

THOUSAND SONS

ARMY RULE

The Thousand Sons channel their arcane power through battlefield ritual, beseeching the Changer of the Ways to gift them forbidden knowledge or ravage their foes with warpfire and mutation.

CABAL OF SORCERERS

If your Army Faction is **THOUSAND SONS**, at the end of your Command phase, each model from your army with this ability that is on the battlefield (excluding Battle-shocked models) generates you a number of Cabal points equal to the number shown in its ability (e.g. a model with the Cabal of Sorcerers 2 ability would generate you 2 Cabal points). The combined total of these is your Cabal points pool. During the battle round, you can use Rituals from the list below, deducting the Cabal points cost of each one from your Cabal points pool. If you do not have enough Cabal points for a Ritual, you cannot use it. Each Ritual can only be used once per phase. At the start of your next Command phase, your Cabal points pool resets to zero. Each time you use a Ritual, select one **THOUSAND SONS PSYKER** model from your army (excluding models that have already been selected for this rule this turn), then apply that Ritual's effect using that **PSYKER**.

WEAVER OF FATES (PSYCHIC)

2 CABAL POINTS

Use this Ritual at the start of any phase. Once during that phase, when a saving throw is failed for a friendly **THOUSAND SONS** model whose unit is within 18" of this **PSYKER**, you can re-roll that saving throw.

TEMPORAL SURGE (PSYCHIC)

5 CABAL POINTS

Use this Ritual at the start of your Shooting phase. Select one friendly **THOUSAND SONS** unit within 18" of this **PSYKER**; unless that unit is within Engagement Range of one or more enemy units, it can make a Normal move. If it does, that unit is not eligible to declare a charge this turn. The same unit cannot be selected for this Ritual more than once per phase.

ECHOES FROM THE WARP (PSYCHIC)

6 CABAL POINTS

Use this Ritual at the start of any phase. Once this phase, you can select this **PSYKER**'s unit as the target of a Stratagem for OCP, even if you have already used that Stratagem this phase.

DOOMBOLT (PSYCHIC)

7 CABAL POINTS

Use this Ritual at the start of your Shooting phase. Select one enemy unit within 18" of and visible to this **PSYKER** (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this **PSYKER**) and roll one D6: on a 1, that enemy unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D3+3 mortal wounds; on a 6, that enemy unit suffers D3+6 mortal wounds.

TWIST OF FATE (PSYCHIC)

9 CABAL POINTS

Use this Ritual at the start of your Shooting phase. Select one enemy unit within 18" of and visible to this **PSYKER**; until the end of the phase, each time a **THOUSAND SONS** model from your army makes a ranged attack that targets that unit, improve the Armour Penetration characteristic of that attack by 2.



THOUSAND SONS – CULT OF MAGIC

DETACHMENT RULE

If your Army Faction is **THOUSAND SONS**, you can use this Cult of Magic Detachment rule.

KINDRED SORCERY

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

In your Command phase, you can select one of the abilities listed below to take effect until the start of your next Command phase.

MALEVOLENT CHARGE

Psychic weapons equipped by **THOUSAND SONS** models from your army have the **[LETHAL HITS]** ability.

PSYCHIC MAELSTROM

Psychic weapons equipped by **THOUSAND SONS** models from your army have the **[SUSTAINED HITS 1]** ability.

WRATH OF THE IMMATERIUM

Psychic weapons equipped by **THOUSAND SONS** models from your army have the **[DEVASTATING WOUNDS]** ability.



THOUSAND SONS – CULT OF MAGIC

STRATAGEMS

If you are using the Cult of Magic Detachment rule, you can use these Cult of Magic Stratagems.



1CP

PSYCHIC DOMINION

CULT OF MAGIC – EPIC DEED STRATAGEM

To pit one's own psychic prowess against the sorcerous might of the Thousand Sons is to be trapped, helpless and screaming, within one's own mind.

WHEN: Any phase, just after an enemy unit has selected its targets.

TARGET: One **THOUSAND SONS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, all attacks made against your unit with Psychic weapons have the **[HAZARDOUS]** ability and all models in your unit have the Feel No Pain 4+ ability against Psychic Attacks.



1CP

DESTINED BY FATE

CULT OF MAGIC – EPIC DEED STRATAGEM

The Architect of Fate has great designs for his pawns, which do not include their untimely demise just yet...

WHEN: Any phase, when a saving throw is failed for a **THOUSAND SONS PSYKER** model from your army.

TARGET: That **PSYKER** model.

EFFECT: Change the Damage characteristic of that attack to 0.



1CP

DEVASTATING SORCERY

CULT OF MAGIC – BATTLE TACTIC STRATAGEM

This warrior'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.

WHEN: Your Shooting phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Psychic Attack, you can re-roll the Hit roll and you can re-roll the Wound roll.



1CP

ENSORCELLED INFUSION

CULT OF MAGIC – STRATEGIC PLOY STRATAGEM

Utilising the fell powers of the warp, Thousand Sons Sorcerers infuse their minions' bolter rounds with empyric energies to render them even deadlier.

WHEN: Your Shooting phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, all inferno bolt pistols, inferno boltguns, inferno combi-bolters and inferno combi-weapons equipped by models in your unit have the **[PSYCHIC]** ability and a Strength characteristic of 5.

THOUSAND SONS – CULT OF MAGIC

STRATAGEMS

If you are using the Cult of Magic Detachment rule, you can use these Cult of Magic Stratagems.



SORCEROUS MIGHT

CULT OF MAGIC – 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 eldritch assaults to temporarily boost their potency.

WHEN: Your Shooting phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, add 9" to the range of Psychic weapons equipped by your unit.

1CP



WARP SIGHT

CULT OF MAGIC – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Shooting phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army and one enemy unit that is visible to that unit.

