defend him, for the ghosts of the Legion are incapable of duplicity or agenda, and the Sorcerers who command them are bound to V'sava by pacts of mutual falsehood so potent that to break them would damn those unfortunates utterly.





THE COVEN OF THREE

SORCERERS OF THE CULT OF SCHEMING

At first glance, the eerie triad of Sorcerers known as T'yeng, T'yor and T'yil appear identical. The deeper one looks, however, the more their subtle differences show and the illusions disperse – or perhaps accumulate – until the observer must question their sanity for ever believing these strange beings anything alike.

Nine centuries have passed since these three Sorcerers completed the final step of the forbidden rite of Vordrek's Conjunction. On that night of blood and horror they ritually sacrificed every last defender of Saint Bassolius' Shrine. In so doing they bound their souls and minds inextricably in the warp, and thus magnified their gestalt psychic might by a threefold magnitude.

The unspoken communion shared by these Sorcerers allows them to whisper and scheme together even should they be battling light years apart. They never speak aloud, even to their servants, and instead implant suggestions and commands into the minds of those around them through sorcerous means. Nor do the Coven of Three employ any form of written communication. Thus, their complex and cunning plans are impossible for their enemies to divine ahead of time by anything short of a psychic probe; few psykers would be foolish enough to attempt this against the entwined minds of three such powerful sorcerers. Those who do end their days in raving insanity, as their flesh convulses and their minds run from their ears like molten and bloodied wax.

When implementing their schemes, T'yeng, T'yor and T'yil often divide up and spread confusion by claiming one another's names, or else switch their name of address constantly to keep friend and foe alike guessing. At any time, one of these Sorcerers employs illusion, one telepathy and one prognostication: between them this suite of unnatural abilities serves to sow confusion and despair amongst the foe.

Though they share an incredible bond of connection, still these three Sorcerers plot constantly against one another. Should one ever succeed in slaying his two fellows, he would gain the concentrated powers of all three, and thus become Exalted in his own right. Such a victory is unlikely, of course, when T'yeng, T'yor and T'yil know one another's every thought...

LORD KATAKLYSTIS

EXALTED SORCERER OF THE CULT OF MAGIC

Kataklystis was amongst the Sorcerers who wreaked havoc on Fenris, home world of the Space Wolves, during the rite to return Sortiarius to realspace. There he earned his ascension to Exalted status through wreaking unrestrained destruction and spreading unbridled change.

Kataklystis is known and feared across a dozen worlds. He has many names: the Flame Immortal; the Storm of Change; the Incandescent One. The atrocities that he and his flock of Heldrakes – the Wyrvock Brood – have wreaked across the Asperoth Sector are the stuff of dark legend.

An Exalted Sorcerer of phenomenal raw power, Kataklystis cares little for subtlety or guile. Rather, he is the living evocation of the Tzeentchian firestorm, an unstoppable and unnatural disaster that eradicates – or gruesomely mutates – everything that stands in his way. It was Kataklystis who threw down the doors of the Bastion Imperatus on Jalzor, melting them to a molten tide that engulfed the defending Ultramarines and boiled them alive in their armour. It was he who masterminded the attack upon the Gassima Convent, who immolated the crew of the Warlord Titan *Aggressor Omnis* from the inside out, and who called down the empyrean firestorm that consumed the T'au Cadres attacking Morghangaard.

Kataklystis wields a staff forever wreathed in the kaleidoscopic fires of change. He bears the accursed Tome of the Pyre, and an unnatural conflagration dances forever within and about his armoured form. The Exalted Sorcerer conjures those flames at will to lash out and engulf his enemies, but he has another use for them also. Kataklystis channels his unholy fires into the furnace hearts of his packs of daemon engines, which he delights in fashioning and unleashing upon his foes. Enraged by the immaterean inferno blazing through their mechanical hearts, these terrifying war engines rampage through the foe with predatory ferocity that none can stand against.



Kazoryth, Sorcerer of Tzeentch, magi-exaltum of the Cult of Magic, stood within a crystal-walled chamber aboard the Silver Tower Blade of Change. *The warriors of his Thrallband were arrayed about him: the Rubricae of Azmoth's and Ismosael's squads stood ramrod straight and still as death around their sorcerous masters; the bestial Tzaangor of Ch'kaa'Nyk's warherd beat their blades against their lacquered shields and raised a crowing chant of praise to Tzeentch; Menothus the Enslaver, Infernal Master of the tutelary arts, stood back from the throng and crooned to the daemonic presences shimmering the air about him like heat haze.*

These were but a fraction of the warriors that Kazoryth commanded, hand-picked according to the ninefold omens and the whispered words of daemons. They would serve his purpose this day.

With a sweeping gesture and the merest twitch of his talents, Kazoryth conjured a seeing-glyph in the air before him. Sigils revolved, wrought in blue fire. Amidst them a scene resolved. He watched as though from afar as the *Blade of Change* emerged from behind a tattering shroud of illusions. It burst from concealment like a flung spear, its jagged length framed against the twisted void-aurorae and spiralling empyric tendrils of the Prosperine Rift.

This was Magnus' kingdom, a storm-wracked interstice where realspace and the warp converged. Deep within this realm lay Sortiarius, newborn from the warp, wheeling about the same ancient star as dead Prospero. About it spread systems that boiled with sorcery and teemed with the myriad worshippers of Tzeentch. Further yet, and one reached the magically warded and heavily guarded boundaries of the rift; it was a stretch of that boundary over which the *Blade of Change* watched, and which a flotilla of ragtag spacecraft were even now racing to reach.

Bearing down on them was the baroque mass of an Imperial battle cruiser. Already its torpedoes had found the rearmost straggler and burst it apart like rotten fruit. The sight displeased Kazoryth. The galaxy was changing: the opening of the Great Rift had brought fresh enlightenment to the Human herd, had triggered psychic evolution in greater numbers of them than ever before. Of course, the ignorant savages of the Imperium rejected these superior beings, feared their connection to the sea of souls. In their spite and jealousy they burned them as witches.

The Crimson King, in his wisdom, had issued an invitation; whispered upon the warp, borne through the shadows of countless planetary underworlds, bellowed from brazen speakers atop towering war engines: all those of psychic talent who could reach the Prosperine Rift would be welcomed by the Thousand Sons. Tzeentch would find a destiny for all. There was a better place.

Desperate enough to hope, hunted until willing to risk all, the refugees came in droves. Inevitably the iron chains of the Imperium sought to bind them.

'But they are not yours to enslave, corpse-worshippers,' Kazoryth said as the cruiser attempted to slow and come about to meet the Silver Tower's ambush. 'They belong to the Changer of the Ways now. Body... and... soul...'

Lances of sorcerous fire leapt from the flanks of the Silver Tower. Kazoryth watched as they passed through the Imperial ship's void shields as though they weren't there. The coruscating blasts tore holes in the cruiser's flanks, silent eruptions that threw spinning metal and writhing human figures out into the void. Just as had been foreseen, the blasts had passed through a minute weakness in the cruiser's void-cover and struck the old seam where battle damage had been repaired nine months and nine days before. Now, engines crippled by the seemingly impossible hit, the cruiser yawed.

'Now,' commanded Kazoryth, his booming voice ringing through the crystal chamber. As one he and his sorcerous lieutenants began an incantation. The words spilled from their lips in overlapping disharmony, strings of bone-crack consonants and sharp hisses that built to a cacophony and tinged the air with glimmering green light. Around them the crystal walls of the chamber squirmed. They coiled like serpents' flanks, twisting and overlapping and sliding apart until suddenly one wall was a yawning portal.

Through it lay a spare-looking chamber, high ceilinged, metal-decked, with a hateful Aquila stamped upon one wall. An interior space aboard the enemy ship.

'Forwards,' ordered Kazoryth, hefting his crystal-headed stave.

The Tzaangor moved first, throwing back their heads and giving ululating hunting cries as they stampeded through the portal. Behind them came the Rubricae, compelled to advance by Sorcerers Azmoth and Ismosael. Kazoryth followed with Menothus the Enslaver close at his left hand.

Stepping through the portal, Kazoryth felt an instant of wheeling vertigo as dimensions slipped

and spiralled around him. Then he was in artificial gravity, surrounded by the dull stasis of riveted metal and gurgling pipes and orderly, servile Human souls.

'Which way lies our prize?' asked Kazoryth. In response to the question, Menothus brought the head of his staff close to the vox-grille of his helm and began to whisper. The words had the sound of visceral secrets whispered into uncaring darkness, of confessional and desperate prayer. Witchlights flickered and flared about the Infernal Master. Something shifted through the room's hidden geometries, a ripple running through reality like a serpent flowing beneath the surface of still water. Menothus unstoppered a gilded flask and emptied thick red blood into the air. It was snatched away at once by something barely seen and beyond even Kazoryth's ability to describe. Payment, he thought.

Menothus raised his staff and pointed with it towards a skull-marked door, one of several set into the chamber's walls.

'Forwards,' Kazoryth commanded. The Tzaangor surged through the door, the Rubricae following. The air rang with the lockstep crash of their synchronised armoured footfalls.

Screams, shouted commands, and then gunfire echoed from beyond the doorway. Kazoryth passed through it in time to see his Tzaangor fall upon a small band of naval armsmen at the other end of the corridor. Blades rose and fell. Blood sprayed. Gore-slicked bestial heads were thrown back as the Tzaangor uttered cries of exultation.

Onwards along more corridors, to a vaulted space where tank-sized shells marched away in serried ranks and the Tzaangor were gunned down – as Kazoryth had known they would be – by counter-attacking armsmen. The thundering fire of the Rubricae drove the mortals back, down another corridor with their rearguard falling like dead leaves. Here the corpse-worshippers closed a huge armoured bulkhead against Kazoryth and his forces, thinking themselves saved.

Lips twisted in a sneer of contempt behind the faceplate of his helm, Kazoryth stepped forwards and spoke words of power. He drew upon the churning empyric might of the Prosperine Rift and as he did so a coiling surge of kaleidoscopic fire roared into being about his feet. The power coiled up and around him before funnelling along his stave and blasting the bulkhead with its full fury. Metal shuddered, warped, transmogrified: where before there had been an armoured mass, now there was translucent glass, jagged, riven with cracks. Behind it Kazoryth could see the forms of the enemy, half-visible and milling in fearful uncertainty. Raising his free hand, Kazoryth made a sudden gesture, stabbing his fingers out wide. In response the crystalline bulkhead exploded into a storm of shards that raced away from the Exalted Sorcerer and cut the massed armsmen into bloody pieces.

The Thousand Sons advanced again, trampling the carpet of lacerated bodies as they moved into the antechamber beyond. This part of the ship was more richly appointed, with brass and wood panelling upon its walls, softly flickering electrosconces and even a few staid examples of portraits and sculpture. In the opposite wall was another bulkhead, this one psi-baffled and bearing a sigil whose potency sent a thrill through Kazoryth: the symbol of the Guild of Navigators.

'What better sacrifice to offer the Changer of the Ways than the soul of one who looks upon the madness of the warp?' he intoned.

One of Menothus' tutelaries gave a sudden cackling cry of warning. Instinct saw Kazoryth raise a sorcerous shield about himself. An instant later explosive bolts hammered against it, exploding in fiery blasts that haloed him harmlessly.

The Rubricae were less fortunate: two of Ismosael's warriors stumbled and fell as concentrated bolt fire ruptured their helms, cored out their armoured torsos and sent gleaming dust spilling across the decking. One of Azmoth's warriors fell too, its legs shot away, but still the tutelary's warning had done its work – many of the Rubricae surged into sudden, eerily fluid motion and evaded the enfilading fire or else suffered only grazing hits to their ensorcelled armour. Next came huge figures, armoured in black, white and red. Their oversized bolt pistols thundered. Their chainswords howled to life.

'Raven Guard,' hissed Kazoryth, outraged that such whelps of a failed Primarch should dare to ambush his enlightened warriors. Yet his anger turned to amusement as he realised the enemy's numbers. They were too few, and their attack had not done enough to offset that disadvantage, yet they came on all the same, determined to protect their precious Navigator.

'Very well, we shall make sacrifices of you also,' sneered Kazoryth, raising his stave as his Rubricae began to fire. 'Your blood shall honour the Changer of the Ways.'

COLOURS OF INFINITY



Though they have changed much in the millennia since the destruction of Prospero, still the Thousand Sons march to war bearing sigils that echo the lost Legion they once were. These designs are borne alongside the eldritch iconography of Tzeentch, hermetic runes said to imbue sorcerous power and warped designs that change and mutate when the foe's blood spatters them or psychic energies flow through them.

As befits those who worship the Changer of the Ways, the thrallbands of the Thousand Sons display myriad colour schemes. Most often these are chosen by whichever Sorcerer or Daemon Prince leads the warband to battle. Blues and golds are much in evidence amongst many such bands, for these are colours associated with the worship of Tzeentch. All is paradox with the God of Change, of course, and so for every thrallband clad in this more recognisable panoply there is another whose armour is decorated in hues of rich red, pale turquoise, rich purple or fiery yellow and orange. Alongside the more unified heraldry of the Rubricae and Scarab Occult, Thrallbands also exhibit riotous colours that may pass beyond the abilities of mortal beings to perceive. Cultists and Tzaangor shimmer in weird garb and lurid plumage. Chaos Spawn and Mutalith Vortex Beasts pulsate with unnatural and ever-changing pigmentations. Warpflame dances through kaleidoscopic hues, bewildering and blinding the foe even as their doom draws nigh.

Sorcerous Iconography

The Legion's sigil – or one of its many variants – is typically displayed on the left shoulder guard. This symbol shows the fiery drake devouring its own tail.



The symbols of Tzeentch and Magnus the Red are displayed boldly on the armour of the Thousand Sons. In addition, these symbols are sometimes wrought in warp-drenched metal and held aloft by a Rubric Marine, allowing the flickering flames of Tzeentch to lap at the enemy.





Rubric Marine of the Thralls of Magnus

Rubric Marine of the Crimson Sons



Rubric Marine of the Hermetic Blades

Scarab Occult Terminator of the Blades of Magnus



FILE: OMEGA-7//832LB – THOUSAND SONS ICONOGRAPHY

Deep within the Tri-forge Cluster, a powerful thrallband of Thousand Sons advances upon the Skitarii foe. They seek to purge the worshippers of the Machine God with ensorcelled bolt, cursed warpflame and unnatural sorcery, before plundering their technological secrets.



Battling amidst the eerie near-silence of an airless asteroidal fortress, the Thousand Sons drive back the Imperial Fist defenders from their battlements and redoubts. Illusion, sorcerous trickery and monstrous mutation are all unleashed as the fight rages on.





Scarab Occult Terminator with soulreaper cannon



Scarab Occult Sorcerer with force stave and Prosperine khopesh



Scarab Occult Terminator with hellfyre missile rack

Sorcerous energies crawl across shattered stone and shimmer through the air in an eerie haze as the Sekhmet elite of the Thousand Sons advance through a ruined cathedrum. Nothing can stop the relentless march of these Scarab Occult Terminators.





Thousand Sons Chaos Rhino with combi-bolter

The might of the Thousand Sons' infernal daemon engines is unleashed upon the valiant psyker-templars of the Grey Knights. Thousand Sons battle tanks and chanting cultists advance in support of the roaring, flame-spewing menagerie of cursed monstrosities.



Amidst the ravaged worlds of the former Cadian Gate, the Asuryani of Craftworld Ulthwé strive to prevent the worshippers of Tzeentch from gaining a foothold upon a crucial world. They are dismayed to find the flux-cairns already raised, and herds of Tzaangor rampaging at will.







Tzaangor Twistbray with chainsword and autopistol



Tzaangor with chainsword and autopistol







Tzaangor Shaman



Aspiring Sorcerer



Rubric Marine with icon of flame



Rubric Marine with soulreaper cannon



Rubric Marine with inferno boltgun



Rubric Marine with warpflamer



Rubric Marine with inferno boltgun



Symbols

Many symbols are emblazoned on the armour of the Thousand Sons. These icons may denote the thrallband within a sect to which a warrior belongs, or the rank of a Sorcerer below their Magister. Other symbols have meanings that are closely guarded, known only to the Arch Magister of a sect or the Magister Templi of a cult.

Unfaltering dogmatic logic meets the twisted insanity of Tzeentch as a gibbering mass of Tzaangor surge headlong into the lines of the Adeptus Mechanicus, determined to impress both their sorcerous masters and their eldritch deity.





Magnus the Red



Exalted Sorcerer with force stave on Disc of Tzeentch



Exalted Sorcerer with force stave on Disc of Tzeentch

Ahriman gathers together the mightiest champions of his sorcerous cabal, leading them forth beneath seething and spell-tainted skies to aid him in his latest twisted scheme. None will stand before the combined might of these unholy luminaries as they seek to alter fate itself.

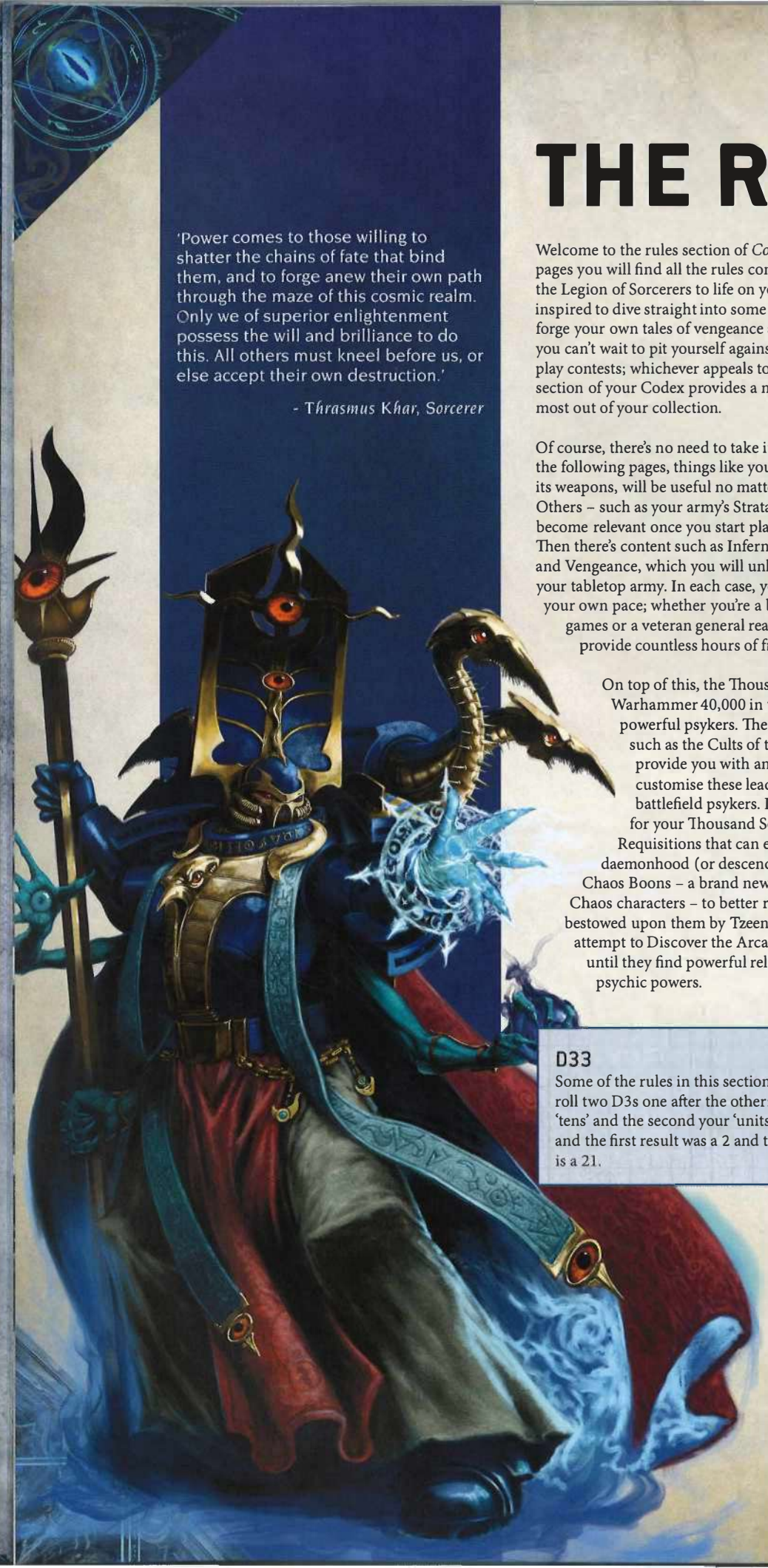






'Power comes to those willing to shatter the chains of fate that bind them, and to forge anew their own path through the maze of this cosmic realm. Only we of superior enlightenment possess the will and brilliance to do this. All others must kneel before us, or else accept their own destruction.'

- *Thrasmus Khar, Sorcerer*



THE RULES

Welcome to the rules section of *Codex: Thousand Sons*. On the following pages you will find all the rules content you need to bring every aspect of the Legion of Sorcerers to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games; maybe you want to forge your own tales of vengeance and infamy with narrative play; perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others – such as your army's Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there's content such as Infernal Pacts, or the disciplines of Change and Vengeance, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, the Thousand Sons are a unique faction in Warhammer 40,000 in that they are led by cults and cabals of powerful psykers. There are a myriad rules within this section, such as the Cults of the Legion and Legion Command, that provide you with an opportunity to further upgrade and customise these leaders of your Legion into truly fearful battlefield psykers. In addition, you will find bespoke content for your Thousand Sons Crusade force that includes exciting Requisitions that can enable your characters to ascend to daemonhood (or descend into spawndom), as well as a system of Chaos Boons – a brand new Battle Honour only available to certain Chaos characters – to better reflect the mutations and dark blessings bestowed upon them by Tzeentch. Finally, your crusading army can attempt to Discover the Arcane, accruing points from battle to battle until they find powerful relics or learn to unleash fearful new psychic powers.

D33

Some of the rules in this section will ask you to roll a D33. To do so, roll two D3s one after the other: the first dice result determines your 'tens' and the second your 'units'. For example, if you rolled two D3s and the first result was a 2 and the second was a 1, then the D33 result is a 21.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 43)
If you are playing a battle that instructs you to select secondary objectives, then you can choose from the Thousand Sons ones printed here. These represent goals unique to the Thousand Sons. You can find out more about secondary objectives in many matched play mission packs, such as the Eternal War mission pack in the Warhammer 40,000 Core Book.

BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 44)
Units in Thousand Sons Detachments gain additional abilities to better reflect how Thousand Sons armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

LEGION COMMAND (PG 44)
Certain models in your Thousand Sons army can be upgraded to be part of the Legion Command. In being so, these high-ranking Sorcerers will gain new abilities.

CULTS OF THE LEGION (PG 45-49)
Thousand Sons Detachments in your army can be from one of the nine Great Cults. If they are, units in those Detachments will have access to unique rules that reflect the way those cults fight on the battlefields of the 41st Millennium.

STRATAGEMS (PG 50-53)
Thousand Sons armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

ARMY RULES

WARLORD TRAITS (PG 54)
The warlord of a Thousand Sons army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat preferences and command style on the battlefield.

INFERNAL PACTS (PG 55)
On the battlefield, Infernal Masters can summon the aid of daemons from the warp. The list of Infernal Pacts that each Infernal Master in your army can choose from can be found in this section.

RELICS (PG 56-57)
Thousand Sons characters can take powerful artefacts and magical weapons called Sorcerous Arcana into battle; these Relics and the rules they bestow are described in this section.

PSYCHIC POWERS (PG 58-59)
Many units in Thousand Sons armies are psykers. They can be given additional psychic powers from the disciplines of Change and Vengeance. This represents the different arcane lore and particular talents of each individual psyker. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 60)
Thousand Sons have access to a host of additional rules that enhance your Crusade experience. These include bespoke Requisitions, Agendas, Psychic Fortitudes and Battle Tactics that reflect the rich background of the Thousand Sons. Amongst these rules are Chaos Boons, a brand-new type of Battle Honour that are bestowed on Thousand Sons characters as they battle through their own personal Path to Glory, and Discover the Arcane, where your army will accrue clues to unlock powerful new Relics and psychic powers.

