

TS1.0 THOUSAND SONS ARMY LIST (VERSION 3.0 WIP)

The name of the Thousand Sons was taken from the initial series of genetic imprints made from the tissue of their Primarch, Magnus the Red. Magnus was a ruddy-haired and extremely large Primarch with a single eye set deep in his broad forehead. Because of this he was sometimes known as Cyclopean Magnus or the Red Cyclops. The truth was that his soul had already been touched by Chaos, and Tzeentch insinuated into him a fascination with the occult forces of the warp and the secrets that lay within its fabric. From his imprint a thousand Space Marines were created: the Thousand Sons of Magnus. An entire Legion of many thousands of Space Marines was subsequently raised to take part in the Great Crusade, but the Legion always kept the title of the Thousand Sons.

The path of damnation for the Thousand Sons Legion of Space Marines was longer than most. Even before the Heresy, Magnus led his sons in the study of arcane lore and the practice of sorcery despite the Emperor's warnings to stay clear of such matters. However, they remained loyal to both the Emperor and humanity despite their growing preoccupation with magic.

When Horus gathered his forces against the Imperium, the Thousand Sons at first tried to use their occult powers to warn the Emperor. Mistrustful of anything tinged by Chaos, the Emperor declared the Thousand Sons heretics and sent Leman Russ and the Space Wolves to devastate the Thousand Sons' home world of Prospero. The Thousand Sons were driven into a war against their Emperor and had to fight alongside Chaos to survive and protect their accumulated wisdom. The Thousand Sons sought the patronage of the Chaos Power Tzeentch, Changer of the Ways, greatest wielder of magic among the Chaos gods. Tzeentch favoured them well and the Thousand Sons escaped from the aftermath of the Heresy into the Eye of Terror to find the daemon world which was promised them. This world became known as the Planet of the Sorcerers, where the Thousand Sons established themselves under the rule of Magnus the Red.

The former Primarch of the Thousand Sons was elevated to the rank of daemon prince of Tzeentch, and installed in a volcanic fortress-pinnacle called the Tower of the Cyclops. Like its master, the topmost tower of this fortress has a single living eye which peers over the surrounding landscape, watching over the minions of its



lord: the eternal guardian and watchdog of the Sorcerer King. Beneath the gaze of the Cyclops the Thousand Sons continued their study of magic and many became mighty sorcerer-lords of Tzeentch.

But as time passed many of the Thousand Sons declined into mutation and madness under the warping influence of the Lord of Change. The sorcerers became increasingly disturbed by the degeneration of their brethren until a cabal lead by Ahriman, the greatest among them, risked the wrath of their daemon primarch by undertaking the drastic spell, the Rubric of Ahriman, and purging the Thousand Sons.

It is said that even the daemons fled before the roaring maelstrom of magic Ahriman and the others sent against their world. Crackling clouds of multi-coloured energy descended from the skies and enveloped the great silver towers of the Thousand Sons, forking bolts of blue and yellow lightning struck down the corrupted Space Marines one after another. No sorcerous protection or physical defence could keep the powers at bay. The storm of magic raged for an eternal night which could have been days or centuries until finally Magnus the Red himself used his unearthly powers to end it.

In the aftermath it was clear that the Rubric of Ahriman had both surpassed his expectations and failed horribly. Those of the Thousand Sons with sorcerous powers had either survived, and had their knowledge and powers greatly augmented, or they had been utterly destroyed.

The battle brethren whose powers had been slight or non-existent had been changed. Their armour was sealed shut as if every clasp and joint had been welded together. Inside the heavy shell of ceramite and adamantium the physical bodies of the Chaos Space Marines had been reduced to a handful of dust, but their spirits remained, trapped inside their ornate battle armour for all eternity.

The battle brethren had been reduced to little more than automata, but Ahriman was satisfied. The physical corruption of the Thousand Sons had been halted, even if it was at a terrible price. The cyclopean eye of Magnus soon fell upon Ahriman and his cabal as the culprits. The daemon Primarch was furious and summoned Ahriman and the others before him in order to destroy them utterly. But, as he raised his fist to crush the unrepentant sorcerers Magnus heard a distant, sibilant voice: "Magnusss, you would ssmash my pawns too readily."