EFFECT: Until the end of the phase, each time a friendly **THOUSAND SONS PSYKER** model makes an attack with a Psychic weapon that targets that enemy unit, that attack has the **[INDIRECT FIRE]** and **[IGNORES COVER]** abilities.

2CP



THOUSAND SONS – CULT OF MAGIC ENHANCEMENTS

If you are using the Cult of Magic Detachment rule, you can use these Cult of Magic Enhancements.

LORD OF FORBIDDEN LORE

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

THOUSAND SONS PSYKER model only. The bearer can be selected to use a Ritual even if another **PSYKER** from your army has already been selected to use that Ritual this phase.

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.

THOUSAND SONS PSYKER model only. In your Command phase, if the bearer is on the battlefield and is not Battle-shocked, it generates you 1 additional Cabal point this phase.

UMBRALEFIC CRYSTAL

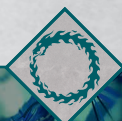
By siphoning the perpetual gloom from the location where the cursed planet Mangel III once existed in realspace, a cabal of sorcerers from the Cult of Magic created the Umbralific Crystal. One in command of this powerful relic can use its energies to temporarily fold space, creating a gate of sorcerous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

THOUSAND SONS model only. Once per battle, in your Command phase, you can remove the bearer's unit from the battlefield. If you do, in the Reinforcements step of your next Movement phase, set that unit back up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

ARCANE VORTEX

This ritualistic locus is formed from the matter of arcane objects, their substance broken down at a molecular level and added to a nexus of energy surrounding the creator. When battle is joined, the sorcerer draws upon this power, all the better to unleash warp-fuelled destruction upon the enemy.

THOUSAND SONS model only. Add 1 to the Strength and Damage characteristics of Psychic weapons equipped by the bearer.





AHRIMAN

M

6"

T

4

SV

3+

W

5

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Inferno bolt pistol [PISTOL]

12"

1

2+

4

-1

1

Psychic Stalk [PRECISION, PSYCHIC]

18"

1

2+

6

-1

D6



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Black Staff of Ahriman [PSYCHIC]

Melee

5

2+

7

-1

3

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers 3**

Rubric Lord: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

Arch-Sorcerer of Tzeentch (Psychic): Once per battle, you can select this model to use a Ritual for 0 Cabal points (see Cabal of Sorcerers). If you do, all the other rules for using Rituals still apply.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, CHAOS, TZEENTCH, AHRIMAN

FACTION KEYWORDS:
THOUSAND SONS

AHRIMAN

Amongst his cursed Legion, Ahriman is second only to his gene-sire in the potent warp magicks he unleashes in battle. He is a dread sorcerer and master manipulator, weaving schemes and plots that he enforces through his cabal of subservient psykers and the ranks of Rubricae who march at his command.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ahriman – EPIC HERO

This model is equipped with: inferno bolt pistol; Psychic Stalk; Black Staff of Ahriman.

LEADER

This model can be attached to the following unit:

- RUBRIC MARINES

AHRIMAN

Your army cannot contain both **AHRIMAN** and **AHRIMAN ON DISC OF TZEENTCH**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, CHAOS, TZEENTCH, AHRIMAN





FACTION KEYWORDS:
THOUSAND SONS

AHRIMAN ON DISC OF TZEENTCH

M	T	SV	W	LD	OC
10"	4	3+	6	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno bolt pistol [PISTOL]	12"	1	2+	4	-1	1
Psychic Stalk [PRECISION, PSYCHIC]	18"	1	2+	6	-1	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Staff of Ahriman [PSYCHIC]	Melee	5	2+	7	-1	3

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers 3**

Rubric Lord: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

Arch-Sorcerer of Tzeentch (Psychic): Once per battle, you can select this model to use a Ritual for 0 Cabal points (see Cabal of Sorcerers). If you do, all the other rules for using Rituals still apply.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, FLY, CHAOS, TZEENTCH, AHRIMAN ON DISC OF TZEENTCH

FACTION KEYWORDS: THOUSAND SONS

AHRIMAN *ON DISC OF TZEENTCH*

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ahriman – EPIC HERO

This model is equipped with: Psychic Stalk; inferno bolt pistol; Black Staff of Ahriman.

LEADER

This model can be attached to the following unit:

- RUBRIC MARINES

AHRIMAN

Your army cannot contain both **AHRIMAN** and **AHRIMAN ON DISC OF TZEENTCH**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, FLY, CHAOS, TZEENTCH, AHRIMAN ON DISC OF TZEENTCH





FACTION KEYWORDS: THOUSAND SONS

THOUSAND SONS LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-1	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-1	1
Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin inferno heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: Deadly Demise D6

Assault Ramp: Each time a unit disembarks from this **TRANSPORT** after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, CHAOS, TZEENTCH, LAND RAIDER



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS 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.



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Thousand Sons Land Raider

This model is equipped with: 2 soulshatter lascannons; twin inferno heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **THOUSAND SONS INFANTRY** models (excluding **CULTIST** and **TZAANGOR** models). Each **TERMINATOR** model takes up the space of 2 models.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, CHAOS, TZEENTCH, LAND RAIDER





FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	4



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-1	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-1	1
Inferno heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-2	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator twin lascannon [TWIN-LINKED]	48"	1	3+	14	-3	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

Annihilator: Each time this model makes a ranged attack that targets a **MONSTER** or **VEHICLE** unit, re-roll a Damage roll of 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, CHAOS, TZEENTCH, PREDATOR ANNIHILATOR**



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS PREDATOR ANNIHILATOR

Each blast of searing laser energy these vehicles 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.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 lascannons
 - 2 inferno heavy bolters
- This model can be equipped with one of the following:
 - 1 inferno combi-bolter
 - 1 inferno combi-weapon
- This model can be equipped with 1 havoc launcher.