DATASHEETS

DATASHEETS (PG 70-90)
This section is essential to all Thousand Sons players, regardless of play style, containing as it does the datasheets for Thousand Sons units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book. This section also introduces the **<GREAT CULT>** keyword, and explains how you can form your Thousand Sons army into a potent Cabal of Sorcerers.

POINTS

POINTS VALUES (PG 91)
If you are playing a matched play game, or a game that otherwise uses points values, you can use the alphabetised lists in this section to determine the points value of each unit in your army. These values will be reviewed and updated annually.

WARGEAR

WEAPON PROFILES (PG 92)
This section provides alphabetised lists of the weapons that Thousand Sons units can be equipped with, and should be used in conjunction with the datasheets section.

RULES REFERENCE

GLOSSARY (PG 94)
In this section you will find a glossary of rules terms used in this Codex that is designed to aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 95)
Here you will find a handy bullet-pointed rules reference that summarises some common Thousand Sons rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Thousand Sons force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission.

Created from the contents of the Thousand Sons Combat Patrol boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

A unit of Scarab Occult Terminators are a formidable and durable unit capable of fighting against a variety of different threats. Their nigh-impenetrable armour, multiple wounds and All Is Dust ability create an impenetrable wall of automata capable of shrugging off conventional damage. They will fight back with salvoes from their inferno combi-bolters and Prosperine khopeshes, making short work of the foe no matter their defences.

A large unit of Tzaangors will prevent your army being overrun by a more numerous foe, and can effectively control areas of the board and engage the enemy in close combat. While less elite and armoured than the Scarab Occult Terminators, they are more savage – thus a well-timed Tzaangor charge can prove a useful tool to overwhelm the enemy and break their line or stall an aggressive enemy advance.

Finally the force is supported by an Infernal Master, a flexible support character capable of using a variety of different abilities to suit the task as hand. His access to infernal pacts and psychic powers offer you different options to engage the enemy and support your force. This powerful character is at his best conducting the battle from behind the herd of Tzaangor and armoured wall of Scarab Occult Terminators, where the enemy are less able to shut down his abilities.



CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **THOUSAND SONS** keyword, and your **WARLORD** has the **THOUSAND SONS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Thousand Sons secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

WARPCRAFT

MUTATE LANDSCAPE

Progressive Objective

Where the Thousand Sons tread, the ever-changing energies of Tzeentch seep into everything. The once stable nature of reality unravels: flora, fauna and even the very land itself erupting into uncontrolled mutation or transmogrifying into weird and unnatural forms.

If you select this objective, then **THOUSAND SONS PSYKER** units from your army can attempt the following psychic action, as described in the Warhammer 40,000 Core Book:

Mutate Landscape (Psychic Action – Warp Charge 4): One **PSYKER** unit from your army can attempt to perform this action in your Psychic phase if it is within range of an objective marker that has not yet been mutated by your army. If this psychic action is successfully completed, that objective marker is said to have been mutated by your army and the warp charge value of the psychic action is increased by 1 for your army for the remainder of the battle.

Score 3 victory points each time a unit from your army completed the Mutate Landscape psychic action.

NO MERCY, NO RESPITE

WRATH OF MAGNUS

Progressive Objective

The Thousand Sons are the ultimate masters of sorcery. Magnus the Red demands that they prove this dominance on every battlefield over which they fight, putting to shame the feeble efforts of those psykers who refuse to recognise their own inferiority.

You can only select this objective if your opponent has one or more **PSYKER** units in their army. Score 3 victory points at the end of the battle round if more enemy models than friendly models were destroyed this battle round as a result of psychic powers.

SHADOW OPERATIONS

BURN EMPIRES

Progressive and End Game Objective

For the galaxy to be reborn according to Magnus' glorious vision, first it must be consumed in the fires of change, the old order burned to ash that something better might arise.

If you select this objective, then **THOUSAND SONS INFANTRY** units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Burn Empires (Action): One or more **THOUSAND SONS INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that is not within your deployment zone and has not been burned. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever comes first. If completed, that objective marker is said to have been burned.

Score 4 victory points each time a unit from your army completed the Burn Empire action.

PURGE THE ENEMY

SORCEROUS PROWESS

End Game Objective

One amongst the ranks of the Sorcerers leading this thrallband seeks to complete a sacrificial ritual of great power. The foe's witches must be slain one by one, and their potent souls offered up in the name of greater glories.

Score 5 victory points at the end of the battle for each enemy **PSYKER CHARACTER** unit that was destroyed in the Psychic phase by a **THOUSAND SONS PSYKER** unit from your army, and 3 victory points for every other enemy **PSYKER** unit that was destroyed in the Psychic phase by a **THOUSAND SONS PSYKER** unit from your army.

DETACHMENT ABILITIES

A **THOUSAND SONS** Detachment is one that only includes models with the **THOUSAND SONS** keyword (excluding models with the **UNALIGNED** keyword).

- **THOUSAND SONS** Detachments gain the Mere Servants and Jealous Tyrant abilities.
- **THOUSAND SONS** units in **THOUSAND SONS** Detachments gain the Brotherhood of Sorcerers ability.
- All **RUBRIC MARINES**, **SCARAB OCCULT TERMINATORS** and **BRAY** units in **THOUSAND SONS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

BROTHERHOOD OF SORCERERS

The Thousand Sons have spent countless years honing their psychic abilities to sublime perfection and deepening their sorcerous wisdom. Such favoured warriors enjoy a measure of Tzeentch's mystical protection.

- Add 1 to Psychic tests taken for this unit.
- If this unit is **ARCANA ASTARTES** or **TZAANGOR**, each model in this unit has a 5+ invulnerable save.

MERE SERVANTS

The Thousand Sons have always been arrogant. They see their slaves as unreliable in comparison to their own number, never trusting the weak.

- You cannot include more **THOUSAND SONS CULTISTS** units than you do **RUBRIC MARINES** and **SCARAB OCCULT TERMINATORS** units in each **THOUSAND SONS** Detachment in your army.
- You cannot include more **BRAY** units than you do **RUBRIC MARINES** and **SCARAB OCCULT TERMINATORS** units in each **THOUSAND SONS** Detachment in your army.

***Example:** If a Detachment includes 2 **RUBRIC MARINES** units and 1 **SCARAB OCCULT TERMINATORS** unit, it can also include up to 3 **THOUSAND SONS CULTISTS** units and up to 3 **BRAY** units.*

JEALOUS TYRANT

Daemonhood is the greatest prize for a servant of Chaos, and none who have attained this power entertain the idea of sharing it.

You can include a maximum of one **DAEMON PRINCE** unit in each **THOUSAND SONS** Detachment in your army.

LEGION COMMAND

If your army is Battle-forged and includes any **THOUSAND SONS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you are mustering your army, you can upgrade any of the following **THOUSAND SONS** models in your army: Exalted Sorcerer, Sorcerer, Sorcerer in Terminator Armour, Aspiring Sorcerer, Scarab Occult Sorcerer.

Each time you upgrade one of the aforementioned models, select one of the abilities available to it from the table to the right, increasing the Power Rating of its unit as specified. If you are playing a matched play game, or a game that uses a points limit, then its points value is also increased as specified. Make a note on your army roster each time you upgrade a model using these rules.

Each of the aforementioned models from your army can be upgraded in this manner once, and when you have selected an ability, you cannot select the same ability again for a different model in your army (or your Crusade force). These models and their units are still considered to be the same datasheet for the purposes of any mission rules that limit the number of times any particular datasheet can be included in your army.

A Crusade force cannot start with any upgraded models – to include one in a Crusade force, you must use the Ascension to Power Requisition (pg 66).

LEGION COMMAND

MODEL	POWER	POINTS	ABILITY
Exalted Sorcerer	+1	+25	**Rehati:** This model can attempt to manifest one additional psychic power in your Psychic phase.
Exalted Sorcerer	+1	+15	**Paradigm of Change:** Add 1 to this model's Wounds and Attacks characteristics.
Exalted Sorcerer	+2	+35	**Dilettante:** This model can be given one additional Sorcerous Arcana Relic. This must be a Relic they could have, but can be done even if this model already has a Relic. Each Relic in your army must be unique.
Sorcerer/Sorcerer in Terminator Armour	+1	+15	**Loyal Thrall:** This model can attempt to perform a psychic action in its Psychic phase instead of attempting to manifest one psychic power, rather than any.
Sorcerer/Sorcerer in Terminator Armour	+1	+15	**Witch-warrior:** Each time this model manifests *Smite* or a Witchfire psychic power that inflicts mortal wounds on a dice roll (e.g. D3, or rolling one D6 for each model in the unit), you can re-roll one of the dice to determine the number of mortal wounds inflicted.
Sorcerer/Sorcerer in Terminator Armour	+1	+10	**Battle-psyker:** Change this model's Ballistic Skill and Weapon Skill characteristic to 2+, and change its Attacks characteristic to 5.
Aspiring Sorcerer/ Scarab Occult Sorcerer	+1	+20	**Ardent Automata:** If this model's unit is performing an action, this model's unit can shoot without that action failing.
Aspiring Sorcerer/ Scarab Occult Sorcerer	+1	+10	**Protégé:** This model knows one additional psychic power from any discipline it has access to.
Aspiring Sorcerer/ Scarab Occult Sorcerer	+1	+15	**Rites of Coalescence:** In your Command phase, another model in this model's unit regains all lost wounds.

CULTS OF THE LEGION

If your army is Battle-forged, **<Great Cult>** units in **Thousand Sons** Detachments gain access to the following Cults of the Legion rules, provided every model in that Detachment that is drawn from a Great Cult is from the same Great Cult. Such a Detachment is referred to as a Cult of the Legion Detachment.

PSYCHIC POWERS

Each Great Cult has an associated Cult psychic power. All **Thousand Sons <Great Cult> Psykers** in a Cult of the Legion Detachment know the relevant Cult psychic power in addition to any other psychic powers they know.

WARLORD TRAITS

Each Great Cult has an associated Cult Warlord Trait. If a **Thousand Sons <Great Cult> Character** model gains a Warlord Trait, they can have the relevant Cult Warlord Trait instead of a Warlord Trait from page 54.

SORCEROUS ARCANA

Each Great Cult has an associated Cult Sorcerous Arcana Relic. If your army is led by **Magnus the Red** or a **Thousand Sons <Great Cult> Warlord**, you can give the relevant Cult Sorcerous Arcana Relic to a **Thousand Sons <Great Cult> Character** model from your army instead of giving them a Sorcerous Arcana Relic from pages 56-57. Named characters (such as Ahriman) cannot be given a Sorcerous Arcana Relic.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Sorcerous Arcana Relics your models have on your army roster.

Example: *A Battle-forged army includes a* **Thousand Sons** *Detachment in which every unit has the* **Cult of Time** *keyword.* **Psyker** *units in that Detachment gain the* Time Flux *psychic power, a* **Character** *model in that Detachment that is given a Warlord Trait can instead be given the Immaterial Echo trait, and if the army's* **Warlord** *is selected from this Detachment, then a* **Cult of Time Character** *model from your army that could be given a Sorcerous Arcana Relic can instead be given the Hourglass of Manat.*



CULT OF MUTATION

To face the masters of the Cult of Mutation is a horrifying experience indeed. Such champions of Tzeentch possess the ability to take all that is pure, natural and ordered and to twist it ever more wildly out of true until all that remains is abomination and monstrosity.

PSYCHIC POWER: WARP REALITY

The psyker pulls at the very fabric of reality, causing battlefield features to mutate into warped outcroppings of grasping flesh and entangling crystalline tendrils.

Malediction: *Warp Reality* has a warp charge value of 6. If manifested, select one terrain feature within 24" of and visible to this **Psyker**, then select one enemy unit within 3" of that terrain feature. Until the start of your next Psychic phase, halve that unit's Move characteristic and subtract 1 from Advance rolls and charge rolls made for it.

WARLORD TRAIT: TOUCH OF VICISSITUDE

The merest touch from this warlord can channel the transfiguring power of the Changer of Ways, mutating the enemy's flesh before their eyes.

Each time a melee attack is made by this **Warlord**, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

SORCEROUS ARCANA: EXALTED MUTATION

The Sorcerer proudly displays the boons granted to him by Tzeentch, his flesh and armour mutated into glorious and whimsical manifestations of Chaos. By embracing the God of Change fully, he has become a pre-eminent example of the strength and vitality achievable by those of the Cult of Mutation.

Sorcerer model only. Add 1 to the bearer's Strength, Toughness and Attacks characteristics.

CULT OF PROPHECY

Those who lead the Cult of Prophecy into battle do so with the calm self-possession of those who already know how matters are destined to transpire. Their unholy abilities allow them a dreadful advantage over their foes, for who can fight an enemy that already knows your every move before you make it?

PSYCHIC POWER: DIVINE THE FUTURE

This cunning seer masterfully sieves the burbling morass of dooms and horrors tormenting lesser beings, leaving them to their fate as he clutches at the destinies of the truly great.

Blessing: *Divine the Future* has a warp charge value of 6. If manifested, roll one D6 and set it to one side. Until the start of your next Psychic phase, you can use that dice roll to replace a single dice rolled for a hit roll, wound roll, Advance roll, charge roll, Psychic test, Deny the Witch test or Morale test for a **CULT OF PROPHECY** unit from your army.

WARLORD TRAIT: GUIDED BY THE WHISPERS

Entities from beyond warn this arcane champion of approaching nemeses before the enemy has even begun their manoeuvre.

Once per turn, when this **WARLORD** is selected as the target of a charge, before the charge roll is made and after firing any Overwatch, it can make a Normal Move up to 6".

SORCEROUS ARCANA: ORACULAE BRAZIER

Crackling with eldritch warpfire, this ornate brazier billows with smoke that reveals sorcerous portents only the Cult of Prophecy can interpret.

In your Command phase, select one **CULT OF PROPHECY CORE** or **CULT OF PROPHECY CHARACTER** unit within 6" of the bearer. Until the start of your next Command phase, each time that unit is selected to shoot or fight, you can re-roll one hit roll, one wound roll and one damage roll when resolving that unit's attacks.

CULT OF TIME

The Cult of Time is directed in battle by sorcerous champions whose gift it is to read and to manipulate the linear flow of time itself. Such beings seem almost godlike in their power, for they can alter the time at which events transpire, or prevent them from ever having happened at all.

PSYCHIC POWER: TIME FLUX

When their thrallband suffers grievous losses, this chrono-sorcerer traverses temporal pathways to locate his fallen warriors and restore them unscathed.

Blessing: *Time Flux* has a warp charge value of 6. If manifested, select one friendly **CULT OF TIME INFANTRY** unit within 6" of this **PSYKER**. You can return one destroyed model from that unit to the battlefield with all of its wounds remaining, placing it in unit coherency.

WARLORD TRAIT: IMMATERIAL ECHO

When this warlord reaches deep into the warp, their psychic passing creates a temporal echo in reality.

In your Psychic phase, if this **WARLORD** manifests a psychic power with a Psychic test result of 9+, this **WARLORD** can attempt to manifest one additional psychic power that phase. When attempting to manifest that additional psychic power, if the Psychic test is passed, it cannot be denied. Only one additional psychic power can be manifested as a result of this Warlord Trait per phase.

SORCEROUS ARCANA: HOURGLASS OF MANAT

It is said that the bearer of this artefact can traverse death nine times, yet none save the fabled Sorcerer Manat have mastered its use more than once.

The first time the bearer is destroyed, keep it to one side; at the end of the current phase, set the bearer back up again, as close as possible to its previous position and more than 1" away from any enemy models, with D3 wounds remaining.

CULT OF SCHEMING

Those who rise to rule over the Cult of Scheming are perilously cunning indeed. Their enemies can trust nothing, not even their own thoughts and plans, for the distortion of intent and seeding of mistruths that this cult perpetrates seep into every aspect of their surrounds.

PSYCHIC POWER: SEEDED STRATEGY

The psyker plants intricate designs into the minds of his allies, opening up lines of attack that were previously inconceivable to them.

Blessing: *Seeded Strategy* has a warp charge value of 7. If manifested, select one friendly **CULT OF SCHEMING CORE** unit within 24" of this **PSYKER**. Until the end of the turn, that unit is eligible to shoot and declare a charge in a turn in which they Fell Back.

WARLORD TRAIT: GRAND SCHEMER (AURA)

A master of intricate planning and forethought, this warlord's schemes have been decades in the making.

While they are within 3" of this **WARLORD**, friendly **CULT OF SCHEMING** units gain the Objective Secured ability (see the Warhammer 40,000 Core Book). If they already have the Objective Secured ability, each model in that unit counts as two models for the purposes of determining who controls objective markers.

SORCEROUS ARCANA: CHA'QI'THL'S THEOREM

Those with the fortitude to band with the daemon Cha'qi'thl can bargain for a formula of great power, recorded within an ever-changing tome. Should they be able to actualise the equations of fate contained within it – a feat which has driven many a Sorcerer to insanity – an elaborate plan unfolds for them at the timeliest of moments.

Once per battle, in any phase, if the bearer is on the battlefield it can use Cha'qi'thl's Theorem. If it does, select one Thousand Sons Stratagem. Until the end of the phase or until after you have used that Stratagem (whichever comes sooner), reduce the Command point cost of that Stratagem to 0.

CULT OF MAGIC

Mighty indeed are the Cult of Magic, for they embrace one of the most fundamental powers of Tzeentch. With incantation, artefact and terrible will they remake reality to their liking, or else unleash devastating energies upon their enemies that transmogrify their mortal forms and hurl their screaming souls into the empyrean, there to be torn apart by rapacious daemonic entities.

PSYCHIC POWER: ASTRAL BLAST

This master of sorcery requires no orbiting void craft to rain fire upon the battlefield. Intoning a jagged incantation they conjure a column of kaleidoscopic lightning from the heavens and bring it crashing down upon their hapless foes.

Witchfire: *Astral Blast* has a warp charge value of 6. If manifested, the closest enemy unit within 12" of and visible to this **PSYKER** suffers D3 mortal wounds, and each other unit within 3" of that unit suffers 1 mortal wound.

WARLORD TRAIT: DEVASTATING SORCERY

This warlord's veins burn with raw sorcery. The sheer unstoppable might of their conjurations is such that, when unleashed with destructive intent, there is little that can prevent them from devastating manifestation.

Once per Psychic phase, when you attempt to manifest either *Smite* or a Witchfire psychic power with this **WARLORD**, you can re-roll that Psychic test.

SORCEROUS ARCANA: ARCANE FOCUS

This ritualistic locus is formed from the matter of arcane objects, their substance broken down at a molecular level and added to the nexus of energy the Arcane Focus creates. When battle is joined, the bearer will open the Arcane Focus and become infused with its power, all the better to unleash warp-fuelled destruction upon the enemy and continue the Focus' cycle once more.

If your army is a Cabal of Sorcerers (pg 71), the bearer has the following ability: '**Arcane Focus**: At the start of your Psychic phase, select one friendly **CULT OF MAGIC PSYKER** unit within 6" of the bearer. Until the end of the phase, each time you would use a Cabbalistic Ritual on this unit, it costs 1 fewer Cabal points.'

CULT OF KNOWLEDGE

Those who lead thrallbands of the Cult of Knowledge are privy to the galaxy's darkest and most dangerous secrets. These they use to their greatest potential, leveraging advantage over the foe through forbidden lore or unleashing upon them the time-lost relics of stygian galactic vaults.

PSYCHIC POWER: EMPYRIC TRESPASS

The psyker delves into the souls of his enemies to uncover their secrets and vulnerabilities. The Cult of Knowledge then exploits the revealed weaknesses to lay low the mighty.

Malediction: *Empyric Trespass* has a warp charge value of 6. If manifested, select one enemy unit within 24" of this **PSYKER**. Until the start of your next Psychic phase, each time an attack is made against that unit by a model in a friendly **CULT OF KNOWLEDGE** unit, re-roll a wound roll of 1.

WARLORD TRAIT: ARDENT SCHOLAR

The warlord is a tireless student of malevolent texts, seeking out dark truths to aid his wielding of the heinous energies of Chaos.

Each time a Psychic test is taken for this **WARLORD**, you can re-roll dice rolls of 1.

SORCEROUS ARCANA: INCALADION'S CRY

During the destruction wrought upon the forge world Incaladion by the Cult of Knowledge, the soul essences of the planet's slaughtered defenders were bound within this baroque pistol. When the bearer unleashes the weapon, the final psychic screams of those unfortunate souls wash over the target and overload their psyche with anguish and pain.

Model equipped with a warpflame pistol only. This Relic replaces a warpflame pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Incaladion's Cry	12"	Pistol D6	6	-3	1

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target.

CULT OF CHANGE

Anarchy erupts wherever the champions of the Cult of Change cast their gaze. They are agents of instability, instigators of rampant change for change's sake, whether that be in the physical nature of the worlds they invade, the power structures of those who defend them or the fundamental essence of reality itself.

PSYCHIC POWER: DYSMANIFESTATION

The psyker grasps his enemies' perception of reality in a sorcerous fist and twists mercilessly, sending the foe reeling in dismayed confusion.

Malediction: *Dysmanifestation* has a warp charge value of 6. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, subtract 1 from that unit's Leadership and Attacks characteristics.

WARLORD TRAIT: FICKLE NATURE

With mayhem and anarchy often the end goal, this warlord assaults his foe in ever-shifting patterns that are not patterns at all.

- You can re-roll charge rolls made for this **WARLORD**.
- This **WARLORD** is eligible to shoot and charge in a turn in which it Fell Back.

SORCEROUS ARCANA: CAPRICIOUS CREST

The Capricious Crest is an ancient helm constantly in flux. At any moment it may appear as an avian skull, a plumed helmet, a crown of crystal or countless other strange aspects. The power of change emanates from the relic, its mercurial nature reaching out to cheat the enemy of their psychic gifts while granting sorcerous boons to unworthy allies.

Once per battle round, when a Psychic test is taken for a model within 18" of the bearer, you can change the result of that Psychic test as follows: if that model is from your army, you can change any roll of 1 to a roll of 6; if that model is from your opponent's army, you can change any roll of 6 to a roll of 1.

'Ignorant vermin. You cannot begin to understand that against which you rail. You have not the wit to comprehend the powers of the beings you claim to hate. It is your very inability to grasp even the most basic nature of your foes that shall surely seal your doom.'

- Yzrach the Unbound, the Last Condemnation before the Battle of Helverecht's Spire

CULT OF DUPLICITY

It is impossible to predict the actions of those who lead the Cult of Duplicity into battle, for their plans and allegiances are often hidden even from one another. The only constant in such a battle is inconstancy, for perpetual misdirection and the sowing of confusion are the means by which they keep their enemies off balance.

PSYCHIC POWER: SORCEROUS FACADE

The psyker makes use of illusory simulacra to mask the location of his warriors, concealing the true warriors' advance behind illusory veils until it is too late.

Blessing: *Sorcerous Facade* has a warp charge value of 8. If manifested, select one friendly **CULT OF DUPLICITY INFANTRY** or **CULT OF DUPLICITY MONSTER** unit within 6" of this **PSYKER**. Remove that unit from the battlefield, then set it back up on the battlefield anywhere that is more than 9" away from any enemy models.

WARLORD TRAIT: MASTER MISINFORMATOR

The spreading of lies and confusion characterise this warlord's approach to command, ensuring the enemy believe their foes will come from entirely the wrong quarter.

At the start of the first battle round, before the first turn begins, select up to D3 **CULT OF DUPLICITY** units (excluding **VEHICLES**) from your army. Remove those units and this **WARLORD** from the battlefield then set them up again following the normal deployment rules for the mission being played.

SORCEROUS ARCANA: PERFIDIOUS TOME

Reading from this infernal treatise, the bearer discovers hidden truths on one page, and utter madness on the next.

In each of your Command phases, if the bearer is on the battlefield, it can read from the Perfidious Tome. If it does, roll one D6: on a 1, your opponent gains 1 Command point; on a 4+, you gain 1 Command point.

CULT OF MANIPULATION

The foe can never be sure whether they are striving to defeat the champions of the Cult of Manipulation, or in fact are being gulled into doing their bidding. The malevolent skill with which these warriors twist all about them to their will is terrifying; their cunning and their spite know no bounds.

PSYCHIC POWER: ATTEMPTED POSSESSION

The psyker begins a psychic onslaught upon the mind of his foe, battling for control of their consciousness.