Tzeentch, Changer of the Ways had guided the plot to its fruition for its own purposes. Who can say what the most enigmatic of the Chaos Powers planned to bring about? Whatever the dark god's reasoning, Ahriman had been its unknowing puppet. Magnus was secretly pleased by the arcane skills exercised by his cabal. But still they had to be punished, and so the daemon Primarch banished Ahriman and the others from the Planet of the Sorcerers for all eternity. He doomed them to forever wander the Eye of Terror and beyond in an eternal search for perfect understanding.

TS1.1 Thousand Sons Special Rules



The following special rules apply to Chaos formations and units.

TS1.1.1 Strategy Rating

Even before the Heresy, the Thousand Sons were known for tactics centered around diversion and misdirection. Millennia under the guidance of Tzeentch have only improved their ability. Further, Thousand Sons armies contain potent seers to foresee the future and plan attacks. Thousand Sons armies have a strategy rating of 5.

IMPORTANT: Tzeentch is quick to punish or reward Thousand Sons champions. In the strategy phase if the Thousand Sons player rolls a 6 they are rewarded for their tactical acumen with an additional 1d3 daemons to add to the Daemon Pool. If the Chaos player rolls 1 their patron Powers withdraw their support and the Thousand Sons player must remove 1D3 daemons from their Daemons Pool. If the Thousand Sons player has no remaining Daemon Pool they must remove a Thrall Wizard. If there is no Daemon Pool or Thrall Wizard then there is no further effect.

TS1.1.2 Initiative Rating

Thousand Sons Aircraft formations (Doomwings and Firelords) have an initiative of 2+. All other formations have an initiative rating of 1+.

TS1.1.3 Factions

All Thousand Sons are followers of Tzeentch. All formations in the army are considered Tzeentch faction.

TS1.1.4 Summoned Units

Formations that purchase the *Daemonic Pact* upgrade (see the army list below) are able to summon daemons to the battlefield. In order to summon daemons a player must first purchase a single *Daemon Pool* from which all formations with the *Daemonic Pact* upgrade will summon. Daemons in the *Daemon Pool* are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their *Daemon Pool* or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the *Daemon Pool*. The *Daemon Pool* is kept off the board and daemons are removed from it as formations summon daemons onto the board.



At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the *Daemon Pool*. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule greater daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the *Daemon Pool* and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your *Daemon Pool*. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the *Daemon Pool*. Broken formations or formations that have not bought a *Daemonic Pact* may not summon daemons.

Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain.

The types of units that can be summoned by Thousand Sons are: *Lord of Change*, *Flamers*, *Daemonic Beasts (Screamers)*

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a summoned unit is destroyed it does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. If a formation loses an assault (see Core Rules 1.12.8 Loser Withdraws) you remove extra hits from the formation before it is considered broken and all the remaining summoned units are removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the *Daemon Pool* unless the formation has a unit with *Daemonic Focus* (see TS 1.1.6 below). Greater Daemons that are returned to the *Daemon Pool* keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC.

Summoned units that are destroyed are not put back into the *Daemon Pool*. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the *Daemon Pool*.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the rally phase, after a formation has attempted to rally, all summoned units in the formation vanish back to the warp and are removed from play unless the formation has a unit with *Daemonic Focus*. Summoned units that are removed from play in this manner are put back into the *Daemon Pool*. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. Any summoned units will vanish back to the warp when a formation breaks.

Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Lord of Change you are not allowed to summon another until that first Greater Daemon has been removed from play.

TS1.1.5 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see TS 1.1.4 Summoned Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

TS1.1.6 Daemonic Focus

Certain Chaos units are noted as having *Daemonic Focus*. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with *Daemonic Focus* may not be used to keep summoned units in play if the formation is broken.

TS2.0 Thousand Sons Units

THOUSAND SONS SORCERER CABAL

A Thousand Sons force is usually led by a Cabal of sorcerers, attended by a personal bodyguard of their automaton brothers

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Sorcerous Weapons	45cm	AP5+/AT6+		
Psychic Powers	15cm	MW5+		
AND	(15cm)	Small Arms	Extra Attack (+1), Macroweapon	

Notes: Supreme Commander, Reinforced Armor, Fearless



THOUSAND SONS SORCERER LORD

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Warp Bolt	(15cm)	Small Arms	Extra Attack (+1), Macroweapon	