UNIT COMPOSITION

- 1 Thousand Sons Predator Annihilator

This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, CHAOS, TZEENTCH, PREDATOR ANNIHILATOR





FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS PREDATOR DESTRUCTOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	4



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-1	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-1	1
Inferno heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-2	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

Destructor: Each time this model makes a ranged attack that targets an **INFANTRY** unit, improve the Armour Penetration characteristic of that attack by 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, CHAOS, TZEENTCH, PREDATOR DESTRUCTOR



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS PREDATOR DESTRUCTOR

These Predator Destroyers rapidly 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.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 lascannons
 - 2 inferno heavy bolters
- This model can be equipped with one of the following:
 - 1 inferno combi-bolter
 - 1 inferno combi-weapon
- This model can be equipped with 1 havoc launcher.

UNIT COMPOSITION

- 1 Thousand Sons Predator Destructor

This model is equipped with: Predator autocannon; armoured tracks.

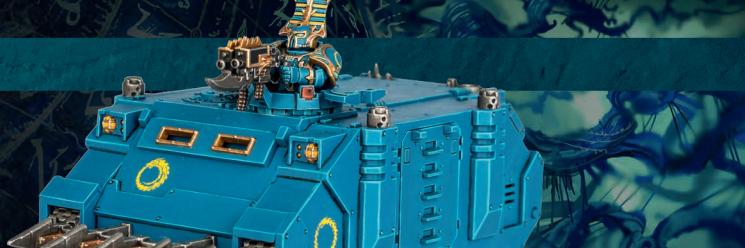
KEYWORDS: VEHICLE, SMOKE, CHAOS, TZEENTCH, PREDATOR DESTRUCTOR





FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-1	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

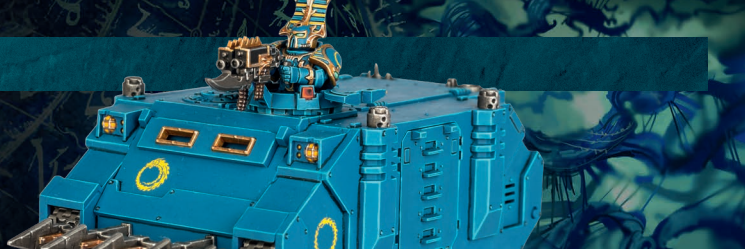
Self Repair: At the start of your Command phase, this model regains 1 lost wound.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, TZEENTCH, RHINO

FACTION KEYWORDS: THOUSAND SONS

THOUSAND SONS 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.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 additional inferno combi-bolter
 - 1 inferno combi-weapon
- This model can be equipped with 1 havoc launcher.

UNIT COMPOSITION

- 1 Thousand Sons Rhino

This model is equipped with: inferno combi-bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **THOUSAND SONS INFANTRY** models (excluding **CULTIST**, **TZAANGOR** and **TERMINATOR** models).

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, TZEENTCH, RHINO



FACTION KEYWORDS: THOUSAND SONS

THOUSAND SONS CHAOS SPAWN

M

8"

T

5

SV

4+

W

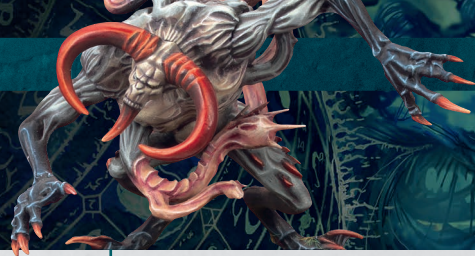
4

LD

7+

OC

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Hideous mutations

Melee

D6+2

4+

5

-1

2

ABILITIES

CORE: **Feel No Pain 5+**

Regenerating Monstrosities: At the start of each player's Command phase, one model in this unit regains up to D3 lost wounds.

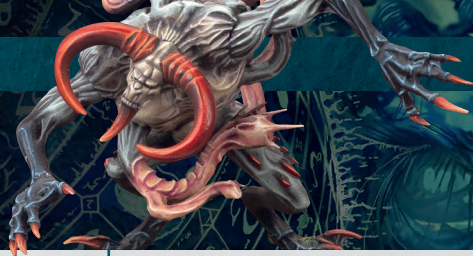
INVULNERABLE SAVE

5+

KEYWORDS: **BEAST, CHAOS, TZEENTCH, SPAWN**FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS 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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 2 Chaos Spawn

Every model is equipped with: hideous mutations.

KEYWORDS: **BEAST, CHAOS, TZEENTCH, SPAWN**



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS VINDICATOR

M	T	SV	W	LD	OC
10"	11	2+	11	6+	3



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Demolisher cannon [BLAST]

24"

D6+3

3+

14

-3

D6

Havoc launcher [BLAST]

48"

D6

3+

5

0

1

Inferno combi-bolter [RAPID FIRE 2]

24"

2

3+

4

-1

1

Inferno combi-weapon

24"

1

4+

4

-1

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Armoured tracks

Melee

3

4+

6

0

1

ABILITIES

CORE: **Deadly Demise D3**

Siege Shield: When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, CHAOS, TZEENTCH, VINDICATOR



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS 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.