Malediction: *Attempted Possession* has a warp charge value of 5. If manifested, select one enemy unit within 18" of this **PSYKER**:

- That unit suffers 1 mortal wound.
- Until the start of your next Psychic phase, each time a Psychic test is taken for that unit, subtract 2 from that Psychic test.

WARLORD TRAIT: BEGUILING INFLUENCE

This warlord is a master deceiver, misleading his foes at every turn before striking a killing blow or escaping to safety.

Each time an attack is made against this **WARLORD**, the hit roll, wound roll and damage roll cannot be re-rolled.

SORCEROUS ARCANA: SORTHIS' MIRROR

This strangely named dagger is made of the purest reflective glass, its dazzling light shining into the minds of the foe. One afflicted by its brilliance becomes a helpless marionette as their mind convulses and they strike against themselves with their own weapons, or lash out at their allies as enemy fighters watch on in confusion and horror.

Each time the bearer is selected to fight, instead of fighting, you can select one enemy **INFANTRY** model with a Leadership characteristic of 9 or less that is within Engagement Range of it. If you do, the selected enemy model immediately makes close combat attacks against its own unit: until it has resolved these attacks it is treated as being a model from your army for all rules purposes. If, as a result of these attacks, the enemy model destroys its own unit, the bearer counts as having destroyed that unit for all rules purposes.

STRATAGEMS

If your army includes any **THOUSAND SONS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CP to use them.

FATED MUTATION 1CP

Thousand Sons – Battle Tactic Stratagem

Many minions of Tzeentch possess horrific mutations, which change and fluctuate at random times. The faithful see such an event as proof that Tzeentch's eye is upon them.

Use this Stratagem in the Fight phase, when a **THOUSAND SONS CHAOS SPAWN** unit from your army is selected to fight. Until the end of the phase, instead of rolling for that unit's Mutated Beyond Reason ability, you can select the result. Until the end of the phase, each time you determine the number of Attacks a model in that unit can make, add 1 to the result.

ENSORCELLED INFUSION 1CP

Thousand Sons – Battle Tactic Stratagem

Utilising the fell powers of the warp, Thousand Sons Sorcerers infuse vehicles with empyric energies to render them even deadlier.

Use this Stratagem in your Shooting phase, when a **THOUSAND SONS VEHICLE** model from your army within 6" of a friendly **ARCANA ASTARTES PSYKER** unit is selected to shoot. Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons that model is equipped with by 1.

UNWAVERING PHALANX 1CP/3CP

Thousand Sons – Battle Tactic Stratagem

Massed as one, the sheer unnatural resilience of the Thousand Sons' footsoldiers is magnified to a terrifying degree.

Use this Stratagem in your opponent's Shooting phase, when a **THOUSAND SONS RUBRIC MARINES** or **THOUSAND SONS SCARAB OCCULT TERMINATORS** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise it costs 3CP.

WRATH OF THE WRONGED 2CP

Thousand Sons – Battle Tactic Stratagem

Bitterness has consumed the souls of many Thousand Sons champions, seeping from their thoughts into their Rubricae.

Use this Stratagem in your Shooting phase, when an **ARCANA ASTARTES INFANTRY** unit from your army is selected to shoot, or in the Fight phase, when an **ARCANA ASTARTES INFANTRY** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's wound roll.

INFERNAL FUSILLADE 1CP

Thousand Sons – Battle Tactic Stratagem

Arcane invocations imbue the Thousand Sons' weapons with sorcerous power, rendering them still more lethal to the foe.

Use this Stratagem in your Shooting phase, when an **ARCANA ASTARTES INFANTRY** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit shoots a bolt weapon (pg 92), make one additional attack with that weapon. For example, a model shooting an inferno combi-bolter at a target within half range would make 5 attacks.

INHUMAN SAVAGERY 2CP

Thousand Sons – Battle Tactic Stratagem

Tzaangors are ferocious creatures, capable of reaching incredible levels of savagery in the fury of combat.

Use this Stratagem in the Fight phase, when a **TZAANGOR** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

VENGEANCE FOR PROSPERO 1CP

Thousand Sons – Battle Tactic Stratagem

The Thousand Sons have never forgiven the sons of Leman Russ for the devastation of their home world millennia ago.

Use this Stratagem in the Fight phase, when a **THOUSAND SONS** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against a **SPACE WOLVES** unit, you can re-roll the hit roll and the wound roll.

GREAT SORCERER 1CP

Thousand Sons – Epic Deed Stratagem

Those not driven mad by their worship of Tzeentch gain the power to harness the energies of the warp like few others.

Use this Stratagem in your Psychic phase. Select one **THOUSAND SONS PSYKER** model from your army. That unit can attempt to manifest one additional psychic power this turn.

MALIGNANT PACT 1CP

Thousand Sons – Epic Deed Stratagem

It is not uncommon for Sorcerers to offer the souls of others to the creatures of the warp in exchange for power.

Use this Stratagem in your Command phase, when an **INFERNAL MASTER** model from your army is unsuccessful in making a pact. Select one friendly **THOUSAND SONS INFANTRY** or **THOUSAND SONS CAVALRY** unit within 6" of that model. That unit suffers 1 mortal wound and that pact is successful.

WARPED REGENERATION 1CP

Thousand Sons – Epic Deed Stratagem

The sorceries of the Thousand Sons can alter reality itself, rendering whole that which has been put asunder.

Use this Stratagem in your Psychic phase, after manifesting a psychic power with a **THOUSAND SONS** unit from your army with an unmodified Psychic test of 9 or more. If that unit contains a model that has lost any wounds, that model is healed and regains up to D3 lost wounds (each model can only be healed once per turn). Otherwise, if any models in that unit have been destroyed, you can return one of those models to the battlefield with all of its wounds remaining, placing it in unit coherency.

UNHOLY SUSURRUS 1CP

Thousand Sons – Epic Deed Stratagem

Many lesser warp entities whisper dark secrets to selected individuals that can shift the tide of battle.

Use this Stratagem at the start of your Psychic phase. Select one **THOUSAND SONS PSYKER** unit from your army. Select one psychic power from the disciplines it has access to. That psychic power replaces one psychic power that unit knows.

BIOMECHANICAL MUTATION 1CP

Thousand Sons – Epic Deed Stratagem

The war engines of the Thousand Sons seethe with warp energies that can cause their sundered hulls to flow and reseal like wax.

Use this Stratagem in any phase, when a **THOUSAND SONS VEHICLE** model from your army would lose a wound as the result of a mortal wound. Until the end of the phase, each time that model would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

METAPHYSICAL FOCUS 1CP

Thousand Sons – Epic Deed Stratagem

Even the gathered gheists of the Thousand Sons sing with sorcery. On occasion this manifests in destructive fashion.

Use this Stratagem in your Psychic phase, after attempting to perform a psychic action with an **ARCANA ASTARTES PSYKER** unit from your army. That unit can attempt to manifest one psychic power this phase.

PSYCHIC DOMINION 1CP

Thousand Sons – Epic Deed Stratagem

To pit oneself against the psychic might of the Thousand Sons is to be trapped, helpless and screaming, within your own mind.

Use this Stratagem in your opponent's Psychic phase, when a **THOUSAND SONS PSYKER** unit from your army is selected to attempt to deny a psychic power. So long as that unit is within 6" of another friendly **THOUSAND SONS PSYKER** unit that could also attempt to deny that psychic power, when taking that Deny the Witch test, roll one additional D6.

MALEVOLENT MACHINE SPIRIT 2CP

Thousand Sons – Epic Deed Stratagem

Many Heretic Astartes vehicles' machine spirits are highly malicious, striking at enemies even without crew or when their critical systems are failing.

Use this Stratagem in your Command phase. Select one **THOUSAND SONS MACHINE SPIRIT** model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

MASTERS OF THE IMMATERIUM 1CP

Thousand Sons – Epic Deed Stratagem

Though the empyrean is a dangerous weapon to wield, the Thousand Sons know better than most how to take the greatest risks and remain unharmed.

Use this Stratagem in your Psychic phase, when a **THOUSAND SONS PSYKER** unit from your army would suffer Perils of the Warp. That unit does not suffer Perils of the Warp.

SORCEROUS MIGHT 1CP

Thousand Sons – Epic Deed Stratagem

The most powerful Sorcerers of the Thousand Sons are battle-psykers who can, if the need is dire enough, siphon a sliver of their corrupted souls into their force staves to temporarily boost their lethality.

Use this Stratagem in the Fight phase, when a **THOUSAND SONS SORCERER** or **THOUSAND SONS EXALTED SORCERER** unit from your army that is equipped with a force stave (excluding Relics) is selected to fight. Until the end of the phase, the Damage characteristic of that force stave is changed to D3+1.

HIGH ACOLYTES 1CP

Thousand Sons – Requisition Stratagem

The greatest champions of Tzeentch can call upon their thralls and other lesser minions to serve as their sorcerous lieutenants in battle.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **THOUSAND SONS** keyword. Select one **ARCANA ASTARTES CHARACTER** model in your army (excluding named characters) and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model it is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice) or an Onslaught battle (in which case you can use this Stratagem three times).

SORCEROUS ARCANA 1CP

Thousand Sons – Requisition Stratagem

The halls of Tizca are replete with sorcerous esoterica, gathered by Magnus and his gene-sons over thousands of years.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **THOUSAND SONS** keyword. Select one **THOUSAND SONS CHARACTER** model in your army and give them one Sorcerous Arcana Relic (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice) or an Onslaught battle (in which case you can use this Stratagem three times).

ASPIRING MAGISTER 1CP

Thousand Sons – Requisition Stratagem

Many Thousand Sons Sorcerers seek to rise to the rank of Magister Templi, amassing powerful relics to aid them in their quest.

Use this Stratagem before the battle, when you are mustering your army. Select one **THOUSAND SONS** Aspiring Sorcerer model or one **THOUSAND SONS** Scarab Occult Sorcerer model in your army. That model can have one of the following Sorcerous Arcana Relics (pg 56-57), even though they are not a **CHARACTER**: Coruscator; Skaeloch's Talon; Incandaeum; The Stave Abominus. Each Relic in your army must be unique and be given to a different model.

SCHEMES OF CHANGE 1CP

Thousand Sons – Strategic Ploy Stratagem

The complexities of fate are incredibly difficult to grasp, and even the slightest change can have profound consequences.

You can only use this Stratagem if your army only contains **THOUSAND SONS** Detachments. Use this Stratagem if you are playing a mission that requires you to select either secondary objectives or Agendas, after both players have revealed their selections. You can select one of your secondary objectives or Agendas, and replace it with a different one (make a note on your army roster as to your new selection and inform your opponent). All the normal rules for selecting secondary objectives and Agendas apply. If both players have a rule that allows them to select new secondary objectives or Agendas, both players make their new selections before revealing them simultaneously to their opponent.

RISEN RUBRICAE 2CP

Thousand Sons – Strategic Ploy Stratagem

A plan decades in the making comes to fruition as hidden, silent Rubricae emerge at a fateful hour to deliver the killing blow.

Use this Stratagem during deployment, when setting up a **RUBRIC MARINES** unit from your army. That unit can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models. You can only use this Stratagem once.

WEBWAY INFILTRATION 2CP/3CP

Thousand Sons – Strategic Ploy Stratagem

By breaking into and traversing the winding paths of the webway, the Thousand Sons are able to outflank their foes.

Use this Stratagem during deployment. If you spend 2CP, you can set up one **THOUSAND SONS INFANTRY** unit from your army in the webway instead of setting it up on the battlefield. If you spend 3CP, you can set up two **THOUSAND SONS INFANTRY** units from your army in the webway instead of setting them up on the battlefield. If you do, then for each of those units, in the Reinforcements step of one of your Movement phases you can set them up anywhere on the battlefield that is more than 9" away from any enemy models. You can only use this Stratagem once.

IMPLACABLE GUARDIANS 1CP

Thousand Sons – Strategic Ploy Stratagem

The Rubricae are superlative, enduring guardians who can absorb great storms of fire directed at their masters.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **ARCANA ASTARTES CHARACTER** model from your army (excluding **MAGNUS THE RED**). Until the end of the phase, while that model is within 3" of any friendly **RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** units, enemy models cannot target that model with ranged weapons.

CORUSCATING BEAM 3CP

Thousand Sons – Strategic Ploy Stratagem

Silver Towers possess incredible power. When unleashed against the enemy on the ground below, the effect is as horrific as it is devastating.

Use this Stratagem in your Command phase, if a **THOUSAND SONS WARLORD** from your army is on the battlefield. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, place another marker on the battlefield within 9" of the centre of that marker and draw a line between the centre of each of the markers. Roll one D6 for each unit that line would pass over or through, adding 1 if the unit being rolled for contains 11 or more models and subtracting 1 if the unit being rolled for is a **CHARACTER**. On a 4+, that unit suffers D3 mortal wounds. The markers are then removed. You can only use this Stratagem once.

VECTOR STRIKE 1CP

Thousand Sons – Strategic Ploy Stratagem

The aerial daemons bound within the ironclad forms of Thousand Sons Heldrakes are no strangers to soaring nimbly through their enemies, ripping and tearing as they fly.

Use this Stratagem in your Movement phase, after making a Normal Move with a **THOUSAND SONS HELDRAKE** model from your army. Select one enemy unit this model moved across that is not a **CHARACTER** with a Wounds characteristic of 9 or less and roll one D6: on a 2+, that unit suffers D3 mortal wounds. If that unit can **FLY**, on a 2+ it suffers 3 mortal wounds instead.

INESCAPABLE FOREWARNING 2CP

Thousand Sons – Strategic Ploy Stratagem

The Thousand Sons' mastery of time means they know of an enemy's arrival on the battlefield before the foe even realises it is to go to war.

Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase, if an enemy unit was set up as Reinforcements within 18" of an **ARCANA ASTARTES PSYKER** unit from your army. Select one **ARCANA ASTARTES CORE** unit from your army that is within 6" of that **ARCANA ASTARTES PSYKER** unit and not within Engagement Range of any enemy units. That **ARCANA ASTARTES CORE** unit can shoot as if it were your Shooting phase, but its models can only target a single eligible enemy unit that was set up as Reinforcements this turn within 18" of their unit and that **ARCANA ASTARTES PSYKER** unit when doing so.

SELFLESS AUTOMATA 2CP

Thousand Sons – Strategic Ploy Stratagem

The Sorcerers of the Thousand Sons are able to wield their enthralled Rubricae like weapons in their own defence.

Use this Stratagem in the Heroic Interventions step of your opponent's Charge phase. Select one enemy unit that finished a charge move within Engagement Range of any **ARCANA ASTARTES CHARACTER** units from your army that phase: one friendly **RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** unit that is within 12" of that enemy unit and not within Engagement Range of any enemy units can perform a Heroic Intervention. When performing that Heroic Intervention, each model in that unit can move up to 2D6" instead of up to 3" and does not have to finish that move closer to the closest enemy model; instead, at least one model from that unit must end that move within Engagement Range of the selected enemy unit, and no models from that unit can end that move within Engagement Range of any other enemy units (otherwise it does not move).

EMPYRIC RESERVOIR 1CP

Thousand Sons – Strategic Ploy Stratagem

The churning and roiling energies that surround Mutalith Vortex Beasts are immense sources of power for those with the talent, skill and will to manipulate them.

Use this Stratagem at the start of your Psychic phase. Select one model from your army within 6" of a friendly **MUTALITH VORTEX BEAST** model. If that model generates Cabal points, generate D3 additional Cabal points.

SLOW AND PURPOSEFUL 1CP

Thousand Sons – Strategic Ploy Stratagem

The warriors of the Thousand Sons advance inexorably upon their foes while laying down a hail of weapons fire. Unable to falter even if they wished to, they remain deadly accurate at all times.

Use this Stratagem in your Movement phase, when an **ARCANA ASTARTES INFANTRY** unit from your army makes a Normal Move. Until the start of your next turn, that unit is considered to have Remained Stationary.

AETHERIC SATURATION 1CP

Thousand Sons – Strategic Ploy Stratagem

The Sorcerer absorbs the chaotic energies flowing thickly around a Mutalith Vortex Beast, healing injuries he has sustained.

Use this Stratagem in your Psychic phase, when a **PSYKER CHARACTER** from your army within 12" of a friendly **MUTALITH VORTEX BEAST** model is selected to manifest psychic powers. Instead of manifesting one psychic power with that model, it is healed and regains up to D3 lost wounds. Each model can only be healed once per turn.

SOUL REAP 1CP

Thousand Sons – Wargear Stratagem

Faced with numerous enemies, the Thousand Sons psychically enhance their soulreaper cannons to increase their rate of fire.

Use this Stratagem in your Shooting phase, when a **THOUSAND SONS** unit from your army is selected to shoot. Until the end of the phase, soulreaper cannons models in that unit are equipped with gain the following ability: 'Each time an attack is made with this weapon against a unit that contains 11 or more models, make 2 hit rolls instead of 1.'

WARPFLAME GARGOYLES 1CP

Thousand Sons – Wargear Stratagem

On the hulls of vehicles swollen with the power of Tzeentch, gnashing maws open to spew warpfire over those nearby.

Use this Stratagem at the start of the Fight phase. Select one **ARCANA ASTARTES VEHICLE** model from your army (excluding **HELBRUTES**). Roll one D6 for each other unit within Engagement Range of that model, subtracting 2 if the unit being rolled for is a **CHARACTER** or **VEHICLE** unit: on a 4+, that unit suffers D3 mortal wounds.

ARCANE SMOKESCREEN 1CP

Thousand Sons – Wargear Stratagem

Thousand Sons vehicles are often outfitted with smoke launchers. Their brimstone smog obscures the tanks from view.

Use this Stratagem in your opponent's Shooting phase, when an **ARCANA ASTARTES SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

MALEFIC SCROLL 1CP

Thousand Sons – Wargear Stratagem

The Thousand Sons have vast libraries full of ancient texts. The knowledge contained within can enhance the Sorcerers' power.

Use this Stratagem in your Psychic phase, when a **THOUSAND SONS PSYKER** unit from your army (excluding **MAGNUS THE RED**) manifests the *Smite* psychic power. That manifestation inflicts 3 mortal wounds instead of D3 or D6 (no dice roll is made).

WARLORD TRAITS

If a **THOUSAND SONS CHARACTER** model is your **WARLORD**, you can use the Thousand Sons Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

1. ARROGANCE OF AEONS

This warlord draws strength from a long-harboured hubris – he will take his due, and will not submit to the will of another.

- You can re-roll Deny the Witch tests taken for this **WARLORD**.
- If your army is a Cabal of Sorcerers (pg 71), this **WARLORD** can benefit from one additional Cabbalistic Ritual in each of your Psychic phases.

2. SEEKER AFTER SHADOWS

Neither dread warning nor threat of damnation can stay this champion's quest for forbidden knowledge. Every such perilous fragment of lore increases their might and cunning both.

- Each time this **WARLORD** attempts to perform a Psychic action, roll one additional D6 and discard one D6 when taking that Psychic test.
- If your army is a Cabal of Sorcerers (pg 71), each time you generate Cabal points, if this **WARLORD** is on the battlefield you generate 1 additional Cabal point.

3. UNDYING FORM

This champion of Tzeentch has been blessed with an ever-shifting and unnatural form, their flesh as much warp-stuff as true matter. To harm such a transmogrified being requires weapons of great power.

Each time an attack is allocated to this **WARLORD**, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

4. LORD OF FORBIDDEN LORE

This warlord has committed many a grimoire and unholy tome to memory, giving him unparalleled knowledge of hexes, curses and destructive rites.

Your **WARLORD** knows one additional psychic power. If your **WARLORD** is **MAGNUS THE RED**, it knows all the psychic powers from the disciplines it has access to.

5. OTHERWORLDLY PRESCIENCE

This warlord sees the weave of fate laid out before him. He knows when peril comes for him, what form it will take and how best to step aside from its dread grasp.

Once per battle, before making a saving throw for this **WARLORD**, empyric entities can grant him visions of fate. If they do, until the end of the turn, this **WARLORD** has a 3+ invulnerable save.

6. AETHERSTRIDE

This warlord has mastered the ability to fold time and space, enabling him to cross great distances with a single step and close upon his foes with terrifying speed.

- Add 3" to the Move characteristic of this **WARLORD**.
- This **WARLORD** is eligible to declare a charge during the same turn it Fell Back.
- Each time this **WARLORD** makes a Normal Move, a charge move, an Advance or Falls Back, it moves as though it can **FLY**.

NAMED CHARACTERS

If Ahriman gains a Warlord Trait, it must be the Otherworldly Prescience trait. If Magnus the Red gains a Warlord Trait he instead gains three traits, which must be the Arrogance of Aeons, Undying Form and Lord of Forbidden Lore traits.

Named Character	Warlord Traits
Ahriman	Otherworldly Prescience
Magnus the Red	Arrogance of Aeons, Undying Form and Lord of Forbidden Lore

INFERNAL PACTS

Before the battle, generate pacts for **INFERNAL MASTER** models from your army that know Infernal Pacts using the table below. You can either roll one D6 to generate each pact randomly (re-rolling duplicate results), or you can select which pacts the Infernal Master knows.

1. BLADED MAELSTROM

Chanting jagged syllables that tear at his lips and tongue, the Infernal Master cuts through the flesh of reality long enough for an incorporeal storm of blade-finned Tzeentchian daemons to engulf the foe. Their victims are sent ducking for cover, howling in agony as ethereal razors slice through flesh and armour with ease.

If this pact is successful, select one enemy unit within 30" of and visible to this **INFERNAL MASTER**.

- If that unit contains 6 or more models, it suffers 1 mortal wound.
- Until the start of your next Command phase, subtract 2 from Advance and charge rolls made for that unit.

2. FIRES OF THE ABYSS

Scattering the ashes of pyre-burned witches onto the hot winds of war, the Infernal Master draws a pyromutational entity into realspace. The twisted abomination unleashes a gout of warpflame before receding again through the veil.

If this pact is successful, the closest enemy unit within 15" of and visible to this **INFERNAL MASTER** suffers D3 mortal wounds.

3. CAPERING IMPS

The Infernal Master reads aloud from an ancient scroll, the daemonic names scribed across it glowing like embers as their owners manifest amidst the foe. Leaping and crackling with ferocious ill-temper, the daemonic entities bedevil their victims and drive them from their carefully prepared positions.

If this pact is successful, select one enemy unit within 24" of and visible to this **INFERNAL MASTER**. Until the start of your next Command phase, that unit cannot receive the benefits of cover, cannot fire Overwatch and cannot Set to Defend.

4. DIABOLIC SAVANT

An offering of blood and a promise of souls proves sufficient to draw a sorcerous Tzeentchian daemon close. It presses against the straining veil of reality, and from its fanged maw spill gibbered secrets of sanity-straining sorcery.

If this pact is successful:

- At the start of your next Psychic phase, if your army is a Cabal of Sorcerers (pg 71), you generate 1 additional Cabal point.
- In your next Psychic phase, you can re-roll Psychic tests taken for this **INFERNAL MASTER**.

5. GLIMPSE OF ETERNITY

Prostrating himself in supplication before an enneagon of blood, crystal dust and blazing brimstone, the Infernal Master invokes the presence of a mighty daemonic entity. Billowing forth from a pillar of dancing flame and writhing ectoplasm, the abomination offers words of duplicitous prophecy.

If this pact is successful, until the start of your next Command phase you can re-roll one dice you have rolled. You cannot re-roll any rolls related to the mission.

6. MALEFIC MAELSTROM

Calling forth his entire stable of cackling, shimmering tutelaries, the Infernal Master bids them pour the fires of their madness and malice down upon the foe in a blistering bombardment of mutagenic magicks.

If this pact is successful, select one friendly **THOUSAND SONS** unit within 24" of and visible to this **INFERNAL MASTER**. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.

RELICS

If your army is led by a **THOUSAND SONS WARLORD**, you can, when mustering your army, give one of the following Sorcerous Arcana Relics to a **THOUSAND SONS CHARACTER** model from your army. Named characters cannot be given any of the following Relics.

Note that some Relics are weapons or items of wargear that replace one of the model's existing weapons or items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the weapon/item of wargear that is being replaced. Write down any Relics your models have on your army roster.

SEER'S BANE

The Seer's Bane is a daemon weapon, quenched in the blood of a grand vizier and bound tight with a thousand curses. Its magic-infused alloys form the prison for the disgraced Lord of Change Malach'raccatax, who once uttered an unvarnished truth in the presence of Lord Tzeentch. It is said this ensorcelled weapon is the bane of learned foes, and that it can cut through the thoughts of those that earn its master's ire as easily as it slices apart their flesh.