Notes: Character, Leader, Commander

THOUSAND SONS DAEMON PRINCE

Type	Speed	Armour	Close Combat	Firefight
Weapon	Range	Firepower	Notes	
Notes:				

THOUSAND SONS ICON BEARER

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Notes:				

THOUSAND SONS CHAOS CHAMPION

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Notes:				

THRALL WIZARDS

Thrall Wizards are normal human sorcerers that serve the chaos sorcerers as apprentices. Life as a Thrall is an exceedingly dangerous path to power. Chaos sorcerers think nothing of sacrificing them to harvest psychic energy. Only the most foolhardy are willing to apprentice themselves and only those who are both cunning and lucky survive.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Sacrificial Power	n/a	Assault Weapon	Extra Attack (+1), MW, One Shot	
OR	(15cm)	Small Arms	Extra Attack (+1), MW, One Shot	

Notes: Character, Augment Summoning (+1d3, One Shot). Thrall Wizards are expendable and only one of their abilities may be used. They may be “burned” for a CC attack, a FF attack, or to Augment summoning.

RUBRIC TERMINATORS

Just as with the rest of the legion, the majority of Thousand Sons veterans granted the privilege of Terminator Armor succumbed to the Rubric of Ahriman. These empty hulks are commonly led into battle by some of the few Thousand Sons sorcerers that have access to that same Terminator armor.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Sorcerous Powers	30cm	2xAP4+/AT6+		
Combi-Bolters	(15cms)	Small Arms		
Power Weapons	(base contact)	Assault Weapons	Extra Attack (+1), Macroweapon	

Notes: Reinforced Armour. Thick Rear Armour. Fearless, Teleport

THOUSAND SONS MARINES

In an attempt to arrest fast spreading mutation within the Legion, the sorcerer Ahriman cast a spell known as the Rubric of Ahriman, which was so potent that every member of the Thousand Sons who was not a sorcerer was turned to dust and bound forever in his armor as a disembodied spirit.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms		

Notes: Reinforced Armour, Fearless

DISC RIDERS

Discs are daemonic warp entities that soar on the etheric winds in the Eye of Terror. They are sometimes gifted to Tzeentch’s faithful as steeds. Disc Rider units consist of Sorcerers riding discs or of Sorcerers who have allowed themselves to be possessed by Tzeentch’s daemons in order to gain the power of flight.

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters and Sorcerer Powers	(15cm)	Small Arms		

Notes: Jump Packs

DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Notes:				

DEFILER

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Battlecannon				
Reaper Autocannon				
Heavy Flamer	15cm	AP4+	Ignore Cover	
AND	(15cm)	Small Arms	Ignore Cover	
Battle Claws	Base Contact	Assault Weapon	+1 Extra Attack, Macroweapon	
Notes: Fearless, Invulnerable Save, Walker. Heavy flamer grants Firefight attack the Ignore Cover ability.				

DECEIVER

The Deceiver is a Defiler dedicated to the service of Tzeentch

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Tzeentch Cannon	45cm	AP4+/AT4+		
Ether Cannon	45cm	2x AA6+		

Heavy Flamer	15cm	AP4+	Ignore Cover
AND	(15cm)	Small Arms	Ignore Cover
Battle Claws	Base Contact	Assault Weapon	+1 Extra Attack, Macroweapon
Warp Flame	Base Contact	Assault Weapon	+1 Extra Attack, First Strike
Notes: Fearless, Invulnerable Save, Walker. Heavy flamer grants Firefight attack the Ignore Cover ability.			

THOUSAND SONS LAND RAIDER

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	25cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin-Linked Lascannon	45cm	AT4+		
Twin Heavy Bolter	30cm	AP4+		
Warp Flame	Base Contact	Assault Weapon	+1 Extra Attack, First Strike	
Notes: Reinforced Armor, Thick Rear Armor, Fearless, Transport (may carry up to 2 Daemon Prince, Thousand Sons Sorcerer Cabal, Thousand Sons Marines; OR may carry 1 Rubric Terminator)				

THOUSAND SONS PREDATOR

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin-Linked Lascannon	45cm	AT4+		
2x Heavy bolter	30cm	AP5+		
Warp Flame	Base Contact	Assault Weapon	+1 Extra Attack, First Strike	
Notes: Fearless				

THOUSAND SONS RHINO

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	5+	6+	6+
Weapon	Range	Firepower	Notes	

Notes:

SILVER TOWERS OF TZEENTCH

The Silver Towers of Tzeentch form an outlandish sight on the battlefield. They appear as clusters of intricately carved and fluted towers resting upon a circular island and topped with slender minarets of gold or bronze. Each tower is a subtly different creation of disturbing beauty, with the snouts of weird, magically-powered weapons studding their walls. The most disturbing aspect of the Silver Towers is that they are not land-locked but drift through the skies above the battlefield.