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Thousand Sons Vindicator

This model is equipped with: demolisher cannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, CHAOS, TZEENTCH, VINDICATOR



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS DEFLER

M

8"

T

10

SV

3+

W

14

LD

6+

OC

5



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Defiler cannon [BLAST]

48"

D6+3

3+

10

-1

3

Havoc launcher [BLAST]

48"

D6

3+

5

0

1

Inferno combi-bolter [RAPID FIRE 2]

24"

2

3+

4

-1

1

Inferno combi-weapon

24"

1

4+

4

-1

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Reaper autocannon

36"

4

3+

7

-1

1

[DEVASTATING WOUNDS, SUSTAINED HITS 1]

Twin heavy flamer

12"

D6

N/A

5

-1

1

[IGNORES COVER, TORRENT, TWIN-LINKED]

Twin inferno heavy bolter

36"

3

3+

5

-2

2

[SUSTAINED HITS 1, TWIN-LINKED]

Twin lascannon [TWIN-LINKED]

48"

1

3+

12

-3

D6+1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Defiler claws

Melee

5

3+

16

-3

D6+1

Defiler scourge [EXTRA ATTACKS]

Melee

3

3+

12

-1

2

ABILITIES

CORE: **Deadly Demise D3**

Scuttling Walker: Each time this model makes a Normal, Advance or Fall Back move, it can move over friendly **MONSTER** and **VEHICLE** models and terrain features that are 4" or less in height as if they were not there.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

KEYWORDS: **VEHICLE, WALKER, DAEMON, SMOKE, CHAOS, TZEENTCH, DEFLER**FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS DEFILER

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.



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Thousand Sons Defiler

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

KEYWORDS: VEHICLE, WALKER, DAEMON, SMOKE, CHAOS, TZEENTCH, DEFILER



FACTION KEYWORDS:
THOUSAND SONS

EXALTED SORCERER

M

6"

T

4

SV

3+

W

5

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Astral Blast [BLAST, DEVASTATING WOUNDS, PSYCHIC]

18"

D6

2+

6

-2

D3

Inferno bolt pistol [PISTOL]

12"

1

2+

4

-1

1



Plasma pistol – standard [PISTOL]

12"

1

2+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

2+

8

-3

2

Warpflame pistol [IGNORES COVER, PISTOL, TORRENT]

12"

D6

N/A

3

-1

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Force weapon [PSYCHIC]

Melee

5

2+

6

-1

D3

Prosperine khopesh

Melee

4

3+

5

-2

2



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, CHAOS, TZEENTCH, EXALTED SORCERER

ABILITIES

CORE: Leader

FACTION: Cabal of Sorcerers 2

Arcane Shield (Psychic): While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Rebind Rubricae (Psychic): In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: THOUSAND SONS

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.



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.

UNIT COMPOSITION

- 1 Exalted Sorcerer

This model is equipped with: Astral Blast; inferno bolt pistol; force weapon.

LEADER

This model can be attached to the following unit:

- RUBRIC MARINES

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, CHAOS, TZEENTCH, EXALTED SORCERER





FACTION KEYWORDS: THOUSAND SONS

EXALTED SORCERER ON DISC OF TZEENTCH

M	T	SV	W	LD	OC
12"	4	3+	6	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arcane Fire [IGNORES COVER, PSYCHIC, TORRENT]	18"	D6	N/A	6	-2	D3
Inferno bolt pistol [PISTOL]	12"	1	2+	4	-1	1
➤ Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
➤ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Warpflame pistol [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	5	2+	6	-1	D3
Prosperine khopesh	Melee	4	3+	5	-2	2

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, FLY, PSYKER, CHAOS, TZEENTCH, EXALTED SORCERER

ABILITIES

CORE: Leader

FACTION: Cabal of Sorcerers 2

Arcane Shield (Psychic): While this model is leading a unit, models in that unit a 4+ invulnerable save.

Binding Tendrils (Psychic): In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks made with its Arcane Fire; until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from its Move characteristic and subtract 2 from Charge rolls made for it.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: THOUSAND SONS

EXALTED SORCERER ON DISC OF TZEENTCH

Only the greatest wielders of esoteric power are said to be granted one of Tzeentch's daemonic steeds. Exalted Sorcerers ride these soaring Discs on plumes of arcane flame while they manipulate coruscating energy in twisting firestorms.



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.

UNIT COMPOSITION

- 1 Exalted Sorcerer

This model is equipped with: Arcane Fire; inferno bolt pistol; force weapon.

LEADER

This model can be attached to the following unit:

- RUBRIC MARINES

KEYWORDS: INFANTRY, CHARACTER, FLY, PSYKER, CHAOS, TZEENTCH, EXALTED SORCERER

FACTION KEYWORDS: THOUSAND SONS

THOUSAND SONS FORGEFIEND

M

8"

T

10

SV

3+

W

12

LD

6+

OC

3



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Ectoplasma cannon [BLAST]

36"

D3

3+

10

-3

3

Hades autocannon

36"

6

3+

8

-1

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Forgefiend claws

Melee

3

3+

6

0

1

Forgefiend jaws

Melee

5

3+

7

0

2

ABILITIES

CORE: **Deadly Demise D3**

Blazing Salvoes: In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, DAEMON, CHAOS, TZEENTCH, FORGEFIEND



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS FORGEFIEND

The ectoplasma cannons and Hades 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.



WARGEAR OPTIONS

- This model's 2 Hades autocannons can be replaced with 2 ectoplasma cannons.
- This model's Forgefiend jaws can be replaced with 1 ectoplasma cannon and 1 Forgefiend claws.

UNIT COMPOSITION

- **1 Thousand Sons Forgefiend**

This model is equipped with: 2 Hades autocannons;
1 Forgefiend jaws.

KEYWORDS: VEHICLE, WALKER, DAEMON, CHAOS, TZEENTCH, FORGEFIEND







FACTION KEYWORDS:
THOUSAND SONS


THOUSAND SONS HELBRUTE

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Helbrute plasma cannon [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-1	1
 Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
 Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin inferno heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-2	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHAOS, TZEENTCH, HELBRUTE

ABILITIES

CORE: **Deadly Demise 1**

Arcane Knowledge Amidst Babbling Insanity (Aura): Each time a friendly **THOUSAND SONS PSYKER** model within 9" of this model is selected to use a Ritual, you gain 1 Cabal point.