Model equipped with a force sword or Prosperine khopesh only. This Relic replaces a force sword or Prosperine khopesh and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Seer's Bane	Melee	Melee	+2	-4	D3

Abilities: Each time an attack is made with this weapon against a **PSYKER** unit, this weapon has a Strength characteristic of x2. Each time an attack made with this weapon is allocated to a **PSYKER** unit, that attack has a Damage characteristic of D6.

UMBRALEFIC CRYSTAL

By siphoning the perpetual gloom from the location where the cursed planet Mangel III once existed in realspace, a cabal of Sorcerers from the Cult of Magic created the Umbralefic Crystal. One in command of this powerful relic can use its energies to temporarily fold space, creating a gate of sorcerous translocation through which he or his allies can step.

Once per battle, in your Command phase, you can select the bearer or one friendly **THOUSAND SONS INFANTRY** unit within 6" of the bearer and remove it from the battlefield. In the Reinforcements step of that turn's Movement phase, set up that unit anywhere on the battlefield that is more than 9" away from any enemy models.

HELM OF THE DAEMON'S EYE

This warped battle-helm is set with the crystallized eye of the daemon-seer Yzmaxis the Perceptor. When donned, the helm exudes crystalline strands that bore into the wearer's scalp and conjoin the daemon's eye with their living mind. So do they perceive the artefact's unnatural warnings, perceiving the shadows of things yet to come and gleaning how best to react to these events before they even transpire.

Each time your opponent uses a Stratagem, if the bearer is on the battlefield, roll one D6: on a 5+, you gain 1 Command point.

CORUSCATOR

Of all the warp-forged weapons carried to battle by the Thousand Sons, Coruscator is the most revered. Since the time of the Horus Heresy, it has taken the lives of countless loyalist Space Marines, and its daemonic spirit will take any chance to stoke the fires of hatred that eat away at the Imperium from within.

Model equipped with an inferno bolt pistol only. This Relic replaces an inferno bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Coruscator	18"	Pistol 3	5	-2	2

ATHENAEAN SCROLLS

Ahriman consumed the knowledge contained in the Athenaeum of Kallimakus long ago, but not all of the Athenaeum's founders were slain when their repository of knowledge was destroyed. Some of their lore has since been transcribed to keep an echo of that great library in existence. One who possesses these texts has access to techniques that make his spells exceptionally potent.

EXALTED SORCERER only. Once per battle, in your Psychic phase, when the bearer is selected to manifest psychic powers, it can read from the Athenaean Scrolls. If it does, select one psychic power the bearer knows from the Discipline of Change or Discipline of Vengeance. For the rest of the battle, each time the bearer attempts to manifest that psychic power, roll one additional D6 and discard one D6 for that power's Psychic test.

THRYDDERGHYRE

Amongst the mightiest of all the Discs of Tzeentch ever to manifest, Thrydderghyre seeks out the most worthy champions and deigns to bear them to war. The daemon cackles and gibbers as it streaks through the air, for it delights that no foe can catch it.

Model equipped with a Disc of Tzeentch only.

- The bearer is eligible to manifest psychic powers in a turn in which it Fell Back and declare a charge in a turn in which it Advanced.
- Each time the bearer makes a consolidation move, it can move up to 6" and does not have to end the move closer to the nearest enemy model.

EGLEIGHEN'S ORRERY

He who bears Egleighen's Orrery to battle perceives the movements of the celestial spheres and their effects upon the ebb and flow of reality itself. By consulting the whirring mechanisms of this stave, the bearer can predict precisely where and when to strike the foe in order to fundamentally unmake them with irresistible force.

At the start of each of your Command phases, you can select one enemy unit that is visible to the bearer. If you do, then until the end of the turn the bearer has the following ability: '**Fated Doom (Aura):** While a friendly **THOUSAND SONS CORE** unit is within 6" of the bearer, each time a model in that unit makes an attack against the enemy unit you just selected, you can ignore any or all Weapon Skill modifiers, Ballistic Skill modifiers, hit roll modifiers, wound roll modifiers and abilities that reduce the Damage characteristic of that attack.'

THE CHRONOS TUTORUM

Within this segmented clockwork amulet dwells a daemon whose essence is stretched forever between realspace and the warp. Within the immaterium time is meaningless; past, present and future laid out to the daemon's eyes in an infinite moment. By twisting the amulet's intricate workings, its owner can compel the daemon to snatch fragments of knowledge from across the temporal skein, gaining vital insights that aid them in battle.

Model with a Warlord Trait only. Once per battle, in your Command phase, you can give this model one additional Warlord Trait. You must select a Warlord Trait the bearer could have, and each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results).

SKAELOCH'S TALON

Scrimshawed from the severed talon of the great daemon Skaeloch, this stave seethes with his twisting magicks. The slightest touch to mortal flesh triggers rampant and irreversible mutation.

Model equipped with a force stave only. This Relic replaces a force stave and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Skaeloch's Talon	Melee	Melee	x2	0	2D3

CONNIVING PLATE

This armour was forged across nine hidden and falsified locations by mutant blacksmiths who intoned an endless mantra of lies with every hammer blow. It was quenched in the blood of bureaucrats and priests, and possesses the power to deceive and misdirect even the most skilled of its bearer's enemies in battle.

ARCANA ASTARTES only.

- The bearer has a Save characteristic of 2+.
- In the Fight phase, each time an enemy model within Engagement Range of the bearer selects targets for its attacks, it can only allocate up to half of its close combat attacks against the bearer.

WARPWEAVE MANTLE

This flowing cloak flickers through myriad textures and hues, describing the rune of Tzeentch in every shadow it casts and shape it takes. Its wearer enjoys the favour of Tzeentch and – should they be wounded and their mantle torn – they can harness the magicks that spill from its sundered weave.

- Each time the bearer is selected as the target of a charge, an unmodified charge roll of 9+ for that charge always fails.
- Each time a Psychic test is made for the bearer, if it has lost any wounds, add 1 to that Psychic test.

PARADOXICAL CHATTERFOWL

Worked into the bearer's wargear, this flock of daemonically enchanted skulls clatter their avian beaks as they jabber sanity-twisting riddles, shriek broken prophecies and harangue their bearer's foes with secrets they should not know.

INFANTRY model only. At the start of the Fight phase, select one enemy model within 3" of the bearer and roll one D3. Until the start of the next Fight phase, reduce that model's Weapon Skill and Ballistic Skill characteristics by the result, and subtract the result from Psychic tests made for that model.

THE CHANGE-WROUGHT CHALICE

This goblet takes many forms, appearing differently to all who look upon it. The steaming potion that wells up within it is deadly poison to all but the Tzaangor of Tzeentch; should one of those avian mutants sip from the chalice, they instead gain incredible sorcerous insights as the potion's power burns through their veins.

TZAANGOR SHAMAN only. The bearer knows one additional power from either the Discipline of Change or the Discipline of Vengeance.

INCANDAEUM

This staff was fashioned from the sorcerously crystallized fires of a Tzeentchian Firelord. Roiling tides of apocalyptic flame surge constantly within Incandaeum's iron-hard prison, but only through twisted incantation can they be unleashed.

Model equipped with a force stave only. This Relic replaces a force stave and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Incandaeum (shooting)	12"	Assault D6	5	-2	1
Incandaeum (melee)	Melee	Melee	+3	-1	D3

Abilities: Each time an attack is made with the Incandaeum (shooting) profile of this weapon, that attack automatically hits the target.

PENTAKAIRIC ARMOUR

Only an Infernal Master who has mastered the nine-hundred and ninety-nine rites of ascension may wear the Pentakairic Armour. A ward-etched prison for trammelled daemonic entities, this glowing plate compels its luckless prisoners to wield their full unnatural might in its wearer's defence.

INFERNAL MASTER only.

- This model knows one additional pact (pg 55).
- Once per turn, the first time a saving throw is failed for the bearer, the Damage characteristic of that attack is changed to 0.

THE PRISM OF ECHOES

This ancient crystal is said to have been recovered from amongst the despoiled ruins of Prospero. It resonates with the psychic death-agonies of all those who fell along with their world on its final day, so that even the gheists of the Rubricae are moved to vengeful fury by its presence.

Each time the bearer successfully manifests a Blessing psychic power, double the range of that power's effects.

THE STAVE ABOMINUS

This stave is a compressed and runically imprisoned warp rift given physical form. Every blow struck with it allows clamouring tentacular horrors to lash out from beyond the veil, their ethereal fangs and lashing pseudopods wreaking bloody havoc.

Model equipped with a force stave only. This Relic replaces a force stave and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Stave Abominus	Melee	Melee	+3	-1	1

Abilities: Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

PSYCHIC POWERS

Before the battle, generate the psychic powers for **PSYKER** models from your army that know powers from the Discipline of Change and the Discipline of Vengeance using the following tables. You can either roll one D33 (pg 40) to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** knows.

DISCIPLINE OF CHANGE

11. TZEENTCH'S FIRESTORM

The psyker conjures a raging storm of pink and blue fire down from the skies, that mutates his foes and leaves capering daemons that claw and bite in its wake.

Witchfire: *Tzeentch's Firestorm* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** and roll nine D6. For each roll of 6, that enemy unit suffers 1 mortal wound. If the result of the Psychic test was an unmodified 9+, that enemy unit suffers 1 mortal wound for each roll of 5+ instead.

12. GLAMOUR OF TZEENTCH

The psyker twists and obscures the perceptions of his foes to the point that his allies become all but invisible.

Blessing: *Glamour of Tzeentch* has a warp charge value of 6. If manifested, select one friendly **THOUSAND SONS** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

13. DOOMBOLT

The psyker hurls a bolt of roiling energy that horribly twists its target into abhorrent and mutated new shapes.

Witchfire: *Doombolt* has a warp charge value of 6. If manifested, the closest enemy unit within 18" of and visible to this **PSYKER** suffers 3 mortal wounds.

21. TEMPORAL MANIPULATION

Fashioning a pocket of dilated time around an injured ally, the psyker accelerates the rate at which their flesh reknits.

Blessing: *Temporal Manipulation* has a warp charge value of 5. If manifested, select one friendly **THOUSAND SONS** model (excluding **VEHICLES**) within 12" of this **PSYKER**. That model is healed and regains up to D3 lost wounds. Each model can only per healed once per turn.

22. WEAVER OF FATES

The skeins of the future are laid bare to the psyker, revealing the fates of battle. Forewarned of imminent danger, his warriors dodge bullets and sword blows with seemingly supernatural reflexes.

Blessing: *Weaver of Fates* has a warp charge value of 7. If manifested, select one friendly **THOUSAND SONS** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save.

23. BALEFUL DEVOLUTION

Transmogrifying energies erupt from the psyker's eyes, playing across the enemy's ranks and reducing their proud warriors to mewling beasts.

Witchfire: *Baleful Devolution* has a warp charge value of 8. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** that contains 6 or more models. Roll a number of D6 equal to the result of the Psychic test: for each roll of 6, that enemy unit suffers D3 mortal wounds.

31. CACODAEMONIC CURSE

With dark invocations, the psyker summons cackling daemon imps to infest the enemy's weapons.

Malediction: *Cacodaemonic Curse* has a warp charge value of 6. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, subtract 1 from the Strength characteristic of ranged weapons models in that unit are equipped with.

32. PYRIC FLUX

The psykers makes themselves into a bounteous font of unholy warpflame.

Blessing: *Pyric Flux* has a warp charge value of 5. If manifested, select one friendly **ARCANA ASTARTES** unit within 12" of this **PSYKER**. Until the end of the turn, add 1 to the Strength characteristic of all warpflamers, warpflame pistols and heavy warpflamers (and any Relics that replace one of these weapons) that models in that unit are equipped with.

33. PERPLEX

With perspective-warping illusions the psyker obfuscates his enemies' vision, rendering their targets fluid and indistinct.

Malediction: *Perplex* has a warp charge value of 7. If manifested, select one enemy unit within 24" of this **PSYKER**. Until the start of your next Psychic phase, each time that unit is selected to shoot, units more than 24" away cannot be selected as the target of ranged attacks.

DISCIPLINE OF VENGEANCE

11. GAZE OF HATE

Pure roiling hatred surges through the psyker, becoming first dark fire in their veins then leaping from their eyes in searing columns of annihilating energy. Those struck by them risk being scoured from existence entirely.

Witchfire: *Gaze of Hate* has a warp charge value of 5. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** and roll three D6: for each roll of 4+, that enemy unit suffers 1 mortal wound.

12. TWIST OF FATE

One with sufficient willpower and disregard for their own soul can glean forbidden lore by looking upon the unfettered tides of the warp, plucking silvery skeins of fate from amongst the deadly morass and spinning them into nooses for their luckless foes.

Malediction: *Twist of Fate* has a warp charge value of 8. If manifested, select one enemy unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit cannot use any invulnerable saves.

13. DARK BLESSING

Offering bloody sacrifice to the Dark Gods, the psyker calls down their unbridled generosity upon his foe. Their bodies are wracked by hideous mutations, their sanity collapsing as their mortal forms become a heaving, thrashing mass of horror.

Witchfire: *Dark Blessing* has a warp charge value of 6. If manifested, select one enemy model within 6" of and visible to this **PSYKER** and roll one D6: if the result is greater than the target's Toughness characteristic, its unit suffers D3+3 mortal wounds.

21. PRESAGE

The psyker reads signs and omens in the ebb and flow of battle, the whirling patterns of smoke, the spatter of blood as blades bite home. These gleaned warnings he passes on to his warriors, the better for them to predict and thus strike down their enemies.

Blessing: *Presage* has a warp charge value of 7. If manifested, select one friendly **THOUSAND SONS** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

22. SWELLED BY THE WARP

The psyker opens a ragged channel to the roiling energies of the warp and funnels them recklessly into a chosen target. That warrior's form expands with iron-hard muscle, lashing extra limbs, gnashing fangs and vicious talons that allow them to tear a bloody path through the foe.

Blessing: *Swelled by the Warp* has a warp charge value of 6. If manifested, select one friendly **THOUSAND SONS** model within 12" of this **PSYKER**. Until the start of your next Psychic phase, add 2 to that model's Strength characteristic and 1 to its Attacks characteristic.

23. TEMPORAL SURGE

With a wrench of mind, body and soul the psyker tears ropey strands of temporal energy through the veil from beyond and hurls them out to wind about his allies. Those so blessed are sped into battle all the faster as their garland of stolen time burns swiftly away.

Blessing: *Temporal Surge* has a warp charge value of 7. If manifested, select one friendly **THOUSAND SONS INFANTRY**, **THOUSAND SONS CAVALRY**, or **THOUSAND SONS BEASTS** unit within 6" of this **PSYKER**. That unit can make a Normal Move.

31. EMPYRIC GUIDANCE

The psyker conjures a whirling flock of daemonic imps that bear his comrades' shells and energy blasts across the battlefield on flickering wings of unholy flame.

Blessing: *Empyric Guidance* has a warp charge value of 4. If manifested, select one friendly **THOUSAND SONS** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, add 6" to the Range characteristic of Rapid Fire and Heavy weapons models in that unit are equipped with.

32. PSYCHIC STALK

Astrally projecting a portion of his soul into the warp, the psyker circles the flickering witchfires of his victims' souls. Should their mental defences drop for even a moment, he strikes with predatory swiftness.

Witchfire: *Psychic Stalk* has a warp charge value of 5. If manifested, select one enemy unit that is not a **VEHICLE**, **MONSTER** or **CHARACTER** within 18" of and visible to this **PSYKER**. Roll 2D6: if the result is greater than the unmodified Leadership characteristic of that unit, one model in that unit selected by your opponent is slain.

33. DESECRATION OF WORLDS

The worlds of the galaxy shall tremble and shatter beneath the dolorous tread of the Heretic Astartes, starting with this one! The psyker pours their rage and contempt into the bedrock of the battlefield, tainting it with their warpcraft even as they shatter it apart.

Malediction: *Desecration of Worlds* has a warp charge value of 7. If manifested, select one enemy unit within 24" of and visible to this **PSYKER**. Until the start of your next Psychic phase, each time that unit makes a Normal Move, Advances, Falls Back or makes a charge move, roll one D6 for each model in that unit. For each result of 6, that unit suffers 1 mortal wound.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Thousand Sons, such as Agendas, Battle Traits and Psychic Fortitudes that are bespoke to Thousand Sons units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS

THOUSAND SONS units can attempt to achieve unique Agendas in Crusade battles, which can be found on the page opposite. These Agendas reflect the unique goals and methods of Thousand Sons armies on the battlefield. You can find out more about Agendas in the Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

CHAOS BOONS

Chaos Boons (pg 62) are unique Battle Honours available to Thousand Sons characters. Each of them represent mutated quirks and fateful gifts bestowed by the Changer of the Ways. A warrior who embarks upon this path can ultimately ascend to daemonhood. Tzeentch is fickle, however, and spawndom awaits those that displease him. Chaos Boons are an exciting way to personalise the characters in your Crusade force, but do so with caution, for they come with a risk!

BATTLE TRAITS

Thousand Sons units can select one of the Battle Traits presented on pg 63 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed on Thousand Sons units.

PSYCHIC FORTITUDES

Thousand Sons units can select one of the Psychic Fortitudes presented on pg 63 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique focus and experience with psychic powers that Thousand Sons have.

DISCOVER THE ARCANE

The Thousand Sons are drawn to the occult and the arcane, and will conduct wars in order to further their knowledge or secure powerful artefacts. If you wish, your forces can embark upon a similar journey. By investigating and performing tasks on the battlefield, as described on pages 64-65, your forces can gather and study lore and artefacts, then use them against their enemies.

REQUISITIONS

Thousand Sons armies have access to a number of unique Requisitions, suited to their methods for waging war. You can find these on page 66.



AGENDAS

If your Crusade army includes any **THOUSAND SONS** units, you can select one Agenda from the Thousand Sons Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one Thousand Sons Agenda).

PURSUIT OF KNOWLEDGE

Thousand Sons Agenda

The Thousand Sons will conduct sprawling wars, slaughter armies and burn entire worlds to acquire sorcerous lore.

Keep a Pursuit of Knowledge tally for each **THOUSAND SONS** unit from your army. Add 1 to a unit's Pursuit of Knowledge tally each time it successfully completes the Pursuit of Knowledge action (see below).

If you selected this Agenda, then **THOUSAND SONS PSYKER** units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Pursuit of Knowledge (Action): At the end of your Movement phase, one or more **THOUSAND SONS PSYKER** units from your army can start to perform this action. Each unit from your army that starts to perform this action must be in range of a different objective marker that has not already been plundered by a unit from your army this battle. The action is completed at the end of your turn. If completed, that objective marker is said to have been plundered by a unit from your army.

Each unit gains a number of experience points as follows:

- Each unit gains 1 experience point if it has any marks on its Pursuit of Knowledge tally.
- The unit in your army that has the highest Pursuit of Knowledge tally either earns 2 additional experience points or gains one Chaos Boon (only **CHARACTERS** can gain Chaos Boons – see page 62). If several units are tied for the highest Pursuit of Knowledge tally, you choose which of those units achieves this Agenda.

MALEFIC RITUAL

Thousand Sons Agenda

Complete the ritual, make the offerings, speak the dark words and power untold shall be yours.

Keep a Malefic Ritual tally for each **THOUSAND SONS PSYKER** unit in your army. Add 1 to a unit's Malefic Ritual tally each time it successfully completes the following psychic action (add 2 to its tally instead if it completed it with a Psychic test of 11 or more):

Malefic Ritual (Psychic Action – Warp Charge 7): One **THOUSAND SONS PSYKER** unit from your army can, if it is within 6" of the centre of the battlefield, attempt to perform this psychic action. A unit that attempts to perform this psychic action cannot shoot or charge in a turn in which it successfully completes this psychic action.

Each unit gains a number of experience points equal to its Malefic Ritual tally. In addition, if the combined Malefic Ritual tallies for all units in your army is 3 or more, gain 1 Requisition point.

WRATH OF THE SORCERERS

Thousand Sons Agenda

The Thousand Sons shall see their vengeance writ large in sorcerous flames across the galaxy.

Keep a Wrath of the Sorcerers tally for each **THOUSAND SONS** unit in your army. Add 1 to a unit's Wrath of the Sorcerers tally each time it does any of the following:

- Manifests the *Smite* psychic power
- Manifests a Witchfire psychic power
- Manifests a Malediction psychic power
- Destroys an enemy unit in the Psychic phase

The unit in your army that has the highest Wrath of the Sorcerers tally earns 2 experience points. If two or more units are tied, you choose which unit achieves this Agenda.

ARCANA LONG BURIED

Thousand Sons Agenda

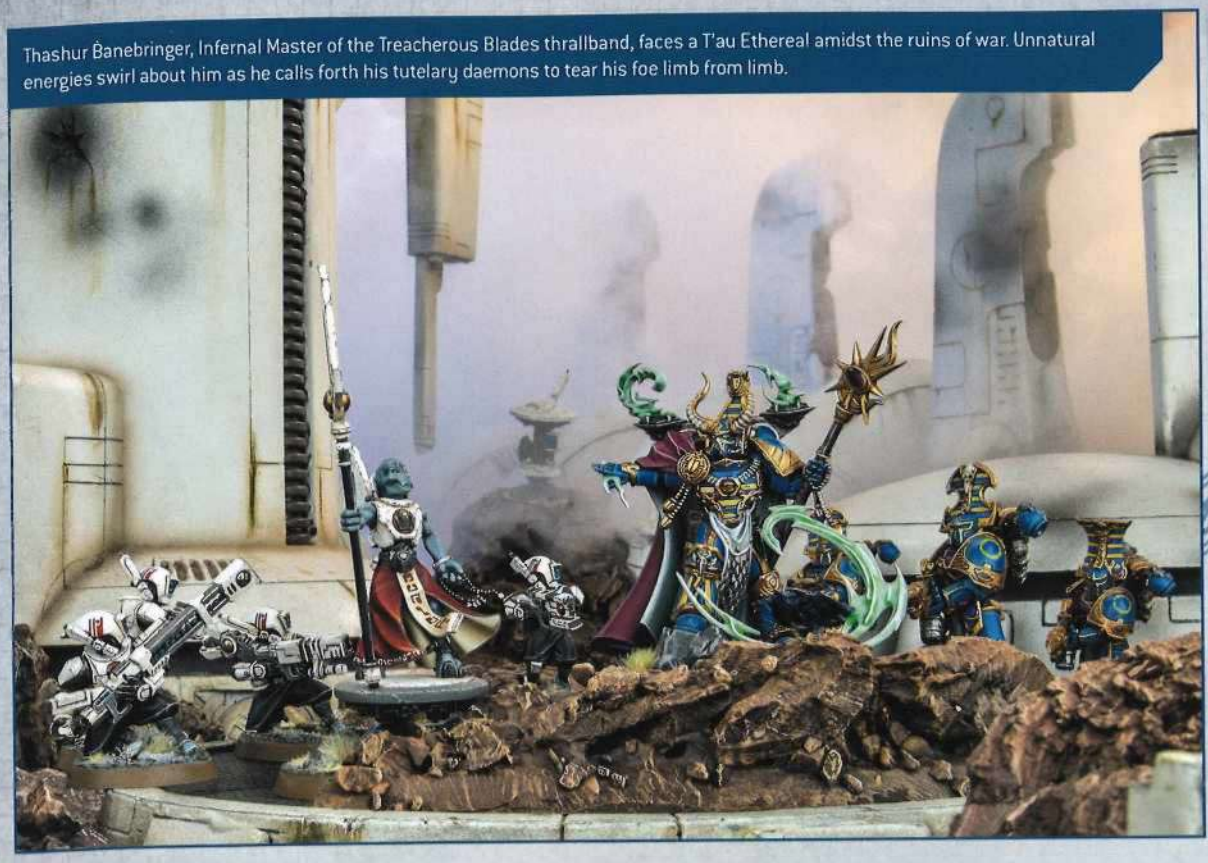
By exhuming the long-buried remains of Rubricae armour, the Thousand Sons can perform rituals of rebinding that soon see the ranks of their thrallbands swollen anew.