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
3xTzeentch Cannons	45cm	AP4+/AT4+		
Beam of Power	60cm	MW5+		

Notes: Skimmer, Invulnerable Save, Fearless

WARP PALACE OF TZEENTCH

The dreaded Warp Palaces of Tzeentch resemble huge baroque fortresses or bastions mounted upon colossal hovering disks. Fluctuating sparks of warp energy flare out from the turrets and crenellations and the air crackles with the aura of magical energy. In this manner it resembles the more commonly encountered Silver Towers of Tzeentch but it does, in fact, dwarf even those feared engines of Chaos.

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
4x Tzeentch Cannons	45cm	AP4+/AT4+		
2x Beam of Power	60cm	MW5+		

Warp Fire of Tzeentch	30cm	3BP	TK(d3), Ignore cover
<p>Notes: DC 4, Skimmer, Reinforced Armour, Thick Rear Armour, Invulnerable Save, Fearless, Daemonic Focus</p> <p>Critical Hit Effect: One of the Silver Runes that channel the power of the warp is shattered, releasing a storm of warp energy. Warp Palace takes an extra point of damage; each unit within 5cm takes a MW hit on a roll of 6.</p>			

DOOMWING FIGHTER

The Doomwing is a small interceptor. As deadly and maneuverable as an Eldar fighter these machines are a dreaded throughout the sectors near the Eye of Terror.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	fighter	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Flamecannon	15cm	AP4/+AT5+/AA5+	Ignore Cover, Fixed Forward Arc	

Notes: Invulnerable Save

FIRELORD BOMBER

Many of the servants of Tzeentch possess the gift of flight to some extent. The strange Daemonic flyers of Tzeentch are no exception. The Firelord is a large Bomber. Nobody knows for sure if the machine is piloted by a traditional crew, possessed by a Daemon or perhaps even guided by the hand of the Lord of Change himself. However it is certain that every time the scream of it's mighty engines are heard Imperial soldiers run for cover from it's deadly payload of Firestorm bombs and warpfire thrower.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Flamecannon	15cm	AP4/+AT5+/AA5+	Ignore Cover, Fixed Forward Arc	
Firestorm Bombs	15cm	d3BP	Ignore Cover, Fixed Forward Arc	

Notes: Invulnerable Save

TZEENTCH FLAMERS

Type	Speed	Armour	Close Combat	Firefight
Weapon	Range	Firepower	Notes	

Notes:

DAEMONIC BEASTS (count as for Screamers)

Type	Speed	Armour	Close Combat	Firefight
Weapon	Range	Firepower	Notes	
Notes:				

All other units are identical to Black Legion units of the same name.

TS 3.0 SUNS OF DAMNATION



Once the Heresy was under way Grand Master Sarlon Hess of the Burning Stars Titan Legion was one of the first Imperial Commanders to come under the Warmaster's sway. He announced his traitorous intentions by mounting a lightning raid on the important Imperial fuel dump on Stienor IV, immobilising an entire Imperial space fleet for a whole month. His name and all records concerning the Burning Stars were promptly struck from Imperial records and they are now known as the Suns of Damnation.

During the retreat from Terra after the fall of the Warmaster, the Suns of Damnation joined forces with the Thousand Sons as they fought their way to the Eye of Terror. Over their millennia in the Eye of Terror, their alliance with the

Thousand Sons has remained constant.

Suns of Damnation titans are now living temples to the glory of Tzeentch. While their appearance has mutated as the Changer of Ways pleased, their weapons remain viciously effective in their god's service. Gifts from Tzeentch have mutated their weapon systems into cannons that belch arcane energy and great gouts of warp flame.

TS1.3.1 Initiative Rating

Suns of Damnation titans have an initiative rating of 1+.

TS1.3.2 Factions

All Suns of Damnation are followers of Tzeentch.