Helbrute Fists: If this model is equipped with two Helbrute fists, those weapons have the [TWIN-LINKED] ability.

INVULNERABLE SAVE

5+

FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS 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.



WARGEAR OPTIONS

- This model's multi-melta can be replaced with one of the following:
 - 1 Helbrute plasma cannon
 - 1 twin autocannon
 - 1 twin inferno heavy bolter
 - 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 inferno combi-bolter
 - 1 heavy flamer

UNIT COMPOSITION

- 1 Thousand Sons Helbrute

This model is equipped with: missile launcher; multi-melta; close combat weapon.

KEYWORDS: VEHICLE, WALKER, CHAOS, TZEENTCH, HELBRUTE



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS HELDRAKE

M	T	SV	W	LD	OC
20+"	9	3+	12	6+	0



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
Hades autocannon	36"	6	3+	8	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Heldrake claws [ANTI-FLY 2+, DEVASTATING WOUNDS]	Melee	5	3+	7	-1	2

ABILITIES

CORE: Deadly Demise D3, Hover

Flame-wreathed: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, AIRCRAFT, FLY, DAEMON, CHAOS, TZEENTCH, HELDRAKE

FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS HELDRAKE

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.



WARGEAR OPTIONS

- This model's Hades autocannon can be replaced with 1 baleflamer.

UNIT COMPOSITION

- 1 Thousand Sons Heldrake

This model is equipped with: Hades autocannon; Heldrake claws.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, DAEMON, CHAOS, TZEENTCH, HELDRAKE



FACTION KEYWORDS:
THOUSAND SONS

INFERNAL MASTER

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Inferno bolt pistol [PISTOL]

12"

1

2+

4

-1

1



Screamer Invocation – witchfire [PSYCHIC, TORRENT]

18"

2D3

N/A

6

-2

1


Screamer Invocation – focused witchfire
[HAZARDOUS, PSYCHIC, TORRENT]

18"

2D6

N/A

6

-2

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Force weapon [PSYCHIC]

Melee

4

3+

6

-1

D3



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, CHAOS, TZEENTCH,
INFERNAL MASTER

ABILITIES

CORE: Leader

FACTION: Cabal of Sorcerers 2

Malefic Maelstrom (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Glimpse of Eternity (Psychic): Once per turn, you can change the result of one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model to an unmodified 6.

INVULNERABLE SAVE

5+



FACTION KEYWORDS:
THOUSAND SONS

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Infernal Master

This model is equipped with: inferno bolt pistol; Screamer Invocation; force weapon.

LEADER

This model can be attached to the following unit:

- RUBRIC MARINES

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, CHAOS, TZEENTCH, INFERNAL MASTER



FACTION KEYWORDS: THOUSAND SONS

MAGNUS THE RED

M	T	SV	W	LD	OC
14"	11	2+	16	5+	6



RANGED WEAPONS

Gaze of Magnus [DEVASTATING WOUNDS, PSYCHIC]	24"	3D3	2+	9	-2	3
Tzeentch's Firestorm [BLAST, PSYCHIC]	24"	D6+3	2+	5	-1	2

MELEE WEAPONS

Blade of Magnus – strike [DEVASTATING WOUNDS, PSYCHIC]	Melee	7	2+	16	-3	3
Blade of Magnus – sweep [PSYCHIC]	Melee	14	2+	8	-1	1

CRIMSON KING

Impossible Form [Psychic]: Each time an attack is made against this **PSYKER** (excluding Psychic Attacks), subtract 1 from that attack's Damage characteristic.

Treason of Tzeentch [Psychic]: At the start of your opponent's Shooting phase, you can select one enemy unit within 24" of and visible to this **PSYKER**. Until the end of the phase, ranged weapons equipped by models in that unit have the [HAZARDOUS] ability.

Time Flux [Aura, Psychic]: While a friendly **THOUSAND SONS** unit is within 6" of this **PSYKER**, add 2" to the Move characteristic of models in that unit.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, PSYKER, FLY, CHARACTER, EPIC HERO, DAEMON, CHAOS, TZEENTCH, PRIMARCH, MAGNUS THE RED

ABILITIES

CORE: Deadly Demise D6, Deep Strike

FACTION: Cabal of Sorcerers 4

Unearthly Power: At the start of the battle round, select one of the abilities in the Crimson King section (see left). Until the start of the next battle round, this model has that ability.

Lord of the Planet of the Sorcerers [Aura]: While a friendly **THOUSAND SONS PSYKER** unit is within 6" of this model, each time a model in that unit makes a Psychic Attack, add 1 to the Hit roll and add 1 to the Wound roll.

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: THOUSAND SONS

MAGNUS THE RED

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...



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Magnus the Red – EPIC HERO

This model is equipped with: Gaze of Magnus; Tzeentch's Firestorm; Blade of Magnus.

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

KEYWORDS: MONSTER, PSYKER, FLY, CHARACTER, EPIC HERO, DAEMON, CHAOS, TZEENTCH, PRIMARCH, MAGNUS THE RED





FACTION KEYWORDS: THOUSAND SONS

THOUSAND SONS MAULERFIEND

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Magma cutter [MELTA 2]	6"	2	3+	9	-4	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lasher tendrils [EXTRA ATTACKS]	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

ABILITIES

CORE: Deadly Demise D3

Prophetic Hunters: You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, DAEMON, CHAOS, TZEENTCH, MAULERFIEND



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS 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.



WARGEAR OPTIONS

- This model's lasher tendrils can be replaced with 2 magma cutters.

UNIT COMPOSITION

- 1 Thousand Sons Maulerfiend

This model is equipped with: lasher tendrils; Maulerfiend fists.