Keep an Arcana Long Buried tally for each **THOUSAND SONS** unit from your army. Add 1 to a unit's Arcana Long Buried tally each time it successfully completes the Arcana Long Buried action (see below).

If you selected this Agenda, then **THOUSAND SONS INFANTRY** units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Arcana Long Buried (Action): One **INFANTRY** unit from your army (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is wholly within your opponent's deployment zone. The action is completed at the start of your next Command phase.

Each unit gains a number of experience points equal to their Arcana Long Buried tally. In addition, if the combined Arcana Long Buried tallies for all units in your army is 3 or more, gain 1 Arcane point (pg 64).



Thashur Banebringer, Infernal Master of the Treacherous Blades thrallband, faces a T'au Ethereal amidst the ruins of war. Unnatural energies swirl about him as he calls forth his tutelary daemons to tear his foe limb from limb.

CHAOS BOONS

Chaos Boons are a new type of Battle Honour that can be given to **ARCANA ASTARTES CHARACTERS**. Each time an **ARCANA ASTARTES CHARACTER** model from your army would gain a Battle Honour, you can instead choose for it to gain a Chaos Boon. **DAEMON** models and models with the Exalted Mutation Sorcerous Arcana (pg 45) cannot gain a Chaos Boon, and no model in your Crusade force can have more than three Chaos Boons.

Each time a model gains a Chaos Boon, roll a D33 (pg 40) to determine the result on the table to the right. A model can have more than one Chaos Boon, but if a duplicate result is rolled, the model suffers Spawndom (see below). As with any Battle Honour, make a note on the model's Crusade card when it gains a Chaos Boon, and increase its Crusade points total by 1.

If a model suffers Spawndom, remove it from your Order of Battle: you can replace it with a **THOUSAND SONS CHAOS SPAWN** unit containing 1 model. The new **CHAOS SPAWN** starts with the same number of experience points as the model it replaced and gains the appropriate number of Battle Honours for its rank.

CHAOS BOONS	
D33	**BOON**
11	**Temporal Distortion:** Add 3" to this model's Move characteristic.
12	**Flesh Sigils:** Add 1 to this model's Wounds characteristic.
13	**Avian Talons:** Each time this model makes an attack, if it made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
21	**Appended Limbs:** Add 1 to this model's Attacks characteristic.
22	**Crystalline Body:** Add 1 to this model's Toughness characteristic.
23	**Warp Strider:** You can re-roll Advance and charge rolls made for this model.
31	**Immaterial Edge:** Improve the Armour Penetration characteristic of melee weapons (excluding Relics) that this model is equipped with by 1.
32	**Aura of Illusion:** Each time an attack is made against this model, subtract 1 from that attack's hit roll.
33	**Favoured by Fate:** Once per turn, you can re-roll a single hit roll, wound roll, damage roll or saving throw made for this model.

BATTLE TRAITS

When an **ARCANA ASTARTES CHARACTER** unit gains a Battle Trait, you can use the table below instead of the table in the Warhammer 40,000 Core Book to determine what Battle Trait is gained. To do so, roll one D3 and consult the table below, or choose an option that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

BATTLE TRAITS

D3	TRAIT
1	**Lord of Rubricae** *This champion draws power from the immaterium and channels it into his Rubricae to enhance their might.* This model gains the following ability: '**Lord of Rubricae (Aura)**: while a friendly **THOUSAND SONS RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** unit is within 6" of this model, each time that unit is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.'
2	**A Greater Fate** *This champion is marked for greatness, and his underlings are fated to facilitate his ascension.* Once per battle, when you use an Epic Deed Stratagem, if this unit is selected as the target of that Stratagem, you can use this ability. If you do, that Stratagem costs 0CP.
3	**The Eye of Tzeentch** *The regard of the Change God is upon this champion, propelling them on towards either glory or ruin.* Each time an Out of Action test is failed for this unit, re-roll the test. Each time this model gains a Chaos Boon (pg 62), you can re-roll the result.

PSYCHIC FORTITUDES

When a **THOUSAND SONS** unit gains a Psychic Fortitude, you can use the table below instead of the table in the Warhammer 40,000 Core Book to determine what Psychic Fortitude is gained. To do so, roll one D3 and consult the table below, or choose an option that tells the best narrative for your unit. All the normal rules for Psychic Fortitudes apply (e.g. a unit cannot have the same Psychic Fortitude more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Psychic Fortitude and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

PSYCHIC FORTITUDES

D3	PSYCHIC FORTITUDE
1	**Thrallmaster** *This champion callously plunders his allies' minds for sorcerous secrets, with or without their consent.* While a friendly **THOUSAND SONS PSYKER** unit is within 9" of this unit, this unit knows all psychic powers that unit knows.
2	**Master of the Ritual** *Leading their followers in sprawling psychic rituals, this champion unleashes the curses of Tzeentch upon his foes.* Once per battle, in your Psychic phase, this unit can generate D3 additional Cabal points (pg 71).
3	**Hand of T'Char** *This champion can reach out with empyric talons and sever the fragile strands of his victims' souls, striking them down from afar without even so much as raising his blade.* Once per battle, after this **PSYKER** manifests the *Smite* psychic power, you can select one enemy unit that is in range of and visible to this unit to suffer the mortal wounds, instead of the closest visible enemy unit.

Asmosor squeezed the trigger of his ornate pistol. A rune-etched bolt shell leapt from its muzzle in a gout of sulphurous smoke and roared away towards his target. At the last moment the Aeldari witch sought to evade the shot, no doubt obeying a warning from his prescient other-senses as they screamed of his imminent demise. Against a lesser foe such supernatural defences might have sufficed, but Asmosor was a devotee of the Cult of Scheming. Days before the battle he had learned the name of this rival psyker. Long hours he had spent engraving that name into the metal casing of this bolt round, binding it about with curses and hexes, bleeding one sacrificial thrall after another until the ritual was complete.

Now the bolt bent to his will as did all things trammelled by the mutable laws of reality. Blazing with infernal light, the bolt round arced in mid-flight and bore unerringly down upon the Aeldari. His victim's fluid motions stiffened with shock, became a jerky flurry of gestures that might have been the beginnings of a ballistic ward. It was too little, too late. The hex-bolt ripped through his victim's interlaced fingers in a spray of blood, burrowed into the xenos' helm, then detonated in a gruesome spray.

The Aeldari fell in a forlorn flutter of robes. Asmosor was moving before it even hit the ground. His victim's comrades cried out in dismay and surged to meet him with blades flashing. Their shuriken pistols spat death but he swept the projectiles aside with a contemptuous conjuration. An instant later and his Rubricae were firing, the rapid thumping of their bolters a brutal counterpoint to the hiss of the xenos weapons. Several Aeldari were blown off their feet, bodies and helms pulped by the fusillade.

Compelled by his urgency, the Rubricae bulled their way into the fight and drove his assailants back. Leaving his servants to battle the keening Aeldari, Asmosor fell upon the dead psyker like a carrion bird. He snatched at the dead thing's belt, found the pouch he had known would be there, drew from it the small battered grimoire he had sought for so long. A surge of triumph ran through him as he felt the empyric energies burning within the book, heard the faint echoes of mournful wailing upon the winds of the warp. Even as battle continued to rage around him, Asmosor ripped the grimoire's covers open and contorted his fingers in a sorcerous gesture that drained the power from it in a shimmering tide. With every double heartbeat he felt fresh secrets explode like supernovae in his mind. And with every secret, his power grew...

DISCOVER THE ARCANE

If your Crusade army includes any **THOUSAND SONS** units you can crusade to discover the arcane. Keep an additional note of your army's Arcane points total (the crusade goals, information and notable victories box on your Order of Battle is ideal for this). Your Arcane points total will show how much your Thousand Sons have discovered concerning eldritch lore, ancient artefacts and sorcerous intricacies. Once your Crusade force has accumulated enough Arcane points, you can spend these points and be rewarded with unique bonuses.

ACCUMULATING ARCANE POINTS

The discoveries of your Thousand Sons are measured with Arcane points. Each time you complete one of the requirements listed below, your Crusade force gains 1 Arcane point.

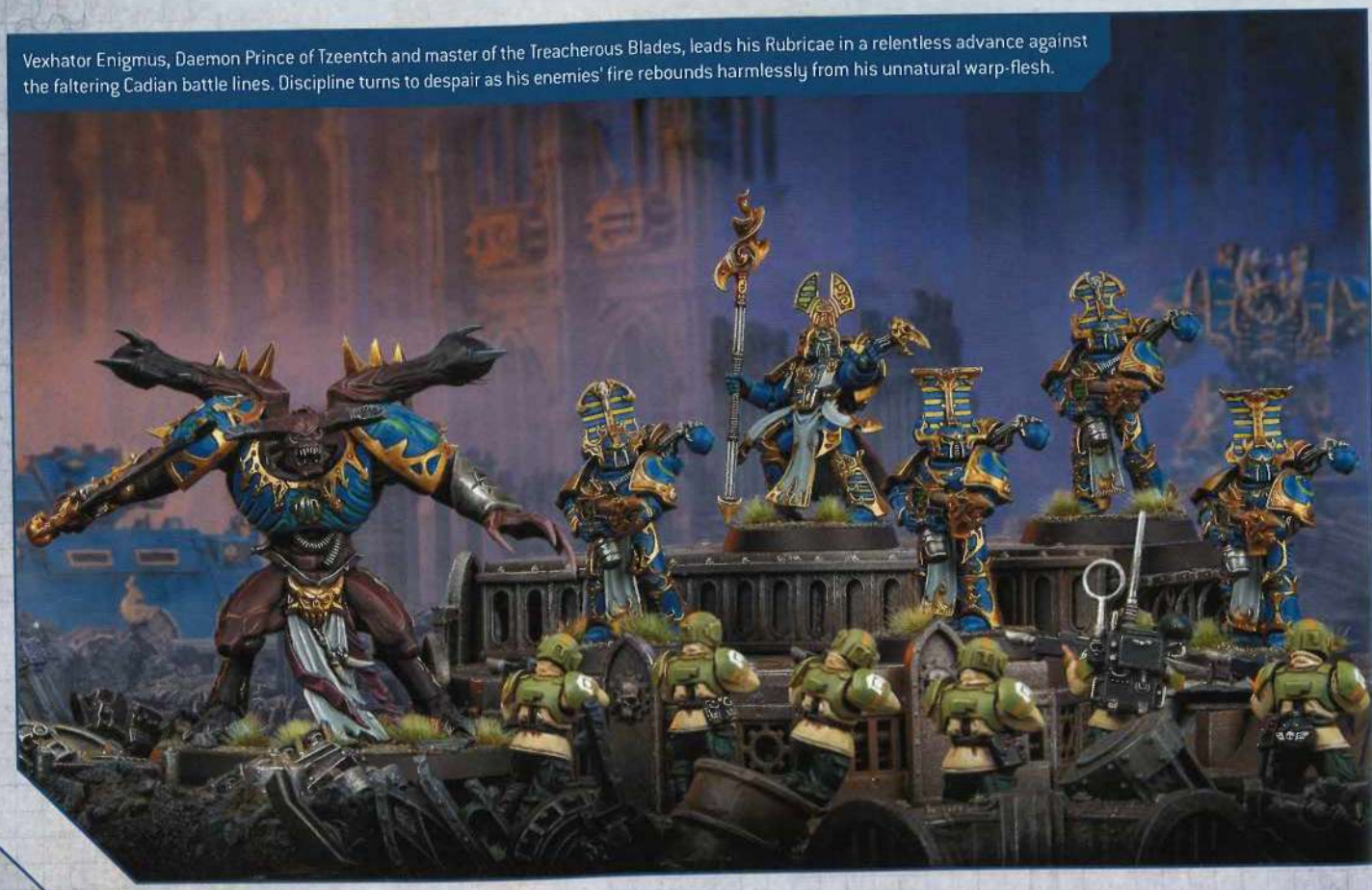
- Win a battle in which you selected the Search for Archeotech (see the Warhammer 40,000 Core Book), Pursuit of Knowledge, Malefic Ritual and/or Arcana Long Buried Agenda (pg 61).
- At the end of the battle, control one or more objective markers in the enemy deployment zone with a **THOUSAND SONS PSYKER** unit from your Crusade army.
- Destroy an enemy **CHARACTER** unit that has a Warlord Trait or Relic with a **THOUSAND SONS PSYKER** unit from your Crusade army.
- Destroy an enemy **PSYKER CHARACTER** with a **THOUSAND SONS PSYKER** unit from your Crusade army.

SPENDING ARCANE POINTS

If you have accumulated enough Arcane points, you can spend them on Arcane Rewards. Arcane Rewards are unique Crusade Relics and psychic powers.

Before or after a battle, you can choose to spend your Arcane points. Select one **ARCANA ASTARTES CHARACTER** unit from your army (excluding named characters) that does not have an Arcane Reward, then select one Arcane Reward that costs equal to or less than the total Arcane points you have accumulated for that unit to gain. Any unspent Arcane points in your pool are then lost – you must investigate a new curio instead.

If you selected an Arcane Reward that is a Crusade Relic, that unit gains that Crusade Relic. If you selected an Arcane Reward that is a psychic power, that unit knows that psychic power in addition to any others they know. In either case, when a unit gains an Arcane Reward increase its Crusade points total by 1.



Vexhator Enigmus, Daemon Prince of Tzeentch and master of the Treacherous Blades, leads his Rubricae in a relentless advance against the faltering Cadian battle lines. Discipline turns to despair as his enemies' fire rebounds harmlessly from his unnatural warp-flesh.

CRUSADE RELICS

TEXT OF WARP-BLOWN ASH .... 10 ARCANE POINTS

These daemonic scrolls change constantly, new secrets and arcane lore etching itself in fire across the blackened parchment before flaking away as ash upon an unnatural breeze.

In your Psychic phase, if your army is a Cabal of Sorcerers and this model is on the battlefield, you generate 1 additional Cabal point (generate 2 additional Cabal points if the bearer has the Battle-hardened rank or better).

BOONSTONE ..... 15 ARCANE POINTS

Once this kaleidoscopic crystal is pressed to its owner's flesh it fuses with them for evermore, forming a channel through which they can syphon empyric energy at will.

Once per battle, this model can unleash the power of this relic. If it does, add 3 to the next Psychic test taken for this model.

MESMERIC STAVE..... 20 ARCANE POINTS

To stare into the searing light of the Mesmeric Stave is to peer through an infernal aperture into, it is said, the depths of the Crystal Labyrinth itself. The minds and souls of those who do this are soon forfeit.

Model equipped with a force stave only. This Relic replaces a force stave and has the following profiles:

WEAPON	RANGE	TYPE	S	AP	D
Mesmeric Stave (melee)	Melee	Melee	x2	-2	3
Mesmeric Stave (ranged)	18"	Assault 1	10	-2	D3+3

PSYCHIC POWERS

THIEF OF FATE..... 10 ARCANE POINTS

This horrific power leeches away its victim's future, the time they have left to them and the deeds they are fated to perform, bestowing that flush of potential upon the caster even as it reduces the victim to less than a shadow upon realspace.

Witchfire: *Thief of Fate* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. That unit suffers 1 mortal wound. Then roll one D6: on a 3+, that unit suffers 1 additional mortal wound. Repeat this process, each time adding 1 to the required result until either the roll is not successful or the enemy unit is destroyed. This model then regains 1 lost wound for each enemy model that was destroyed by this psychic power.

VISIONS OF DOOM ..... 15 ARCANE POINTS

The victim of this power is bombarded with illusions that deceive and bewilder them, and lead them inexorably onto the blades of the Thousand Sons.

Malediction: *Visions of Doom* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, while a friendly **ARCANA ASTARTES** unit is within 3" of this model, each time a model in that unit makes an attack against that enemy unit, you can re-roll the wound roll.

BINDING FLAMES..... 20 ARCANE POINTS

The psyker conjures cold, incorporeal flames that wreathe his warriors. These dancing fires melt damaged armour even as it is rent and torn, moulding it like flowing wax and sealing each breach before the ensorcelled dust within can be spilled.

Blessing: *Binding Flames* has a warp charge value of 7. If manifested, select one friendly **ARCANA ASTARTES** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapons or models making the attack may have.



'I am ascended. I stand enlightened. I am mortal flesh remade into the never-ending stuff of the warp and saturated with the coiling knowledge of the infinite. I am a splinter of that infinite driven deep into the hide of all that stunted minds perceive as real. I am the void, the roiling storm, the keening dirge. I am the power of Tzeentch the Changer made manifest, and I am your death.'

- Vexhator Enigmus, addressing the dismayed Kherlian Conclave in the last moments of their lives

REQUISITIONS

A Crusade army which includes any **THOUSAND SONS** units can spend Requisition points (RP) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

ASCENSION TO POWER — 1RP

This champion's quest for power takes another step forward as their machinations bear fruit and their status within their cult increases accordingly.

Purchase this Requisition when a **THOUSAND SONS EXALTED SORCERER, SORCERER, RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** unit from your Crusade force gains the Heroic or Legendary rank. That model (or in the case of a **RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** unit, the Aspiring Sorcerer or Scarab Occult Sorcerer model in that unit) is upgraded to the Legion Command (pg 44): select one ability for that model as described on page 44, increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if that unit has already been upgraded to the Legion Command or if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

REBINDING RITUAL — 1RP

With perilous rituals and unholy offerings are the rent and ruined plates of Rubricae armour made whole, and the damned echoes of their imprisoned wearers conjured back to serve again.

Purchase this Requisition when taking Out of Action tests for your army. All tests made for **RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** units from your Crusade force are automatically passed.

DAEMONHOOD — 1RP

The ultimate reward for a mortal servant of the Changer of the Ways, the mantle of daemonhood confers immortality and unimaginable dark power, though its price is an eternity of servitude to Tzeentch's will.

Purchase this Requisition when a **THOUSAND SONS** unit from your Crusade force that has three Chaos Boons gains a Battle Honour or would gain a Chaos Boon. Remove that unit from your Order of Battle and replace it with a **THOUSAND SONS DAEMON PRINCE**. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. When adding the new **DAEMON PRINCE** to your Order of Battle, the following rules apply:

- The new **DAEMON PRINCE** starts with the same number of experience points as the unit it replaced and gains the appropriate number of Battle Honours for its rank.
- If the original unit had a Warlord Trait and/or a Relic, then so long as the **DAEMON PRINCE** could have them, it retains them without spending any additional Requisition points.

RUTHLESS POLITICKING — 1RP

Constant power plays, twisted schemes and the puppeting of rivals' agendas characterise the internal hierarchy of every Thousand Sons cult.

Purchase this Requisition after a battle, after updating experience points but before determining Battle Honours, if the **ARCANA ASTARTES CHARACTER** unit from your Crusade force that has the fewest number of experience points earned more experience points during that battle than did the **ARCANA ASTARTES CHARACTER** unit from your Crusade force that took part in that battle that has the highest number of experience points. The former of these two units gains 3 additional experience points.

PATH TO GLORY — 1RP

The path to glory is a perilous road indeed, paved with the skulls of fallen foes. Only by seeking out and slaying the enemy's greatest champions can progress be achieved.

Purchase this Requisition after a battle when you are updating your Crusade cards, if you won that battle and an **ARCANA ASTARTES WARLORD** unit from your Crusade force destroyed the enemy **WARLORD** during that battle. If your **WARLORD** can have a Chaos Boon, it gains one Chaos Boon.

BESEECH THE CHANGER OF THE WAYS — 1RP

Those who take control of their own fate, and who reshape the galaxy to fit their desires, will always draw the regard – and often the rewards – of the Great Sorcerer.

Purchase this Requisition after an **ARCANA ASTARTES CHARACTER** unit from your Crusade force that can gain a Chaos Boon gains a rank. That **CHARACTER** gains one Chaos Boon in addition to whatever other Battle Honour it gains.

FLESH CHANGE — 0RP

The climb to power amongst the Thousand Sons is precipitous, the price of failure always seething within the flesh of Magnus' scions. One slip, one misstep, and hideous damnation awaits.

Purchase this Requisition either before or after a battle. Select one **ARCANA ASTARTES CHARACTER** unit from your Crusade force (excluding **DAEMONS**). Remove that unit from your Order of Battle and replace it with a **THOUSAND SONS CHAOS SPAWN** unit containing 1 model. The new **CHAOS SPAWN** starts with the same number of experience points as the **CHARACTER** it replaced and gains the appropriate number of Battle Honours for its rank.

NAME GENERATOR

If you wish to generate names for your champions of Tzeentch, you can roll a D66 and consult the first table below to see what they are called. A roll on the second table will give your their surname or epithet – at least, one of the many by which they are no doubt known. To roll a D66, simply roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

D66	FIRST NAME
11	Hasmet
12	Akhorath
13	Thasmotep
14	Ahrak
15	Kythanos
16	Tzavus
21	Nyarath
22	Vorthis
23	Svathus
24	H'trathyn
25	Azmek'yr
26	Phyroc
31	Mesmoth
32	Shadr'thar
33	Amon
34	Estophere
35	Khrovas
36	Madrax
41	Sanakht
42	T'sheng
43	Zekhth
44	Usmep
45	Osh'khor
46	Vrekh
51	Zah'mat
52	Khavrys
53	Seth
54	Ahmuz
55	Omarhotec
56	Ish'kas
61	Vyrus
62	Tshang'yr
63	V'kesh
64	Othar
65	Hasmur
66	T'sarvina

D66	SURNAME / EPITHET
11	The Seer
12	Fatetwister
13	The Soulthief
14	Pyreclaw
15	The Living Maze
16	The Splintered
21	Vhex
22	Kh'vash
23	The Puppetmaster
24	*[None]*
25	*[Secret]*
26	The Hexling
31	Kharrogrim
32	The Immolator
33	Vhyre
34	Astraxis
35	The Soulless
36	Thricecursed
41	*[Secret]*
42	Wyrdspinner
43	The Faithless
44	Warptongue
45	Ruinspake
46	The Accursed
51	The Unbound
52	The Gilded
53	Hesp
54	Vharzak
55	Mirrorblade
56	Of the Thousand Eyes
61	Warpweaver
62	The Living Storm
63	The Limitless
64	Infinitus
65	Silvertongue
66	Hawkseye

'There's power in the names of things. With your enemy's name you can curse him or bend him to your will. The true name of a daemon lets you bind the creature. Guard your own name well, lest it prove a weakness for your foes to exploit.'

- Khazorthek the Uncanny



CRUSADE ARMY

James Karch is an Imperial collector and gamer through and through. However, his model cases hide a dark secret, a journey along the twisted path of the heretic that began with a doubles gaming event and ended with a stunning Thousand Sons collection.

Not every Crusade army need be a brand new project. Indeed, one thoroughly enjoyable way to engage with the Crusade ruleset is to take an existing collection that you've played time and again on the matched play battlefields, and give it a fresh lease of life by taking it out on crusade. That's exactly what James Karch has done with his Thousand Sons thrallband, the Treacherous Blades.

James often picks his armies based on the painting challenges and opportunities the models presents. In the case of the Thousand Sons, he was drawn to what he describes as the strong visual character of the range. James especially enjoys the challenge of integrating the more armoured models like Rubricae and Sekhmet with the panoply of feathers, mutant flesh, flowing cloth, and dancing flames visible in the wider Thousand Sons model range. This he has done partly through the expedient of applying a unified palette across his entire collection, and partly by adding a range of models that provide differing heights and focal points to draw the eye.

While aesthetic considerations were a major part of how James put his Crusade army together, narrative and gaming experience were both in his mind also. He especially enjoys the more cunning aspects of Tzeentch as a deity, and relishes unleashing lots of sorcerous powers upon the battlefield – he describes the Psychic phase as almost a mini-game in its own right, that makes the games he plays all the more tactical and interesting. It was these notions that saw James choose the Daemon Prince Vexhator Enigmus as his Warlord. Conventional wisdom has it that the 'competitive' way to equip Daemon Princes is with wings. However, for James this just didn't fit the character he imagined, a scheming manipulator who lurked amidst his warriors and puppeted the wider battle. Knowing he'd enjoy playing with something that felt right over something just designed to win, James built Vexhator as pictured to the right and has had a grand time playing with him since.

Other standout units within this Crusade army are the Infernal Master Thashur Banebringer – a new addition to the ranks who is already proving his worth – and the ferocious Helbrute Khatak the Damned. This latter proved especially potent in one of James' recent Crusade games, storming in with Helbrute hammer swinging to lay low a Trygon being fielded by James' regular gaming opponent, Jes Bickham. With many plans to expand his collection in new ways, and with his subtly converted Aspiring Sorcerers forging new battlefield narratives to add to their old matched play glories, James is only just getting started with the Treacherous Blades.