TS 1.3.3 Suns of Damnation Units

SUNS OF DAMNATION AUGUR BATTLE TITAN

Among the largest of Tzeentch's servants, the titans of the Suns of Damnation are spectacular to behold. Eldritch energy sparks from their rune-encrusted bodies as they seem to anticipate the enemy's every move. Sometimes dubbed "Warplord" by the Imperial forces, these twisted former Warlord titans are rightfully feared.

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	2+
Weapon	Range	Firepower	Notes	

8x Tzeentch Cannons	45cm	AP4+/AT4+	Forward Arc
3x Beam of Power	60cm	MW5+	Fixed Forward Arc
Flames of Tzeentch	30cm	3BP	Ignore Cover, Fixed Forward Arc
Warp Flame	Base Contact	Assault Weapon	+1 Extra Attack, First Strike

Notes: 6 Void Shields. Damage Capacity 8. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armour. Thick rear armour. Fearless.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the titan is overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 4+.

SUNS OF DAMNATION DIVINER BATTLE TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	2+
Weapon	Range	Firepower	Notes	
4x Tzeentch Cannons	45cm	AP4+/AT4+	Forward Arc	
3x Beam of Power	60cm	MW5+	Fixed Forward Arc	
Flames of Tzeentch	30cm	3BP	Ignore Cover, Forward Arc	
Warp Flame	Base Contact	Assault Weapon	+1 Extra Attack, First Strike	

Notes: 4 Void Shields. Damage Capacity 6. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armour. Fearless.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the titan is overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 5+.

SUNS OF DAMNATION ORACLE SCOUT TITAN

Presumed to have originally been Warhound titans, the scouts of the Suns of Damnation are often highly mutated, spewing Tzeentchian fire from mouth and limb.

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
4x Tzeentch Cannons	45cm	AP4+/AT4+	Forward Arc	
Flames of Tzeentch	30cm	3BP	Ignore Cover, Fixed Forward Arc	
Warp Flame	Base Contact	Assault Weapon	+1 Extra Attack, First Strike	

Notes: 2 Void Shields. Damage Capacity 3. Walker. Reinforced armour. Fearless.

Critical Hit Effect: The titan is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

TS1.4.0 Thousand Sons Army List



TS1.4.1 Using The Army List

Thousand Sons Marines are organised around core formations called companies or retinues which are supported by smaller formations of specialised troops. Each formation is made up of four or more units, and may also include a number of extra units called upgrades. The chart below shows the company, support formations, what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the company or detachment, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

Thousand Sons armies may be supported by Suns of Damnation Titans, Aircraft and Spacecraft. Up to a third of the points available to the army may be spent on these formations.

Thousand Sons Sorcerer Cabal

One (and only one) Thousand Sons Sorcerer Lord character in the army must be upgraded to a Thousand Sons Sorcerer Cabal. This upgrade replaces the unit with the Thousand Sons Sorcerer Lord with the Cabal unit depicted above. It does not cost any additional points.

Thousand Sons Formations

Formation Type	Units	Upgrades Allowed	Points Cost
1+ Thousand Sons Retinue	1 Thousand Sons Sorcerer Lord and 9 Thousand Sons Marines units	Rhinos, Dreadnought, Deceiver, Dreadclaws, Thousand Sons Land Raiders, Daemonic Pact, Thrall Wizards, Icon Bearer, Daemon Prince, Chaos Champion, Chosen of Ahriman	400 points
Thousand Sons Armour	4 to 9 Thousand Sons Predators and/or Thousand Sons Land Raiders		75 points per Predator and 100 points per Land Raider
Silver Tower Company	4 to 6 silver Towers		90 points each
Daemon Pool			20 points per Lesser Daemon 100 points per Greater Daemon
0-2 Thousand Sons Rubric Terminators	1 Thousand Sons Sorcerer Lord and 4 to 6 Rubric Terminator units	Dreadnought, Deceiver, Dreadclaws, Thousand Sons Land Raiders, Daemonic Pact, Thrall Wizards, Icon Bearer, Daemon Prince	80 points each
0-2 Thousand Sons Disc Riders	1 Thousand Sons Sorcerer Lord and 9 Disc Rider units	Daemonic Pact	325 points