KEYWORDS: VEHICLE, WALKER, DAEMON, CHAOS, TZEENTCH, MAULERFIEND



FACTION KEYWORDS:
THOUSAND SONS

MUTALITH VORTEX BEAST

M	T	SV	W	LD	OC
10"	10	4+	13	6+	4

⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➡️	Warp vortex – blast [BLAST]	24"	D6+3	3+	9	-2	2
➡️	Warp vortex – beam [DEVASTATING WOUNDS]	24"	1	3+	18	-4	D6+6
➡️	Warp vortex – torrent [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	1
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Betentacled maw	Melee	15	3+	7	0	1
	Mutalith claws	Melee	5	3+	9	-2	4

➡️ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, DAEMON, CHAOS, TZEENTCH, MUTALITH VORTEX BEAST

ABILITIES

CORE: **Deadly Demise D6, Feel No Pain 5+**

Mutating Vortex (Aura): At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each enemy unit within range of this ability must then take a Battle-shock test.

Immaterial Flare (Aura): While a friendly THOUSAND SONS PSYKER unit is within 6" of this model, each time that unit uses a Ritual that specifies a range, you can double that range while resolving that Ritual.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

FACTION KEYWORDS:
THOUSAND SONS

MUTALITH VORTEX BEAST

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Mutalith Vortex Beast

This model is equipped with: warp vortex; betentacled maw; Mutalith claws.

KEYWORDS: MONSTER, DAEMON, CHAOS, TZEENTCH, MUTALITH VORTEX BEAST



FACTION KEYWORDS:
THOUSAND SONS

RUBRIC MARINES

M

5"

T

4

SV

3+

W

2

LD

6+

OC

2



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Inferno bolt pistol [PISTOL]

12"

1

3+

4

-1

1

Inferno boltgun

24"

2

3+

4

-1

1



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2

Soulreaper cannon [DEVASTATING WOUNDS]

24"

6

3+

6

-1

1

Warpsmite

18"

2

3+

4

-3

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PISTOL, PSYCHIC]

Warpflame pistol [PISTOL, IGNORES COVER, TORRENT]

12"

D6

N/A

3

-1

1

Warpflamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

-1

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Close combat weapon

Melee

2

3+

4

0

1

Force weapon [PSYCHIC]

Melee

3

3+

6

-1

D3



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS – ALL MODELS: INFANTRY, BATTLELINE, CHAOS, TZEENTCH, RUBRIC MARINES | ASPIRING SORCERER: PSYKER

ABILITIES

FACTION: Cabal of Sorcerers 1*

**Aspiring Sorcerer model only*

Bringers of Change: Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1. If the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead.

WARGEAR ABILITIES

Icon of Flame: Each time a model in the bearer's unit makes a ranged attack, if a Critical Wound is scored, improve the Armour Penetration characteristic of that attack by 1.

INVULNERABLE SAVE

5+

FACTION KEYWORDS: THOUSAND SONS

RUBRIC MARINES

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.



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's inferno boltgun can be replaced with 1 soulreaper cannon.
- 1 Rubric Marine can be equipped with 1 icon of flame.

UNIT COMPOSITION

- 1 Aspiring Sorcerer
- 4-9 Rubric Marines

The Aspiring Sorcerer is equipped with: inferno bolt pistol; Warpsmite; force weapon.

Every Rubric Marine is equipped with: inferno boltgun; close combat weapon.

KEYWORDS – ALL MODELS: INFANTRY, BATTLELINE, CHAOS, TZEENTCH, RUBRIC MARINES | ASPIRING SORCERER: PSYKER




**FACTION KEYWORDS:
THOUSAND SONS**

SCARAB OCCULT TERMINATORS

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy warpflamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-1	1
Soulreaper cannon [DEVASTATING WOUNDS]	24"	6	3+	6	-1	1
Warpsmite [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PISTOL, PSYCHIC]	18"	3	3+	4	-3	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	3	3+	5	-2	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Cabal of Sorcerers 1***

**Scarab Occult Sorcerer model only*

Implacable Guardians: While this unit contains one or more **PSYKER** models, each time an attack is made against this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

INVULNERABLE SAVE

4+

KEYWORDS – ALL MODELS: **INFANTRY, TERMINATOR, CHAOS, TZEENTCH, SCARAB OCCULT TERMINATORS** | SCARAB OCCULT SORCERER: **PSYKER**

FACTION KEYWORDS:
THOUSAND SONS

SCARAB OCCULT TERMINATORS

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.



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.

UNIT COMPOSITION

- 1 Scarab Occult Sorcerer
- 4-9 Scarab Occult Terminators

The Scarab Occult Sorcerer is equipped with: inferno combi-bolter; Warpsmite; force weapon.

Every Scarab Occult Terminator is equipped with: inferno combi-bolter; Prosperine khopesh.

KEYWORDS – ALL MODELS: INFANTRY, TERMINATOR, CHAOS, TZEENTCH, SCARAB OCCULT TERMINATORS | SCARAB OCCULT SORCERER: PSYKER



FACTION KEYWORDS: THOUSAND SONS

THOUSAND SONS SORCERER

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Fires of the Abyss [PISTOL, PSYCHIC, SUSTAINED HITS 3]

12"

2D6

2+

5

-1

1

Inferno bolt pistol [PISTOL]

12"

1

2+

4

-1

1



Plasma pistol – standard [PISTOL]

12"

1

2+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

2+

8

-3

2

Warpflame pistol [IGNORES COVER, PISTOL, TORRENT]

12"

D6

N/A

3

-1

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Force weapon [PSYCHIC]

Melee

4

3+

6

-1

D3



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, CHAOS, TZEENTCH, SORCERER



FACTION KEYWORDS:
THOUSAND SONS

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers 1**

Empyric Guidance (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Illusions of Tzeentch (Psychic): While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

INVULNERABLE SAVE

5+

THOUSAND SONS SORCERER

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.



WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Thousand Sons Sorcerer**

This model is equipped with: Fires of the Abyss; inferno bolt pistol; force weapon.

LEADER

This model can be attached to the following unit:

- **RUBRIC MARINES**

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, CHAOS, TZEENTCH, SORCERER



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS SORCERER IN TERMINATOR ARMOUR

M

5"

T

5

SV

2+

W

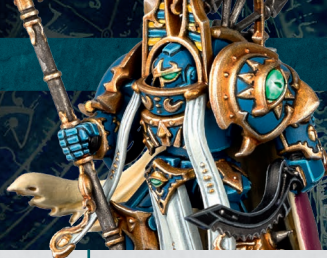
5

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Coruscating Flames

18"

3

3+

4

-3

2

[ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS, PSYCHIC]

Inferno combi-bolter [RAPID FIRE 2]

24"

2

3+

4

-1

1

Inferno combi-weapon

24"

1

4+

4

-1

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Force weapon [PSYCHIC]

Melee

5

3+

6

-1

D3

Prosperine khopesh

Melee

4

3+

5

-2

2

ABILITIES

CORE: Deep Strike, Leader

FACTION: Cabal of Sorcerers 2

Empyric Guidance (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Marked by Fate (Psychic): In your Shooting phase, you can select one enemy unit within 18" of and visible to this model. Until the end of the turn, each time a friendly **THOUSAND SONS** model makes an attack that targets that unit, re-roll a Hit roll of 1.

INVULNERABLE SAVE

4+

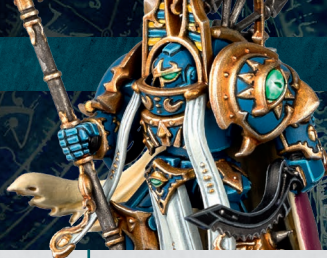
KEYWORDS: INFANTRY, CHARACTER, PSYKER, TERMINATOR, CHAOS, TZEENTCH, SORCERER



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS SORCERER IN TERMINATOR ARMOUR

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.



WARGEAR OPTIONS

- This model's inferno combi-bolter can be replaced with one of the following:
 - 1 inferno combi-weapon
 - 1 Prosperine khopesh

UNIT COMPOSITION

- 1 Thousand Sons Sorcerer in Terminator Armour

This model is equipped with: Coruscating Flames; inferno combi-bolter; force weapon.

LEADER

This model can be attached to the following unit:

- SCARAB OCCULT TERMINATORS

KEYWORDS: INFANTRY, CHARACTER, PSYKER, TERMINATOR, CHAOS, TZEENTCH, SORCERER

FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS CULTISTS

M	T	SV	W	LD	OC
6"	3	6+	1	7+	1



⚔	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Cultist firearm	24"	1	4+	3	0	1
	Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
➡	Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
➡	Grenade launcher – krak	24"	1	4+	9	-2	D3
	Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Brutal assault weapon	Melee	2	4+	3	0	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHAOS, TZEENTCH, CULTISTS

ABILITIES

CORE: Scouts 6"

Pawns of Fate: Each time this unit destroys an enemy unit, roll one D6: on a 2+, you gain 1CP. When this unit is destroyed, roll one D6: on a 2+, you gain 1CP.

INVULNERABLE SAVE

6+

FACTION KEYWORDS:
THOUSAND SONS

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.



WARGEAR OPTIONS

- For every 10 models in this unit, 1 Thousand Sons Cultist's Cultist firearm can be replaced with 1 flamer.
- For every 10 models in this unit, 1 Thousand Sons Cultist's Cultist firearm can be replaced with 1 heavy stubber.
- For every 10 models in this unit, 1 Thousand Sons Cultist's Cultist Firearm can be replaced with 1 grenade launcher.

UNIT COMPOSITION

- 1 Thousand Sons Cultist Champion
- 9-19 Thousand Sons Cultists

Every model is equipped with: Cultist firearm; brutal assault weapon.

KEYWORDS: INFANTRY, CHAOS, TZEENTCH, CULTISTS



FACTION KEYWORDS:
THOUSAND SONS

THOUSAND SONS DAEMON PRINCE

M

7"

T

10

SV

2+

W

10

LD

6+

OC

3



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Infernal cannon

24"

6

2+

5

-1

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D



Hellforged weapons – strike [PSYCHIC]

Melee

6

2+

8

-2

3



Hellforged weapons – sweep [PSYCHIC]

Melee

14

2+

6

0

1



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, CHARACTER, DAEMON, PSYKER, CHAOS, TZEENTCH, DAEMON PRINCE



FACTION KEYWORDS: THOUSAND SONS

ABILITIES

CORE: Deadly Demise D3

FACTION: Cabal of Sorcerers 2

The Weave of Fate (Psychic): Once per battle, at the start of any phase, you can select one friendly **RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** unit within 6" of this model. Until the end of the phase, weapons equipped by models in that unit have the [PRECISION] ability.

Glamour of Tzeentch (Aura, Psychic): While a friendly **THOUSAND SONS** unit is within 6" of this model, models in that unit have the Stealth ability.

INVULNERABLE SAVE

4+

THOUSAND SONS 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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Thousand Sons Daemon Prince

This model is equipped with: infernal cannon; hellforged weapons.