DATASHEETS

This section contains the datasheets that you will need to fight battles with your Thousand Sons miniatures, as well as the weapon profiles for the wargear they can be equipped with. You can find out how to use datasheets and weapon profiles in the Warhammer 40,000 Core Book.

THE <GREAT CULT> KEYWORD

Many datasheets in this section have the **<GREAT CULT>** keyword. This is a keyword that you can select from the nine Great Cults of the Legion, which are as follows:

- Cult of Prophecy
- Cult of Time
- Cult of Mutation
- Cult of Scheming
- Cult of Magic
- Cult of Knowledge
- Cult of Change
- Cult of Duplicity
- Cult of Manipulation

Most **ARCANA ASTARTES** units are drawn from a Great Cult. When you include such a unit in your army, you must nominate which Great Cult it is from and then replace the **<GREAT CULT>** keyword in every instance on its datasheet with the name of one of the Great Cults mentioned above.

Example: *If you include an Exalted Sorcerer in your army, and you decide it is from the Cult of Knowledge, its* **<GREAT CULT>** *keyword becomes* **CULT OF KNOWLEDGE** *and its Lord of the Thousand Sons ability reads 'While a friendly* **CULT OF KNOWLEDGE CORE** *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

If your army is Battle-forged, you cannot include units from two different Great Cults in the same Detachment (**AHRIMAN** does not belong to any one cult, and so can be included in any **THOUSAND SONS** Detachment). You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WARGEAR

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 92-93.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full; these abilities are described below.

MALICIOUS VOLLEYS

Even before their fall to Chaos, the doctrines of the Thousand Sons emphasised overwhelming, unrelenting firepower.

Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The shooting model's target is within half the weapon's range.
- The shooting model is **INFANTRY** and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a **TERMINATOR**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 92) with the Rapid Fire type.

TELEPORT STRIKE

There are those amongst the Thousand Sons who can, through arcane technology, reality-bending sorcery or a blend of both, be teleported directly into the raging fires of battle.

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

SORCEROUS MASTER

The Sorcerers that lead units of Rubricae into battle also serve as the foci for the roiling energies of the warp itself.

Each time a psychic power is manifested by this unit, each time this unit would attempt to perform a psychic action, and each time this unit would Deny the Witch, measure distances and draw line of sight from this unit's Aspiring Sorcerer or Scarab Occult Sorcerer model. If enemy units have any abilities that require measuring distance or drawing line of sight to **PSYKER** units, do so to this unit's Aspiring Sorcerer or Scarab Occult Sorcerer model.

CABBALISTIC RITUALS

Favoured as they are by Tzeentch, the Thousand Sons are ever-wreathed in the coiling energies of the empyrean. It is the gift of their sorcerous leaders to channel this power through battlefield ritual, beseeching the Changer of the Ways to gift them forbidden knowledge, to enhance their already potent magicks or to ravage their foes with warpfire and mutation.

If every unit from your army (excluding **UNALIGNED** units) has the **THOUSAND SONS** keyword, your army becomes a Cabal of Sorcerers. At the start of your Psychic phase, if your army is a Cabal of Sorcerers, generate Cabal points for your army for each model with this ability that is on the battlefield:

MODEL	CABAL POINTS
Magnus the Red	4
Ahriman, Exalted Sorcerer and Thousand Sons Daemon Prince	3
Sorcerer, Sorcerer in Terminator Armour and Infernal Master	2
Scarab Occult Sorcerer, Aspiring Sorcerer and Tzaangor Shaman	1

In your Psychic phase, you can spend any Cabal points you have to use Cabbalistic Rituals from the list below. Each time you do, reduce the total amount of Cabal points you have by the amount shown. At the end of your Psychic phase, any unspent Cabal points are lost.

In your Psychic phase, unless otherwise specified, you can use each Cabbalistic Ritual once, and each unit from your army can only benefit from one Cabbalistic Ritual. A unit can only benefit from a Cabbalistic Ritual if it has this ability.

IMBUED MANIFESTATION
4 Cabal Points

Like flame leaping along a trail of spilled promethium, the Thousand Sons' magicks feed upon the latent energies clouding the air and race hungrily away through them towards the foe.

Use this Cabbalistic Ritual when a psychic power is successfully manifested by a unit from your army. Add 6" to the range of that psychic power's effects (if that psychic power specifies multiple ranges, e.g. *Astral Blast*, add 6" to the first range specified in that psychic power).

MALEVOLENT CHARGE
4 Cabal Points

The malefic energies of dark sorcery flow together in ever more lethal concentrations into fiery, mutating storms.

Use this Cabbalistic Ritual when a psychic power is successfully manifested by a unit from your army. If the psychic power inflicts mortal wounds on enemy units, after inflicting the mortal wounds select one of those units and inflict D3 additional mortal wounds on that unit.

KINDRED SORCERERS
5 Cabal Points

For an instant, the chanting voices of the Thousand Sons' champions achieve perfect synchronisation, words of malign incantation rolling out like the peal of some cursed bell.

Use this Cabbalistic Ritual after taking a Psychic test for a unit from your army. Add 1 to that Psychic test.

WARP SIGHT
3 Cabal Points

With their tainted souls melded as one amidst the empyrean, what one champion of the cabal sees, all their fellows see also.

Use this Cabbalistic Ritual when a psychic power is successfully manifested by a unit from your army. If the psychic power requires you to select a unit visible to the **PSYKER**, for that manifestation you can select a unit visible to any friendly unit with the Cabbalistic Rituals ability.

ECHOES FROM THE WARP
4 Cabal Points

Plucked from amidst the howling winds of the immaterium and the gibbering of countless damned voices come whispers of invaluable daemonic prophecy.

Use this Cabbalistic Ritual in your Psychic phase. Select one **PSYKER** unit from your army. Until the end of the phase, that unit can perform the following psychic action: **Echoes From the Warp (Psychic Action – Warp Charge 3):** If successful, gain 1 Command point.

PACT FROM BEYOND
7 Cabal Points

Though it is always perilous to make deals with the entities of the warp, the support of one's cabal ameliorates the risks somewhat.

Use this Cabbalistic Ritual when attempting to manifest a psychic power with a unit from your army. Do not make a Psychic test: that Psychic test is passed at the minimum required warp charge value.

CABBALISTIC FOCUS
8 Cabal Points

With the champions of the cabal incanting as one, their sorceries become an unstoppable tidal wave.

Use this Cabbalistic Ritual after a Psychic test made for a unit from your army is passed. That psychic power or psychic action cannot be denied.

PSYCHIC MAELSTROM
8 Cabal Points

By establishing a recursive temporal loop, the cabal are able to lash the enemy with the same terrible moment of loss over and over again.

Use this Cabbalistic Ritual when a unit from your army is selected to manifest psychic powers. Until the end of the phase, that unit can attempt to manifest one Witchfire psychic power that another **PSYKER** in your army has already attempted to manifest during the phase, even though the same psychic power cannot normally be attempted more than once per Psychic phase, and even if that unit does not know that psychic power.

WRATH OF THE IMMATERIUM
9 Cabal Points

Such is the aura of latent energy roiling at the cabal's command, it is as though the daemons of the warp lend their own unnatural power to the champions' conjurations.

Use this Cabbalistic Ritual after taking a Psychic test for a unit from your army. Add 2 to that Psychic test.



Ahriman fights with singular focus and frightening determination. At range he unleashes storms of psychic fury that transmogrify, mutate and erase from existence all who stand before him. Swooping low upon his Disc of Tzeentch, the Arch-Sorcerer strikes down any who survive with his terrifying Black Staff.

AHRIMAN

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ahriman	6"	2+	2+	4	4	6	5	9	3+

Ahriman is equipped with: inferno bolt pistol; Black Staff of Ahriman; frag grenades; krak grenades. Your army can only include one **AHRIMAN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Black Staff of Ahriman	Melee	Melee	+3	-1	3	-
Disc blades	Melee	Melee	4	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Disc of Tzeentch	The bearer has a Move characteristic of 12" and the **FLY** and **CAVALRY** keywords, and does not have the **INFANTRY** keyword.

WARGEAR OPTIONS

- This model can be equipped with 1 Disc of Tzeentch and 1 disc blades (**Power Rating +1**).

ABILITIES

Cabbalistic Rituals (pg 71)

Lord of the Thousand Sons (Aura): While a friendly **THOUSAND SONS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

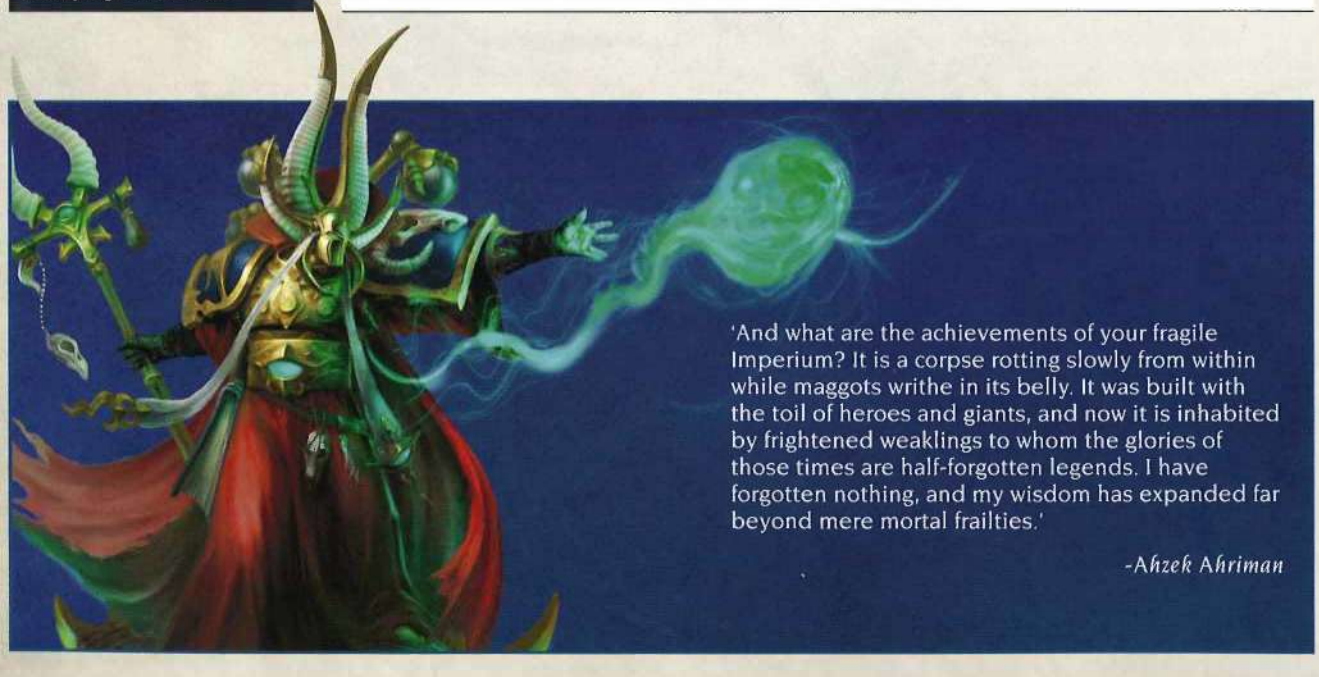
Arch-Sorcerer of Tzeentch: Each time a Psychic test is taken for this model, you can re-roll that test.

Sigil of Corruption: This model has a 4+ invulnerable save.

PSYKER

This model can attempt to manifest three psychic powers in your Psychic phase and attempt to deny three psychic powers in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Discipline of Change (pg 58) and/or the Discipline of Vengeance (pg 59).

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, EXALTED SORCERER, AHRIMAN**



'And what are the achievements of your fragile Imperium? It is a corpse rotting slowly from within while maggots writhe in its belly. It was built with the toil of heroes and giants, and now it is inhabited by frightened weaklings to whom the glories of those times are half-forgotten legends. I have forgotten nothing, and my wisdom has expanded far beyond mere mortal frailties.'

-Ahzek Ahriman

THOUSAND SONS DAEMON PRINCE

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Thousand Sons Daemon Prince	8"	2+	2+	?	6	8	5	10	3+

A Thousand Sons Daemon Prince is equipped with: hellforged sword; malefic talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonic axe	Melee	Melee	+2	-2	3	-
Hellforged sword	Melee	Melee	+1	-3	3	-
Malefic talons	Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Wings	The bearer has a Move characteristic of 12" and the **FLY** keyword.

WARGEAR OPTIONS

- This model's hellforged sword can be replaced with one of the following: 1 daemonic axe; 1 malefic talons.
- This model can be equipped with 1 wings (**Power Rating +2**).

ABILITIES

Cabbalistic Rituals (pg 71)

Chosen of Tzeentch: This model has a 4+ invulnerable save.

Lord of the Thousand Sons (Aura): While a friendly **<GREAT CULT> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Discipline of Change (pg 58) and/or the Discipline of Vengeance (pg 59).

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **CHARACTER, MONSTER, DAEMON, PSYKER, DAEMON PRINCE**



The Daemon Princes of the Thousand Sons are potent sorcerers and monstrous warriors both, terrifying in their martial might. Moreover, their mere presence bends the weave of fate into forms more fortuitous for their designs, ensuring that the warriors they lead to battle strike their enemies down with unnatural precision.

INFERNAL MASTER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Infernal Master	6"	3+	3+	4	4	4	4	9	3+

An Infernal Master is equipped with: inferno bolt pistol; force stave; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Force stave	Melee	Melee	+3	-1	D3	-

ABILITIES

Cabballstic Rituals (pg 71)

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Discipline of Change (pg 58) or the Discipline of Vengeance (pg 59).

PACTS

This model knows two pacts from Infernal Pacts (pg 55). In your Command phase, if this model is on the battlefield, it can attempt to make a pact it knows that has not already been attempted by a friendly model that battle round. Roll one D6; on a 3+, the pact is successful.

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, INFERNAL MASTER**



Infernal Masters forge pacts with daemonic entities, euphemistically called tutelaries. Upon the battlefield they can unleash the powers of these malign familiars to engulf their foes in swarms of momentarily corporeal terrors, to divine whispers of the future or to master the currents of the empyrean itself.



The Sorcerers of the Thousand Sons direct the ranks of Rubricae in battle. All the while they wield their twisted sorceries to wrack the foe with rampant mutation, unleash unnatural firestorms upon the enemy or veil their own warriors behind flickering illusions, protected throughout by the fickle favour of Tzeentch.

SORCERER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sorcerer	6"	3+	3+	4	4	4	4	9	3+

A Sorcerer is equipped with: inferno bolt pistol; force sword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Warpflame pistol	12"	Pistol D6	3	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-

WARGEAR OPTIONS

- This model's inferno bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 warpflame pistol.
- This model's force sword can be replaced with 1 force stave.

ABILITIES

Cabbalistic Rituals (pg 71)

Thrall: For each **<GREAT CULT> EXALTED SORCERER** unit included in a Detachment, one **<GREAT CULT> SORCERER** unit can be included in that Detachment without taking up a Battlefield Role slot.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Discipline of Change (pg 58) and/or the Discipline of Vengeance (pg 59).

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, SORCERER**

EXALTED SORCERER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Exalted Sorcerer	6"	2+	2+	4	4	5	5	9	3+

An Exalted Sorcerer is equipped with: inferno bolt pistol; force stave; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Warpflame pistol	12"	Pistol D6	3	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Disc blades	Melee	Melee	4	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Force stave	Melee	Melee	+3	-1	D3	-
Prosperine khopesh	Melee	Melee	+1	-3	2	-

OTHER WARGEAR	ABILITIES
Disc of Tzeentch	The bearer has a Move characteristic of 12" and the **FLY** and **CAVALRY** keywords, and does not have the **INFANTRY** keyword.

WARGEAR OPTIONS

- This model's inferno bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 warpflame pistol.
- This model can be equipped with 1 Prosperine khopesh.
- This model can be equipped with 1 Disc of Tzeentch and 1 disc blades (**Power Rating +1**).

ABILITIES

Cabbalistic Rituals (pg 71)

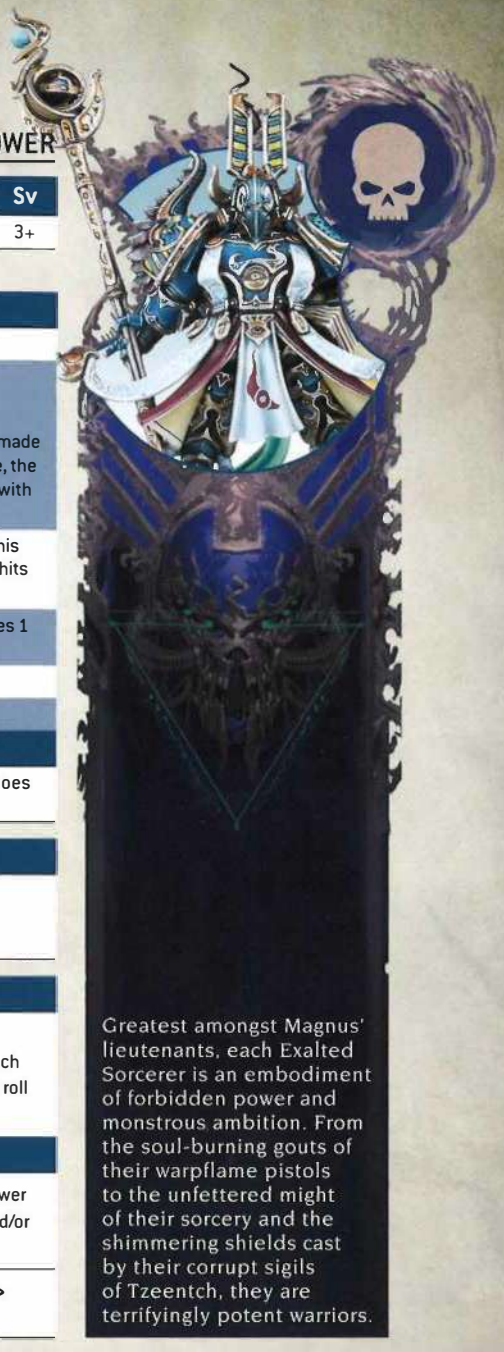
Sigil of Corruption: This model has a 4+ invulnerable save.

Lord of the Thousand Sons (Aura): While a friendly **<GREAT CULT> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Discipline of Change (pg 58) and/or the Discipline of Vengeance (pg 59).

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, EXALTED SORCERER**



Greatest amongst Magnus' lieutenants, each Exalted Sorcerer is an embodiment of forbidden power and monstrous ambition. From the soul-burning gouts of their warpflame pistols to the unfettered might of their sorcery and the shimmering shields cast by their corrupt sigils of Tzeentch, they are terrifyingly potent warriors.

DISCS OF TZEENTCH

Amongst the most coveted of Tzeentch's boons are the Discs of Tzeentch. The greatest champions amongst the Thousand Sons may be blessed with one of these daemonic steeds, allowing them to fly across the battlefield atop the creature's back and rain psychic destruction down from on high. The Tzeentchian mount tethers itself to it's master's psyche, entwining the thoughts of each into a single, symbiotic whole and allowing the disc's rider to perform seemingly impossible feats of aerobatic grace and skill. As befits daemonic manifestations of Tzeentchian power, every disc is a unique and freakish being. Some are fungal in nature, others fleshy, keratinous, formed of living crystal or wrought in seething flame. Many are covered in undulating eyes or other sensory organs that feed directly into the mind of the rider, and most possess rows of jagged blades and serrated teeth with which to eviscerate their rider's enemies. The methods by which Discs of Tzeentch achieve flight are varied and bizarre, from jetting tongues of warpflame to gliding upon invisible sorcerous currents or expelling streams of noxious gasses.





Clad in hulking Terminator plate, a Sorcerer of the Thousand Sons can shrug off even the punishing fire of anti-tank weaponry. So protected, they are free to unleash their mutative magicks with impunity, leading offensives into even the most heavily defended enemy strongpoints and laying low any who bar their path.

SORCERER IN TERMINATOR ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sorcerer in Terminator Armour	5"	3+	3+	4	4	5	4	9	2+

A Sorcerer in Terminator Armour is equipped with: inferno combi-bolter; force stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-
Inferno combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Prosperine khopesh	Melee	Melee	+1	-3	2	-

WARGEAR OPTIONS

- This model's inferno combi-bolter can be replaced with one of the following: 1 inferno combi-melta; 1 Prosperine khopesh.
- This model's force stave can be replaced with 1 force axe.

ABILITIES

Malicious Volleys, Cabbalistic Rituals, Teleport Strike (pg 70-71)

Terminator Armour: This model has a 5+ invulnerable save.

Thrall: For each **<GREAT CULT> EXALTED SORCERER** unit included in a Detachment, one **<GREAT CULT> SORCERER** unit can be included in that Detachment without taking up a Battlefield Role slot.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Discipline of Change (pg 58) and/or the Discipline of Vengeance (pg 59).

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **CHARACTER, INFANTRY, TERMINATOR, PSYKER, SORCERER**









The Sorcerer in Terminator Armour shown to the left is a converted model which serves as excellent inspiration for those wishing to create a similar champion of their own. The base for the model is the Chaos Space Marines Terminator Lord plastic kit – this has been used to provide the legs, torso, cloak and trophy racks as well as the imposing scenic base. The head, force staff and khopesh blade have then been taken from the Scarab Occult Terminator kit in order to give the model a distinctly Thousand Sons aesthetic. Such head and hand swaps are relatively simple, especially with plastic kits of this sort, and the end result looks every inch the Thousand Sons Sorcerer clad in ornate Terminator plate.

THOUSAND SONS CULTISTS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-29	Thousand Sons Cultist	6"	4+	4+	3	3	1	1	5	6+
1	Thousand Sons Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

If this unit contains 11-20 models, it has **Power Rating 5**. If this unit contains 21-30 models, it has **Power Rating 8**. Every model is equipped with: autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Shotgun	18"	Assault 2	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with 1 autopistol and 1 brutal assault weapon.
- For every 10 models this unit contains, 1 Thousand Sons Cultist's autogun can be replaced with one of the following: 1 flamer; 1 heavy stubber.
- The Thousand Sons Cultist Champion's autogun can be replaced with 1 shotgun and 1 brutal assault weapon.

FACTION KEYWORDS: **Chaos, Tzeentch, Thousand Sons**
KEYWORDS: **Infantry, Thousand Sons Cultists**



Countless mortals offer up their souls to Tzeentch in the hopes of reward. For most, this comes in the unenviable form of desperate battle against their former oppressors, being hurled into the enemy's ranks as fodder – sacrificed en masse upon the altar of the battlefield by their uncaring Thousand Sons masters.

TZAANGORS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-19	Tzaangor	6"	4+	4+	4	4	1	1	6	6+
1	Twistbray	6"	4+	4+	4	4	1	2	7	6+

If this unit contains 11-20 models, it has **Power Rating 6**. Every model is equipped with: Tzaangor blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Brayhorn	Add 1 to Advance rolls and charge rolls made for the bearer's unit.
Herd banner	Each time a Morale test is taken for the bearer's unit, you can re-roll that test.

WARGEAR OPTIONS

- Any number of models can each have their Tzaangor blades replaced with 1 autopistol and 1 chainsword.
- 1 Tzaangor not equipped with a herd banner can be equipped with 1 brayhorn.
- 1 Tzaangor not equipped with a brayhorn can be equipped with 1 herd banner.

FACTION KEYWORDS: **Chaos, Tzeentch, Thousand Sons**
KEYWORDS: **Infantry, Bray, Tzaangors**



Brayhorn blasts and avian shrieks herald the onset of the Tzaangors. These mutated shock troops surge into battle wielding baroque blades or roaring chainswords with vicious skill. Return shots and blows are deflected by whirling skeins of dark sorcery, for these creatures belong to Tzeentch body and soul.



Advancing relentlessly, the Rubric Marines lay down withering hails of fire. Sorcerous shells from their inferno weapons and soulreaper cannons blast the enemy apart with ruinous force, while gouts of mutagenic fire from their warpflamers burn and twist flesh and soul alike. Against such an onslaught none can stand for long.