Thousand Sons Upgrades

Upgrade	Units	Cost
Rhinos	Up to 5 rhinos.	10 points each
Thousand Sons Land Raider	Up to 4 Thousand Sons Land Raiders	100 points each
Dreadnought	Up to three Dreadnoughts	50 points each
Thrall Wizards	Up to two thrall wizards added to any Thousand Sons Sorcerer Lord, Sorcerer Cabal, Daemon Prince, or Warp Palace.	20 points each
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25 points each
Icon Bearer	One Icon Bearer Upgrade	50 points
Dreadclaws	As Space Marine Drop Pods	5 points per unit in the formation
0-1 Daemon Prince per army	Replace the unit in the formation that includes the Sorcerer Lord character or the Sorcerer Cabal unit with a Daemon Prince Unit. A Daemon Prince which replaces the Sorcerer Cabal gains the Supreme Commander ability.	50 points
Chaos Champion	Add one Chaos Champion of Tzeentch	50 points
Deceiver	Up to 3 Deceivers and/or Defilers	75 points each
0-1 Ahriman's Chosen per army	All Thousand Sons Marines units (i.e. Rubric marines only) in the formation gain the Teleport ability	75 points

War Engine and Aerospace Formations

(Up to one-third of army points may be spent on these units)

Suns of Damnation Augur Titan	850 points each
Suns of Damnation Diviner Titan	650 points each
Suns of Damnation Oracle Titans	275 points one 500 points for two
1 or 2 Warp Palaces of Tzeentch <i>May take Daemonic Pact and Thrall Wizards upgrades</i>	375 points each
Doomwing Interceptors	150 points for three
1-3 Firelord Bombers	150 points each
Devastation Class Cruiser	150 points
Despoiler Class Battleship	250 points

Appendix Models

TZEENTCH HORRORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Daemonic Fire	(15cm)	Small Arms		

Notes: Invulnerable Save. Costs one point to summon.

TZEENTCH SCREAMERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	n/a
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons		

Notes: Jump Packs. Invulnerable Save. Costs one point to summon.

MAGNUS THE RED

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Magnus' Eyebolt	60cm	MW3+	Titan Killer (d3)	
AND	(15cm)	Small Arms	Extra Attacks +1, Titan Killer(d3)	
Magnus' Staff	(base contact)	Assault Weapon	Extra Attacks +1, Titan killer	

Notes: DC2, Jump Packs, Reinforced Armor, Invulnerable Save, Inspiring, Supreme Commander
Critical: Magnus's contingency protection spells are triggered. He teleports away from the battlefield and may not return.

SCENARIO – PROSPERO’S REVENGE

Thousand Sons assault a Space Wolf outpost

FAQ:

Q: If a formation has a Daemonic Focus, can I voluntarily allow summoned daemons to return to the warp in the end phase? It might be desirable to summon them to a different formation.

A: Yes. The Daemonic Focus ability says you “may” keep them with the formation. It is not a requirement.

Q: If I take no Pact, what happens with strategy roll of 6?

A: You receive the bonus daemons in the Daemon Pool as normal, but will have no way to summon them to the battlefield.

Q: Can you purchase daemons even if no Pact?

A: Yes. However, the daemons may not be summoned to the battlefield without a Pact so the utility will likely be quite limited.

Q: Can I purchase a Daemonic Pact but not Daemons for the Daemon Pool in the hopes of a ‘6’ strategy roll?

A: Yes.

Q: If a formation with daemons loses an assault, do you kill off the daemons that return to the warp BEFORE assessing the extra casualties caused by losing the assault?

A: No. The extra casualties go on before the loser breaks. The daemons only disappear once the formation is broken.

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Emperor's Children Lord				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Lash of Torment	Base Contact	Assault Weapons	First Strike, Extra attack (+1)	
Doom Siren	(15cm)	Small Arms	First Strike, Ignore Cover, Extra attack (+1)	
Notes: Emperor's Children Lords.				

TZEENTCH SCREAMERS

Presumed to have originally been Warhound titans, the scouts of the Suns of Damnation are often highly mutated, spewing Tzeentchian fire from mouth and limb.

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	n/a
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons		
Notes: Jump Packs. Invulnerable Save. Costs one point to summon.				

TZEENTCH SCREAMERS

Presumed to have originally been Warhound titans, the scouts of the Suns of Damnation are often highly mutated, spewing Tzeentchian fire from mouth and limb.

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	n/a
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons		
Notes: Jump Packs. Invulnerable Save. Costs one point to summon.				