KEYWORDS: MONSTER, CHARACTER, DAEMON, PSYKER, CHAOS, TZEENTCH, DAEMON PRINCE








FACTION KEYWORDS: THOUSAND SONS

THOUSAND SONS DAEMON PRINCE WITH WINGS

M	T	SV	W	LD	OC
11"	9	2+	10	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon	24"	6	2+	5	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Hellforged weapons – strike [PSYCHIC]	Melee	6	2+	8	-2	3
 Hellforged weapons – sweep [PSYCHIC]	Melee	14	2+	6	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, CHARACTER, DAEMON, PSYKER, FLY, CHAOS, TZEENTCH, DAEMON PRINCE

ABILITIES

CORE: Deadly Demise D3

FACTION: Cabal of Sorcerers 2

Sorcerous Fire [Psychic]: Each time this model ends a Normal move, you can select one enemy unit it moved over this phase and roll nine D6: for each 6, that unit suffers 1 mortal wound.

Aetherstride [Psychic]: At the end of your opponent's turn, if this model is not within Engagement Range of any enemy units, you can remove it from the battlefield and then, in the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this model is not on the battlefield, it is destroyed.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: THOUSAND SONS

THOUSAND SONS DAEMON PRINCE WITH WINGS

Buoyed upon sorcerous zephyrs or borne aloft by wings of mutated flesh, these Daemon Princes revel in hurling arcane fire from on high, reinforcing their megalomaniacal superiority over their foes.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Thousand Sons Daemon Prince with Wings

This model is equipped with: infernal cannon; hellforged weapons.

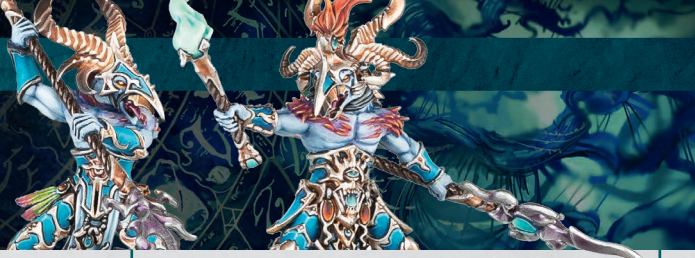
KEYWORDS: MONSTER, CHARACTER, DAEMON, PSYKER, FLY, CHAOS, TZEENTCH, DAEMON PRINCE





FACTION KEYWORDS: THOUSAND SONS

TZAANGOR ENLIGHTENED

M	T	SV	W	LD	OC
10"	4	5+	2	7+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Fatecaster greatbow [LETHAL HITS, PRECISION]	30"	2	4+	5	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	4	0	1
Close combat weapon	Melee	2	4+	4	0	1
Divining spear [LANCE, PRECISION]	Melee	3	4+	5	-2	1

ABILITIES

Malign Trickery: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.

INVULNERABLE SAVE

6+

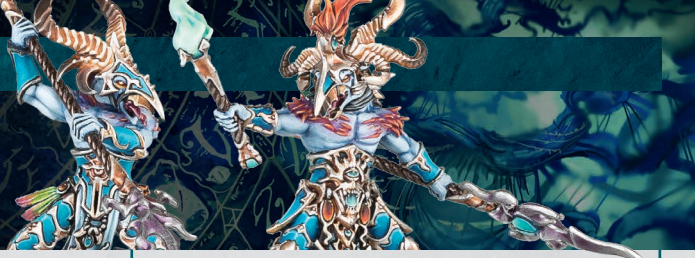
KEYWORDS: MOUNTED, FLY, CHAOS, TZEENTCH, TZAANGOR ENLIGHTENED



FACTION KEYWORDS:
THOUSAND SONS

TZAANGOR ENLIGHTENED

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.



WARGEAR OPTIONS

- Any number of models can each have their divining spear replaced with one of the following:
 - 1 autopistol and 1 chainsword
 - 1 fatecaster greatbow and 1 close combat weapon

UNIT COMPOSITION

- 1 Aviarch
- 2-5 Enlightened

Every model is equipped with: divining spear.

KEYWORDS: MOUNTED, FLY, CHAOS, TZEENTCH, TZAANGOR ENLIGHTENED



FACTION KEYWORDS:
THOUSAND SONS

TZAANGOR SHAMAN

M	T	SV	W	LD	OC
10"	4	5+	4	7+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mutating orbs [BLAST, DEVASTATING WOUNDS, PSYCHIC]	18"	D6	3+	9	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Shaman's staff [PSYCHIC]	Melee	3	3+	5	-1	D3

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers 1**

Dark Blessing (Psychic): While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Bestial Prophet: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

INVULNERABLE SAVE

6+

KEYWORDS: MOUNTED, CHARACTER, FLY, PSYKER, CHAOS, TZEENTCH, TZAANGOR SHAMAN



FACTION KEYWORDS: THOUSAND SONS

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tzaangor Shaman

This model is equipped with: mutating orbs; Shaman's stave.

LEADER

This model can be attached to the following units:

- TZAANGOR ENLIGHTENED
- TZAANGORS

KEYWORDS: MOUNTED, CHARACTER, FLY, PSYKER, CHAOS, TZEENTCH,
TZAANGOR SHAMAN



FACTION KEYWORDS:
THOUSAND SONS

TZAANGORS

M	T	SV	W	LD	OC
6"	4	6+	1	7+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	4	0	1
Tzaangor blades	Melee	2	4+	5	-1	1

ABILITIES

Relic Hunters: At the end of your Command phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it: for each 4+, you gain 1 Cabal point.

WARGEAR ABILITIES

Herd Banner: You can re-roll Battle-shock tests taken for the bearer's unit.

Brayhorn: You can re-roll Advance and Charge rolls made for the bearer's unit.

INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, TZEENTCH, TZAANGORS



FACTION KEYWORDS:
THOUSAND SONS

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.



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.
-

UNIT COMPOSITION

- 1 Twistbray
- 9-19 Tzaangors

Every model is equipped with: Tzaangor blades.

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, TZEENTCH, TZAANGORS



FACTION KEYWORDS:
THOUSAND SONS