RUBRIC MARINES

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Rubric Marine	6"	3+	3+	4	4	2	2	7	3+
1	Aspiring Sorcerer	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6-10 models, it has **Power Rating 12**. The Aspiring Sorcerer is equipped with: inferno bolt pistol; force stave. Every Rubric Marine is equipped with: inferno boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Soulreaper cannon	24"	Heavy 5	6	-3	1	-
Warpflame pistol	12"	Pistol D6	3	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Warpflamer	12"	Assault D6	4	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Force stave	Melee	Melee	+3	-1	D3	-

OTHER WARGEAR	ABILITIES
Icon of flame	At the start of your Psychic phase, if your army is a Cabal of Sorcerers and the bearer is on the battlefield, you generate 1 additional Cabal point.

WARGEAR OPTIONS

- The Aspiring Sorcerer's inferno bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 warpflame pistol.
- Any number of Rubric Marines can each have their inferno boltgun replaced with 1 warpflamer.
- 1 Rubric Marine can have its inferno boltgun replaced with 1 soulreaper cannon.
- 1 Rubric Marine can be equipped with 1 icon of flame.

ABILITIES

Malicious Volleys, Cabbalistic Rituals, Sorcerous Master (pg 70-71)

Arcane Automata: Each time a Morale test is taken for this unit, it is automatically passed.

All Is Dust: Each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack. In addition, models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

PSYKER

The Aspiring Sorcerer can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Discipline of Change (pg 58) and/or the Discipline of Vengeance (pg 59).

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Arcana Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Infantry, Psyker, Core, Rubric Marines**

HELBRUTE

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Helbrute	6"	3+	3+	6	7	8	5	8	3+

A Helbrute is equipped with: missile launcher; twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Helbrute fist	Melee	Melee	x2	-3	3	Each time the bearer fights, if it is equipped with 2 Helbrute fists, it makes 1 additional attack with this weapon.
Helbrute hammer	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power scourge	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following: 1 Helbrute plasma cannon; 1 multi-melta; 1 reaper autocannon; 1 twin lascannon; 1 Helbrute fist.
- This model's missile launcher can be replaced with one of the following: 1 Helbrute fist; 1 Helbrute hammer; 1 power scourge.
- For each Helbrute fist this model is equipped with, it can be equipped with one of the following: 1 heavy flamer; 1 inferno combi-bolter. That Helbrute fist cannot then be replaced.

ABILITIES

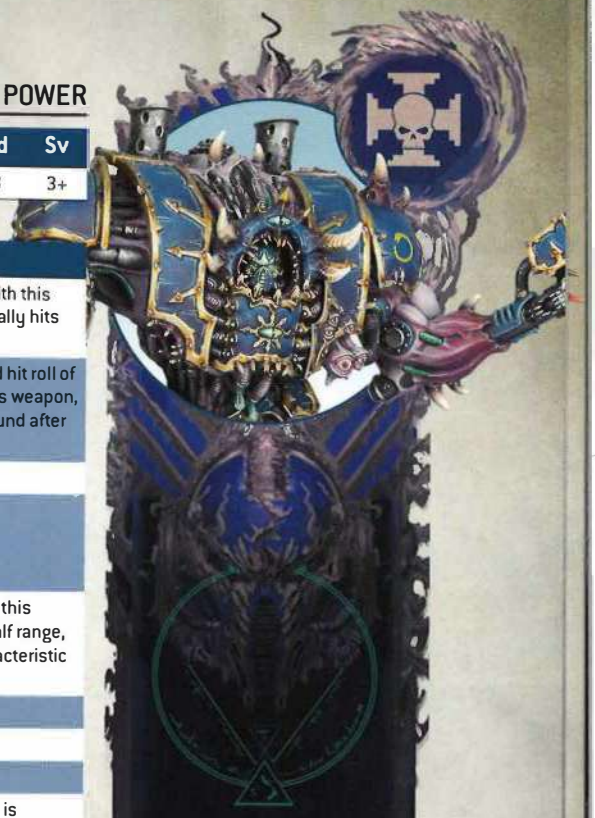
Malicious Volleys (pg 70)

Monstrous Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Frenzy: Each time this model makes an attack, if it has 7 or fewer wounds remaining, re-roll a wound roll of 1.

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Arcana Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Vehicle, Core, Helbrute**



Each Thousand Sons Helbrute is a walking torture chamber, piloted by a mutilated Chaos Space Marine lured and bound by the Legion's Sorcerers into volunteering for this hideous pact. Blending martial might and armoured resilience with murderous insanity, these vile machines are deadly indeed.



The Scarab Occult fight with all the merciless skill they did when they were Magnus' living bodyguards, often striking into the heart of the foe via sorcerous teleportation. Wielding vicious ritual blades based on the ancient Prosperine khopesh, they cleave through those victims not laid low by their salvoes of lethal firepower.

SCARAB OCCULT TERMINATORS 10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Scarab Occult Terminator	5"	3+	3+	4	4	3	3	8	2+
1	Scarab Occult Sorcerer	5"	3+	3+	4	4	3	3	9	2+

If this unit contains 6-10 models, it has **Power Rating 20.** The Scarab Occult Sorcerer is equipped with: inferno combi-bolter; force stave. Every Scarab Occult Terminator is equipped with: inferno combi-bolter; Prosperine khopesh.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy warpflamer	12"	Heavy D6	5	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hellfyre missile rack	36"	Heavy 2	8	-2	D3	-
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-
Soulreaper cannon	24"	Heavy 5	6	-3	1	-
Force stave	Melee	Melee	+3	-1	D3	-
Prosperine khopesh	Melee	Melee	+1	-3	2	-

WARGEAR OPTIONS

- The Scarab Occult Sorcerer's inferno combi-bolter can be replaced with 1 Prosperine khopesh.
- For every 5 models in this unit, 1 Scarab Occult Terminator's inferno combi-bolter can be replaced with one of the following: 1 heavy warpflamer; 1 soulreaper cannon.
- For every 5 models in this unit, 1 Scarab Occult Terminator can be equipped with 1 hellfyre missile rack.

ABILITIES

Malicious Volleys, Cabbalistic Rituals, Teleport Strike, Sorcerous Master (pg 70-71)

Terminator Armour: Every model in this unit has a 5+ invulnerable save.

Arcane Automata: Each time a Morale test is taken for this unit, it is automatically passed.

All Is Dust: Each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack. In addition, models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

PSYKER

The Scarab Occult Sorcerer can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Discipline of Change (pg 58) or the Discipline of Vengeance (pg 59).

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Arcana Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Infantry, Terminator, Psyker, Core, Scarab Occult Terminators**

TZAANGOR SHAMAN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tzaangor Shaman	12"	3+	3+	4	4	4	3	8	6+

A Tzaangor Shaman is equipped with: disc blades; force stave; Disc of Tzeentch.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disc blades	Melee	Melee	4	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Force stave	Melee	Melee	+3	-1	D3	-

OTHER WARGEAR	ABILITIES
Disc of Tzeentch	The bearer has a Move characteristic of 12" and the **FLY** and **CAVALRY** keywords, and does not have the **INFANTRY** keyword.

ABILITIES

Cabbalistic Rituals (pg 71)

Bestial Prophet (Aura): While a friendly **BRAY** or **ENLIGHTENED** unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Discipline of Change (pg 58).

FACTION KEYWORDS: **CHAOS, TZEENTCH, THOUSAND SONS**
KEYWORDS: **CHARACTER, CAVALRY, FLY, PSYKER, TZAANGOR, SHAMAN**



Tzaangor Shamans possess prodigious sorcerous abilities that stem from their faith in Tzeentch, and can unleash ferocious psychic bombardments against the foe as they soar high upon their daemonic discs. The mere presence of these bestial champions inspires the herds they lead to ever greater heights of violence.





Most blessed of all their kind, the Enlightened see the skeins of fate through communion with Tzeentch. They surge to battle atop daemonic discs, their divining spears humming as they sense their predestined prey; their fatecaster greatbows launching ensorcelled arrows from ectoplasmic strings with lethal effect.

TZAANGOR ENLIGHTENED

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Enlightened	12"	3+	3+	4	4	2	2	7	6+
1	Aviarch	12"	3+	3+	4	4	2	3	8	6+

If this unit contains 4-6 models, it has **Power Rating 6**. Every model is equipped with: disc blades; divining spear; Disc of Tzeentch.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Fatecaster greatbow	30"	Assault 1	5	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified hit roll of 2+ is always successful.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Disc blades	Melee	Melee	4	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Divining spear	Melee	Melee	+1	-1	2	-

OTHER WARGEAR	ABILITIES
Disc of Tzeentch	The bearer has a Move characteristic of 12" and the **Fly** and **Cavalry** keywords, and does not have the **Infantry** keyword.

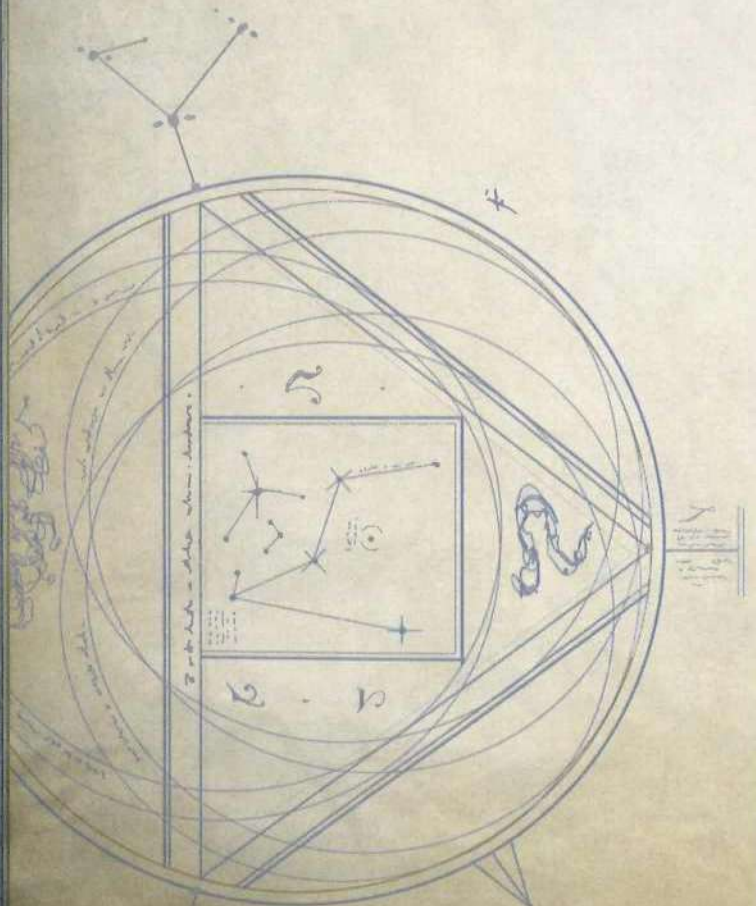
WARGEAR OPTIONS

- All of the models in the unit can have their divining spear replaced with 1 autopistol and 1 chainsword each.
- All of the models in the unit can have their divining spear replaced with 1 fatecaster greatbow each.

ABILITIES

Guided by Fate: Each time a model in this unit makes an attack (excluding an attack made with disc blades), an unmodified hit roll of 6 automatically wounds the target.

FACTION KEYWORDS: **Chaos, Tzeentch, Thousand Sons**
KEYWORDS: **Cavalry, Fly, Tzaangor, Enlightened**



CHAOS SPAWN

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Chaos Spawn	7"	4+	-	5	5	4	2D3	9	5+

If this unit contains 2 models, it has **Power Rating 2**. If this unit contains 3 models, it has **Power Rating 3**. If this unit contains 4 models, it has **Power Rating 4**. If this unit contains 5 models, it has **Power Rating 5**. Every model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES

Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.

Mutated Beyond Reason: The first time this unit is selected to fight in each Fight phase, roll one D3 and consult the table below:

D3	Result
1	**Razor Claws:** Until the end of the phase, the Armour Penetration characteristic of hideous mutations models in this unit are equipped with is changed to -4.
2	**Grasping Pseudopods:** Until the end of the phase, models in this unit have an Attacks characteristic of 3D3.
3	**Toxic Haemorrhage:** Until the end of the phase, each time a model in this unit makes an attack, you can re-roll the wound roll.

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Beast, Chaos Spawn**



Chaos Spawn are roiling masses of mutating flesh and bone that lurch towards the foe with mindless ferocity. They wail and slobber from fanged maws as they lash wildly about themselves with barbed pseudopods, snapping claws and clubbing limbs, tearing and crushing all who do not flee in horror.

CHAOS RHINO

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Rhino (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Chaos Rhino (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Chaos Rhino (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Chaos Rhino is equipped with: inferno combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 inferno combi-bolter; 1 inferno combi-flamer; 1 inferno combi-melta.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **Arcana Astartes Infantry** models. It cannot transport **Terminator** models.

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Arcana Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Vehicle, Transport, Smokescreen, Chaos Rhino**



Many of the Rhino APCs employed by the Thousand Sons are ancient vehicles, their once-noble machine spirits saturated by the malice of the warp, their hulls mutated and discoloured by the energies of unfettered change. Still they bear the foot soldiers of Tzeentch swiftly into battle, guns hammering as they go.



This foul beast is an offence against sanity and all natural order. Its constantly mutating form drags in and expels empyric energy in a wild tempest that twists all about it ever further out of true. Those foes not driven insane by the monster's mere presence are soon warped into fresh horrors by its foul energies.

MUTALITH VORTEX BEAST

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv	Vortex Powers
1	Mutalith Vortex Beast (8+ wounds remaining)	10"	3+	4+	7	7	14	5	7	4+	2
	Mutalith Vortex Beast (4-7 wounds remaining)	8"	4+	4+	7	7	N/A	5	7	4+	1
	Mutalith Vortex Beast (1-3 wounds remaining)	6"	5+	4+	7	7	N/A	5	7	4+	0

A Mutalith Vortex Beast is equipped with: betentacled maw; Mutalith claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Betentacled maw	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Mutalith claws	Melee	Melee	+1	-2	3	-

ABILITIES

Aura of Dark Glory: This model has a 5+ invulnerable save.

Mutant Regeneration: In your Command phase, this model regains up to D3 lost wounds.

Warp Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Warp Vortex: In your Shooting phase, this model can use a number of Vortex Powers as specified in its characteristics table above. Each time this model does so, select one of the powers below that has not been used by a friendly model during this turn and resolve its effects:

Immaterial Flare: Select one enemy unit within 18" of and visible to this model, then roll one D6 for each model in that unit: for each roll of 6, that unit suffers 1 mortal wound.

Turbulent Discharge: Determine the closest enemy unit within 18" of and visible to this model, then roll one D6: on a 2-4, that unit suffers D3 mortal wounds; on a 5+, that unit suffers 3 mortal wounds.

Maelstrom of Madness: Roll one D6 for each enemy unit within 9" of this model: on a 2+, that unit suffers 1 mortal wound.

Beam of Unreality: Select one enemy unit with a Wounds characteristic of 10 or more within 24" of and visible to this model, then roll one D6, subtracting 1 from the result if that enemy unit has the **AIRCRAFT** keyword and adding 1 to the result if that enemy unit has the **TITANIC** keyword. On a 3-4, that unit suffers D3 mortal wounds; on a 5+, that unit suffers D6 mortal wounds.

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **MONSTER, MUTALITH VORTEX BEAST**

CHAOS VINDICATOR

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Vindicator (6+ wounds remaining)	10"	6+	3+	6	8	11	3	8	3+
	Chaos Vindicator (3-5 wounds remaining)	5"	6+	4+	6	8	N/A	D3	8	3+
	Chaos Vindicator (1-2 wounds remaining)	3"	6+	5+	6	8	N/A	1	8	3+

A Chaos Vindicator is equipped with: demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast

OTHER WARGEAR	ABILITIES
Vindicator siege shield	Each time a ranged attack is allocated to the bearer, add 1 to any armour saving throw made against that attack.

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 inferno combi-bolter; 1 inferno combi-flamer; 1 inferno combi-melta.
- This model can be equipped with 1 havoc launcher.
- This model can be equipped with 1 Vindicator siege shield.

ABILITIES

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Arcana Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Vehicle, Smokescreen, Chaos Vindicator**



The Chaos Vindicator is a brutish siege tank whose demolisher cannon fires devastatingly destructive shells that can flatten bunkers, breach fortress walls or vaporise entire squads of foes in a single hit. The Thousand Sons delight in fielding these vehicles, which effect sudden and catastrophic change with every shot.

CHAOS LAND RAIDER

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Land Raider (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Chaos Land Raider (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Chaos Land Raider (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

A Chaos Land Raider is equipped with: twin heavy bolter; 2 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 inferno combi-bolter; 1 inferno combi-flamer; 1 inferno combi-melta.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of **10 Arcana Astartes Infantry** models. Each **Terminator** model takes up the space of 2 models.

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Arcana Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Vehicle, Transport, Machine Spirit, Smokescreen, Chaos Land Raider**



Chaos Land Raiders employed by the Thousand Sons are slab-sided armoured monsters commonly employed to bear Scarab Occult Terminators into battle. Their hulls dance with warpflame or writhe in constant mutagenic peristalsis, even as their arsenal of heavy weapons blazes without cease.



These towering war engines advance upon iron-bound arachnid limbs that crush and rend even as their array of heavy guns rain fire on the foe. Wreathed in infernal warpflame, they shrug off enemy fire by transmuting incoming projectiles, or flow like reknitting flesh to repair damage as swiftly as it is inflicted.

DEFILER

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Defiler (8+ wounds remaining)	8"	3+	3+	8	7	14	5	8	3+
	Defiler (4-7 wounds remaining)	6"	4+	4+	8	7	N/A	5	8	3+
	Defiler (1-3 wounds remaining)	4"	5+	5+	8	7	N/A	5	8	3+

A Defiler is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Defiler cannon	72"	Heavy D6	8	-2	3	Blast
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following: 1 havoc launcher; 1 Defiler scourge.
- This model's reaper autocannon can be replaced with one of the following: 1 twin heavy bolter; 1 twin lascannon.
- This model can be equipped with one of the following: 1 inferno combi-bolter; 1 inferno combi-flamer; 1 inferno combi-melta.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Infernal Regeneration: In your Command phase, this model regains 1 lost wound.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Vehicle, Daemon, Daemon Engine, Smokescreen, Defiler**

FORGEFIEND

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Forgefiend (7+ wounds remaining)	8"	3+	3+	7	7	12	5	8	3+
	Forgefiend (4-6 wounds remaining)	6"	4+	4+	7	7	N/A	5	8	3+
	Forgefiend (1-3 wounds remaining)	4"	5+	5+	7	7	N/A	5	8	3+

A Forgefiend is equipped with: 2 heavy hades autocannons; Forgefiend jaws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ectoplasma cannon	36"	Heavy D3	7	-3	3	Blast
Heavy hades autocannon	48"	Heavy 4	8	-2	2	-
Forgefiend jaws	Melee	Melee	User	-1	2	-

WARGEAR OPTIONS

- This model's 2 heavy hades autocannons can be replaced with 2 ectoplasma cannons.
- This model's Forgefiend jaws can be replaced with 1 ectoplasma cannon.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Infernal Regeneration: In your Command phase, this model regains 1 lost wound.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Vehicle, Daemon, Daemon Engine, Forgefiend**



The ectoplasma cannons and hades heavy autocannons of the Forgefiends draw their furious energies direct from the blazing daemon forges at the heart of each murderous artillery engine. So do they unleash salvoes of blazing weaponised hatred that eradicate the Thousand Sons' enemies in droves.

MAULERFIEND

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Maulerfiend (7+ wounds remaining)	10"	3+	3+	7	7	12	6	8	3+
	Maulerfiend (4-6 wounds remaining)	8"	4+	4+	7	7	N/A	6	8	3+
	Maulerfiend (1-3 wounds remaining)	6"	5+	5+	7	7	N/A	6	8	3+

A Maulerfiend is equipped with: magma cutters; Maulerfiend fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Magma cutters	6"	Assault 2	8	-4	D6+2	-
Lasher tendrils	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.
Maulerfiend fists	Melee	Melee	x2	-3	D3+3	-

WARGEAR OPTIONS

- This model's magma cutters can be replaced with lasher tendrils.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Infernal Regeneration: In your Command phase, this model regains 1 lost wound.

Siege Crawler: Each time a charge roll is made for this unit, you can ignore any or all modifiers to that charge roll.

FACTION KEYWORDS: **Chaos, Tzeentch, Heretic Astartes, Thousand Sons, <Great Cult>**
KEYWORDS: **Vehicle, Daemon, Daemon Engine, Maulerfiend**



Maulerfiends are ferocious daemon engines capable of scaling even sheer fortress walls with their wicked metal talons. Those employed by the Thousand Sons are inescapable, for the daemons within them hunt as much by tracking their prey's future choices as by the lights of their soulspoor.



Predator Destructors use their rapid-firing weaponry to reap a tally of enemy infantry and light vehicles. Those of the Thousand Sons fire streams of shells that dance with unnatural energies, the cackle of their possessor cacodaemons mingling with the chatter of their guns and the screams of their victims.

CHAOS PREDATOR DESTRUCTOR

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Predator Destructor (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Chaos Predator Destructor (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Chaos Predator Destructor (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Chaos Predator Destructor is equipped with: Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons.
- This model can be equipped with one of the following: 1 inferno combi-bolter; 1 inferno combi-flamer; 1 inferno combi-melta.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **VEHICLE, SMOKESCREEN, CHAOS PREDATOR DESTRUCTOR**



The Predator Annihilators of the Thousand Sons stalk enemy armour across the battlefield like carnivorous beasts. Each blast of searing blue-green laser energy they unleash is guided by the precognitive whispers of unnatural entities, while the fires of their engines are stoked by the undying hatred of their crews.

CHAOS PREDATOR ANNIHILATOR

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Predator Annihilator (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Chaos Predator Annihilator (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Chaos Predator Annihilator (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Chaos Predator Annihilator is equipped with: twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons.
- This model can be equipped with one of the following: 1 inferno combi-bolter; 1 inferno combi-flamer; 1 inferno combi-melta.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **VEHICLE, SMOKESCREEN, CHAOS PREDATOR ANNIHILATOR**

HELDRAKE

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Heldrake (7+ wounds remaining)	20-60"	3+	3+	7	7	12	5	8	3+
	Heldrake (4-6 wounds remaining)	20-45"	4+	4+	7	7	N/A	5	8	3+
	Heldrake (1-3 wounds remaining)	20-30"	5+	5+	7	7	N/A	5	8	3+

A Heldrake is equipped with: hades autocannon; Heldrake claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Baleflamer	18"	Assault 2D3	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Hades autocannon	36"	Heavy 4	8	-2	2	-
Heldrake claws	Melee	Melee	User	-2	2	Each time an attack made with this weapon is allocated to an **AIRCRAFT**, that attack has a Damage characteristic of 4.

WARGEAR OPTIONS

- This model's hades autocannon can be replaced with 1 baleflamer.

ABILITIES

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne Predator: Each time you declare a charge with this model, you can only select **AIRCRAFT** units as the target(s) of that charge. This model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Daemonic: This model has a 5+ invulnerable save.

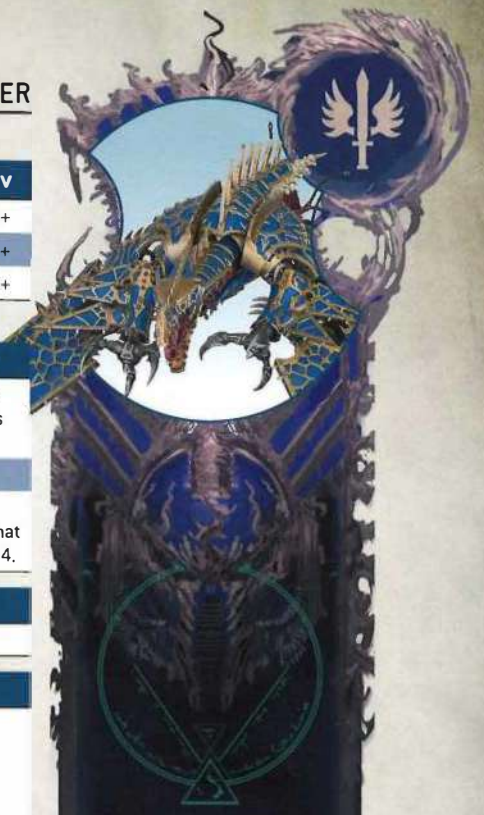
Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne Predator, Hard to Hit and Supersonic abilities.

Infernal Regeneration: In your Command phase, this model regains 1 lost wound.

Hunter in the Skies: Each time this model makes an attack against a unit that can **FLY**, add 1 to that attack's hit roll.

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS, <GREAT CULT>**
KEYWORDS: **VEHICLE, AIRCRAFT, DAEMON, DAEMON ENGINE, FLY, HELORAKE**



Swooping low over the battlefield upon flame-wreathed wings, Heldrakes send their enemies diving for cover. Weaving and jinking like living beasts, they unleash torrents of fire from their blazing jaw-guns, tear enemy aircraft from the skies with their vicious talons, and honour Tzeentch with every sacrificial kill.



None dare meet the one-eyed gaze of the Crimson King. He is a nexus of sorcerous energies, a sentient confluence of fate and magic bound within the shimmering flesh of a daemonic demigod. Magnus unleashes his magicks in an unstoppable tempest, and the luckiest of his victims are those who die swiftly...

MAGNUS THE RED

23 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Magnus the Red (10+ wounds remaining)	16"	2+	2+	8	7	18	8	10	3+
	Magnus the Red (6-9 wounds remaining)	14"	2+	2+	8	7	N/A	7	10	3+
	Magnus the Red (1-5 wounds remaining)	12"	2+	2+	8	7	N/A	6	10	3+

Magnus the Red is equipped with: the Blade of Magnus. Your army can only include one **MAGNUS THE RED**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Blade of Magnus	Melee	Melee	x2	-4	3	Each time after the bearer has fought, select one enemy model that lost any wounds as a result of attacks made with this weapon but was not destroyed. That model's unit suffers D3 mortal wounds.

ABILITIES

Cabbalistic Rituals (pg 71)

Daemon Primarch: If your army is Battle-forged, this model must be your army's **WARLORD**. If more than one model in your army has a rule to this effect, then one of those models must be your army's **WARLORD**.

Primarch of the Thousand Sons (Aura): While a friendly **THOUSAND SONS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Lord of the Planet of the Sorcerers: In your Command phase, select one friendly **THOUSAND SONS CORE** or **THOUSAND SONS CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Crown of the Crimson King: This model has a 4+ invulnerable save. In addition, this model never suffers Perils of the Warp.

Gaze of Magnus: Each time this model manifests the *Smite* psychic power, inflict 06 mortal wounds instead of 03, or 303 mortal wounds instead of 06 if the result of the Psychic test was 11 or more.

Unearthly Power: You can re-roll Psychic tests taken for this model. Each time a Psychic test or Deny the Witch test is taken for this model, add 1 to the result (if this model has 10 or more wounds remaining, add 2 to the result instead).

PSYKER

This model can attempt to manifest three psychic powers in your Psychic phase and attempt to deny three psychic powers in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Discipline of Change (pg 58) and/or the Discipline of Vengeance (pg 59).

FACTION KEYWORDS: **CHAOS, TZEENTCH, HERETIC ASTARTES, ARCANA ASTARTES, THOUSAND SONS**
KEYWORDS: **CHARACTER, MONSTER, DAEMON, PRIMARCH, SUPREME COMMANDER, FLY, PSYKER, MAGNUS THE RED**

POINTS VALUES

You can use this section to determine the points (pts) value of each Thousand Sons unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Ahriman (pg 72)

Unit size ..... 1 model
Unit cost ..... 160 pts
- Disc of Tzeentch ..... +20 pts

Exalted Sorcerer (pg 75)

Unit size ..... 1 model
Unit cost ..... 100 pts
- Disc of Tzeentch ..... +25 pts
- Plasma pistol ..... +5 pts
- Prosperine khopesh ..... +5 pts
- Warpflame pistol ..... +5 pts

Infernal Master (pg 73)

Unit size ..... 1 model
Unit cost ..... 90 pts

Sorcerer (pg 74)

Unit size ..... 1 model
Unit cost ..... 90 pts
- Plasma pistol ..... +5 pts
- Warpflame pistol ..... +5 pts

Sorcerer in Terminator Armour (pg 76)

Unit size ..... 1 model
Unit cost ..... 105 pts
- Inferno combi-melta ..... +5 pts

Thousand Sons Daemon Prince (pg 73)

Unit size ..... 1 model
Unit cost ..... 140 pts
- Daemonic Axe ..... +10 pts
- Hellforged Sword ..... +10 pts
- Wings ..... +35 pts

TROOPS

Rubric Marines (pg 78)

Unit size ..... 5-10 models
Unit cost ..... 21 pts/model
- Icon of flame ..... +10 pts
- Plasma pistol ..... +5 pts
- Soulreaper cannon ..... +10 pts
- Warpflame pistol ..... +5 pts
- Warpflamer ..... +6 pts

Thousand Sons Cultists (pg 77)

Unit size ..... 10-30 models
Unit cost ..... 5 pts/model
- Flamer ..... +5 pts
- Heavy stubber ..... +5 pts

Legion Command (pg 44)

Ardent Automata	20 pts
Battle-psyker	10 pts
Dilettante	35 pts
Loyal Thrall	15 pts
Paradigm of Change	15 pts
Protégé	10 pts
Rehati	25 pts
Rites of Coalescence	15 pts
Witch-warrior	15 pts

Tzaangors (pg 77)

Unit size ..... 10-20 models
Unit cost ..... 7 pts/model
- Brayhorn ..... +10 pts
- Herd banner ..... +5 pts

ELITES

Helbrute (pg 79)

Unit size ..... 1 model
Unit cost ..... 115 pts
- Heavy flamer ..... +10 pts
- Inferno combi-bolter ..... +5 pts
- Multi-melta ..... +5 pts
- Twin heavy bolter ..... +10 pts
- Twin lascannon ..... +20 pts

Scarab Occult Terminators (pg 80)

Unit size ..... 5-10 models
Unit cost ..... 40 pts/model
- Heavy warpflamer ..... +5 pts
- Hellfyre missile rack ..... +10 pts
- Soulreaper cannon ..... +5 pts

Tzaangor Shaman (pg 81)

Unit size ..... 1 model
Unit cost ..... 70 pts

FAST ATTACK

Chaos Spawn (pg 83)

Unit size ..... 1-5 models
Unit cost ..... 23 pts/model

Tzaangor Enlightened (pg 82)

Unit size ..... 3-6 models
Unit cost ..... 18 pts/model

HEAVY SUPPORT

Chaos Land Raider (pg 85)

Unit size ..... 1 model
Unit cost ..... 285 pts
- Havoc launcher ..... +5 pts
- Inferno combi-bolter ..... +5 pts
- Inferno combi-flamer ..... +10 pts
- Inferno combi-melta ..... +10 pts

Chaos Predator Annihilator (pg 88)

Unit size ..... 1 model
Unit cost ..... 130 pts
- Havoc launcher ..... +5 pts
- Heavy bolter ..... +15 pts
- Inferno combi-bolter ..... +5 pts
- Inferno combi-flamer ..... +10 pts
- Inferno combi-melta ..... +10 pts
- Lascannon ..... +20 pts

Chaos Predator Destructor (pg 88)

Unit size ..... 1 model
Unit cost ..... 140 pts
- Havoc launcher ..... +5 pts
- Heavy bolter ..... +15 pts
- Inferno combi-bolter ..... +5 pts
- Inferno combi-flamer ..... +10 pts
- Inferno combi-melta ..... +10 pts
- Lascannon ..... +20 pts

Chaos Vindicator (pg 85)

Unit size ..... 1 model
Unit cost ..... 130 pts
- Havoc launcher ..... +5 pts
- Inferno combi-bolter ..... +5 pts
- Inferno combi-flamer ..... +10 pts
- Inferno combi-melta ..... +10 pts
- Vindicator siege shield ..... +10 pts

Defiler (pg 86)

Unit size ..... 1 model
Unit cost ..... 165 pts
- Defiler scourge ..... +10 pts
- Inferno combi-bolter ..... +5 pts
- Inferno combi-flamer ..... +10 pts
- Inferno combi-melta ..... +10 pts
- Twin heavy bolter ..... +10 pts
- Twin heavy flamer ..... +15 pts
- Twin lascannon ..... +20 pts

Forgefiend (pg 87)

Unit size ..... 1 model
Unit cost ..... 110 pts
- Ectoplasma cannon ..... +15 pts
- Heavy hades autocannon ..... +25 pts

Maulerfiend (pg 87)

Unit size ..... 1 model
Unit cost ..... 140 pts
- Lasher Tendrils ..... +10 pts

Mutalith Vortex Beast (pg 84)

Unit size ..... 1 model
Unit cost ..... 145 pts

DEDICATED TRANSPORT

Chaos Rhino (pg 83)

Unit size ..... 1 model
Unit cost ..... 80 pts
- Additional inferno combi-bolter ..... +5 pts
- Havoc launcher ..... +5 pts
- Inferno combi-flamer ..... +10 pts
- Inferno combi-melta ..... +10 pts

FLYERS

Heldrake (pg 89)

Unit size ..... 1 model
Unit cost ..... 165 pts

LORD OF WAR

Magnus the Red (pg 90)

Unit size ..... 1 model
Unit cost ..... 450 pts

WEAPON PROFILES

On these pages you will find the profiles for all the weapons that Thousand Sons models can be equipped with. Note that some weapons have the Blast ability: this ability is detailed in full in the Warhammer 40,000 Core Book.

Bolt Weapons

Some rules refer to 'bolt weapons'. A bolt weapon is any weapon whose profile includes the word 'bolt' (inferno boltgun, inferno combi-bolter etc.), and any Relic that replaces a bolt weapon (e.g. Coruscator). Rules that apply to bolt weapons only apply to the boltgun profile of combi-weapons, and the boltgun profile of Relics that replace combi-weapons.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Baleflamer	18"	Assault 2D3	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Defiler cannon	72"	Heavy D6	8	-2	3	Blast
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast
Ectoplasma cannon	36"	Heavy D3	7	-3	3	Blast
Fatecaster greatbow	30"	Assault 1	5	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified hit roll of 2+ is always successful.
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Hades autocannon	36"	Heavy 4	8	-2	2	-
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy hades autocannon	48"	Heavy 4	8	-2	2	-
Helbrute plasma cannon	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Heavy stubber	36"	Heavy 3	4	0	1	-
Heavy warpflamer	12"	Heavy D6	5	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hellfyre missile rack	36"	Heavy 2	8	-2	D3	-
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-
Inferno combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Inferno combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Magma cutters	6"	Assault 2	8	-4	D6+2	-
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Shotgun	18"	Assault 2	3	0	1	-
Soulreaper cannon	24"	Heavy 5	6	-3	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Warpflame pistol	12"	Pistol D6	3	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Warpflamer	12"	Assault D6	4	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Betentacled maw	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Black Staff of Ahriman	Melee	Melee	+3	-1	3	-
The Blade of Magnus	Melee	Melee	x2	-4	3	Each time after the bearer has fought, select one enemy model that lost any wounds as a result of attacks made with this weapon but was not destroyed. That model's unit suffers D3 mortal wounds.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Daemonic axe	Melee	Melee	+2	-2	3	-
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Disc blades	Melee	Melee	4	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Divining spear	Melee	Melee	+1	-1	2	-
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-
Forgefiend jaws	Melee	Melee	User	-1	2	-
Helbrute fist	Melee	Melee	x2	-3	3	Each time the bearer fights, if it is equipped with 2 Helbrute fists, it makes 1 additional attack with this weapon.
Helbrute hammer	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Heldrake claws	Melee	Melee	User	-2	2	Each time an attack made with this weapon is allocated to an **AIRCRAFT**, that attack has a Damage characteristic of 4.
Hellforged sword	Melee	Melee	+1	-3	3	-
Hideous mutations	Melee	Melee	User	-2	2	-
Lasher tendrils	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.
Malefic talons	Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Maulerfiend fists	Melee	Melee	x2	-3	D3+3	-
Mutalith claws	Melee	Melee	+1	-2	3	-
Power scourge	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Prosperine khopesh	Melee	Melee	+1	-3	2	-
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex. These are intended to provide precise definitions to help resolve some of the more complex rules interactions that may arise, and players should feel under no obligation to memorise this list. This section also includes a bullet-pointed summary of several Thousand Sons rules. In most games, you may find referencing this summary is all you need to resolve a rule, but if not, follow the page reference to read the entirety of the rule.

All of the models in the unit can have their *Weapon A* replaced with 1 *Weapon B* each: When this wargear option is selected, every single model in that unit that is equipped with Weapon A must have its weapon replaced with Weapon B. It is not possible for only some models in that unit to have their weapon replaced and for others not to.

Any number of models can each have their *Weapon A* replaced with *Weapon B*: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Arcane points (pg 64): A resource generated by Crusade armies that are attempting to Discover the Arcane (see below).

Arcane Rewards (pg 65): Psychic powers and Crusade Relics for Crusade armies that can only be accessed via Discover the Arcane (see below). These can only be given to **ARCANA ASTARTES CHARACTERS** (not named characters) who do not already have a reward.

Bolt weapon (pg 92): A ranged weapon whose profile includes the word 'bolt', or a Relic that replaces a bolt weapon, or the boltgun profile of a combi-weapon.

Brotherhood of Sorcerers (pg 44): Detachment ability for **THOUSAND SONS** Detachments.

Cabal of Sorcerers (pg 71): An army in which every unit (excluding **UNALIGNED** units) has the **THOUSAND SONS** keyword is called a Cabal of Sorcerers.

Cabal points (pg 71): A resource you gain and can spend if you are using the Cabbalistic Rituals ability (see below).

Cabbalistic Rituals (pg 71): An ability for certain units in your army if every unit from your army has the **THOUSAND SONS** keyword (excluding **UNALIGNED** units). This allows you to spend Cabal points to use abilities on units from your army with this ability.

Chaos Boons (pg 62): A Battle Honour category that can only be taken by **ARCANA ASTARTES CHARACTERS** (excluding **DAEMONS**).

Cult of the Legion Detachment (pg 45): A **THOUSAND SONS** Detachment in which every **THOUSAND SONS** unit that is drawn from a Great Cult is from the same Great Cult.

Cult: Shorthand for Great Cult.

Cult psychic power (pg 45): A psychic power associated with one of the nine Great Cults. These are only known by **PSYKER** units that are part of a Cult of the Legion Detachment (and only if they are drawn from the associated Great Cult).

Cult Sorcerous Arcana Relic (pg 45): A Sorcerous Arcana Relic associated with one of the nine Great Cults. These are only available to **CHARACTER** models that are part of a Cult of the Legion Detachment (and only if they, and your **WARLORD**, are drawn from the associated Great Cult).

Cult Warlord Trait (pg 45): A Warlord Trait associated with one of the nine Great Cults. These are only available to **WARLORDS** that are part of a Cult of the Legion Detachment (and only if they are drawn from the associated Great Cult).

Discover the Arcane (pg 64): A Crusade system unique to Thousand Sons in which you must complete tasks to gain Arcane points which can then be spent on Arcane Rewards.

Great Cult (pg 70): THOUSAND SONS units with the **<GREAT CULT>** keyword will belong to one of the 9 Great Cults. When you include such a unit in your army you must select one of these to replace this keyword with: Cult of Prophecy, Cult of Time, Cult of Mutation, Cult of Scheming, Cult of Magic, Cult of Knowledge, Cult of Change, Cult of Duplicity and Cult of Manipulation.

Jealous Tyrant (pg 44): Detachment ability for **THOUSAND SONS** Detachments.

Legion Command (pg 44): An upgrade that can be applied to Exalted Sorcerer, Sorcerer, Sorcerer in Terminator Armour, Aspiring Sorcerer and Scarab Occult Sorcerer models.

Mere Servants (pg 44): Detachment ability for **THOUSAND SONS** Detachments.

Pact (pg 55): THOUSAND SONS INFERNAL MASTERS can attempt to make pacts that they know from Infernal Pacts.

Psychic power type: A psychic power's type is written in **bold** at the start of its rules. There are three types of psychic power described in this Codex: Blessing, Malediction and Witchfire.

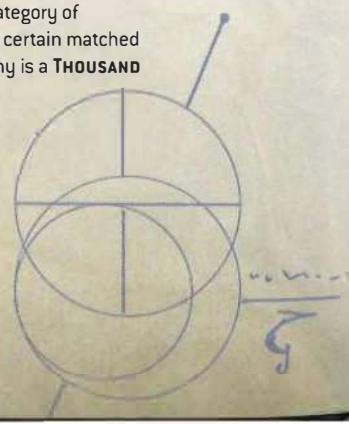
Sorcerous Arcana (pg 56): A type of Relic that can be given to **THOUSAND SONS CHARACTER** models.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Thousand Sons, Battle Tactic, Epic Deed, Strategic Ploy, Requisition and Wargear. A Stratagem can have more than one label: for example, a Stratagem with 'Thousand Sons – Wargear Stratagem' has both the Thousand Sons and Wargear labels.

THOUSAND SONS Detachment (pg 44): A Detachment in a Battle-forged army where every model has the **THOUSAND SONS** keyword (excluding **UNALIGNED** units).

Thousand Sons Agendas (pg 61): A category of additional Agendas that can be used for **THOUSAND SONS** units in certain narrative play mission packs.

Thousand Sons secondary objectives (pg 43): A category of additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **THOUSAND SONS** Detachment.



REFERENCE

BROTHERHOOD OF SORCERERS (PG 44)

- If every unit in a Detachment is **THOUSAND SONS** (excluding **UNALIGNED**), **THOUSAND SONS** units in that Detachment gain the Brotherhood of Sorcerers ability.
- Add 1 to Psychic tests taken for units with this ability.
- If a unit with this ability is **ARCANA ASTARTES** or **TZAANGOR**, each model in the unit has a 5+ invulnerable save.

CABBALISTIC RITUALS (PG 71)

- Cabbalistic Rituals only applies if every model in your army has the **THOUSAND SONS** keyword (excluding **UNALIGNED** models).
- At the start of your Psychic phase, generate Cabal points for your army for each model with this ability that is on the battlefield. The number of Cabal points each model generates is as follows:
  - Magnus the Red – 4
  - Ahriman, Exalted Sorcerer, Daemon Prince – 3
  - Exalted Sorcerer, Sorcerer in Terminator Armour, Infernal Master – 2
  - Aspiring Sorcerer, Scarab Occult Sorcerer, Tzaangor Shaman – 1
- In your Psychic phase, you can spend Cabal points on Cabbalistic Rituals.
- In your Psychic phase, you can use each Cabbalistic Ritual once and each unit from your army can only benefit from one Cabbalistic Ritual.
- At the end of your Psychic phase, any unspent Cabal points are lost.
- **Imbued Manifestation (4 Cabal points):** Use after manifesting a psychic power. Increase that power's range by 6".
- **Malevolent Charge (4 Cabal points):** Use after manifesting a psychic power. If that psychic power inflicts any mortal wounds on enemy units, select one of those units to suffer D3 additional mortal wounds.
- **Kindred Sorcerers (5 Cabal points):** Use after taking a Psychic test. Add 1 to the Psychic test.
- **Warp Sight (3 Cabal points):** Use after manifesting a psychic power. If that psychic power requires you to select a unit visible to the **PSYKER**, you can select a unit that is visible to any friendly unit with the Cabbalistic Rituals ability.
- **Echoes From the Warp (4 Cabal points):** Use in your Psychic phase. One **PSYKER** unit from your army can perform a psychic action (Warp Charge 3). If successful, gain 1 Command point.
- **Pact From Beyond (7 Cabal points):** Use when manifesting a psychic power. Do not take a Psychic test: that Psychic test is passed at the minimum warp charge value.
- **Cabbalistic Focus (8 Cabal points):** Use after taking a successful Psychic test. The psychic power/psychic action cannot be denied.
- **Psychic Maelstrom (8 Cabal points):** Use when selecting a unit to manifest a psychic power. That unit can attempt to manifest a Witchfire psychic power that has already been attempted this phase.
- **Wrath of the Immaterium (9 Cabal points):** Use after taking a Psychic test. Add 2 to the Psychic test.

CULTS OF THE LEGION (PG 45)

- If your army is Battle-forged, **<GREAT CULT> THOUSAND SONS** Detachments in your army gain access to Warlord Traits, psychic powers and Sorcerous Arcana provided every model in that Detachment that is drawn from a cult (see below) is from the same cult.

DETACHMENT ABILITIES (PG 44)

- If your army is Battle-forged, **THOUSAND SONS** Detachments gain the Mere Servants and Jealous Tyrant abilities.
- If your army is Battle-forged, **THOUSAND SONS** units in **THOUSAND SONS** Detachments gain the Brotherhood of Sorcerers ability.
- If your army is Battle-forged, **RUBRIC MARINES**, **SCARAB OCCULT TERMINATORS** and **BRAY** units in **THOUSAND SONS** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

<GREAT CULT> KEYWORD (PG 70)

- When you include a unit with the **<GREAT CULT>** keyword, nominate which of the nine Great Cults it is drawn from.
- Replace every instance of the **<GREAT CULT>** keyword on that unit's datasheet with the name of your chosen cult.

JEALOUS TYRANT (PG 44)

- If your army is Battle-forged, you can have a maximum of one **DAEMON PRINCE** unit in each **THOUSAND SONS** Detachment.

LEGION COMMAND (PG 44).

- If your army is Battle-forged and includes any **THOUSAND SONS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you can upgrade the following models: Exalted Sorcerer, Sorcerer in Terminator Armour, Aspiring Sorcerer and Scarab Occult Sorcerer.
- Doing so increases Power Rating and points value of that model's unit.
- The upgraded model will gain a new ability.
- Each model from your army can be upgraded once.
- Your army (or your Crusade force) cannot include more than one model with the same upgrade.
- Crusade armies must use the Ascension to Power Requisition (pg 66) to upgrade models.

MALICIOUS VOLLEYS (PG 70)

- Make double the number of attacks when shooting a Rapid Fire bolt weapon if the target is within half range, or if the shooting model is an **INFANTRY** model whose unit Remained Stationary in its previous Movement phase, or if the shooting model is a **TERMINATOR** or **HELBRUTE** model.

MERE SERVANTS (PG 44)

- If your army is Battle-forged, you cannot include more **THOUSAND SONS CULTISTS** units in each **THOUSAND SONS** Detachment in your army than **RUBRIC MARINES** and **SCARAB OCCULT TERMINATORS** units.
- If your army is Battle-forged, you cannot include more **BRAY** units in each **THOUSAND SONS** Detachment in your army than **RUBRIC MARINES** and **SCARAB OCCULT TERMINATORS** units.

SORCEROUS MASTER (PG 70)

- Each time this unit manifests a psychic power, attempts to perform a psychic action or Deny the Witch, measure distances and draw line of sight from this unit's Aspiring Sorcerer or Scarab Occult Sorcerer model.
- If enemy units have any abilities that measure distance or draw line of sight to **PSYKER** units, do so to this unit's Aspiring Sorcerer or Scarab Occult Sorcerer model.

TELEPORT STRIKE (PG 70)

- During deployment, you can set units up in a teleportarium chamber instead of setting them up on the battlefield.
- Any such unit can then arrive during the Reinforcements step of one of your Movement phases.
- When such a unit arrives, set it up on the battlefield more than 9" from any enemy models.





GLORY TO TZEENTCH!

The Thousand Sons advance into battle amidst gouts of kaleidoscopic warpflame and bolts of raw sorcery. At their heart stride the Rubricae, Chaos Space Marines transformed into relentless automata by dark magicks and haunted by the tormented souls of their former selves. These implacable warriors level salvo after salvo against the foe, marching unstoppably to war at the command of the mighty Sorcerers who rule their fractured Legion. Around them come shrieking herds of Tzaangor, chanting cultists, twisted war engines and immense beasts whose very presence triggers madness and mutation. Led by the towering figure of the Daemon Primarch Magnus the Red, these sanity-blasting hosts surge into battle to work the will of Tzeentch. Everything they do furthers the labyrinthine plans of their deity. To fight the Thousand Sons is to battle the entangling strands of fate itself, never knowing whether, even in victory, you are serving their vengeful and maddening ends.

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