

THOUSAND SONS CHAOS SPACE MARINE REFERENCE

STRATEGY 5 / Thousand Sons Aircraft formations (Doomwings and Firelords) and Silver Towers have an initiative of 2+. All other formations have an initiative rating of 1+.

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Icon Bearer	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Leader, Daemonic Focus, Invulnerable Save
Thousand Sons Sorcerer	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA (+1), MW	Leader, Commander
Champion of Tzeentch	CH	n/a	n/a	n/a	n/a	Daemonic Bolt	(15cm)	Small Arms, EA (+1), FS	Augmented Summoning (+2D3), Invulnerable Save.
Thousand Sons Adeptus	INF	15cm	4+	4+	4+	Sorcerous Weapons	45cm	AP5+/AT6+	Invulnerable Save, First Strike, Teleport
Thousand Sons Sorcerer Lord	INF	15cm	4+	4+	4+	Sorcerous Weapons	45cm	AP5+/AT6+	Supreme Commander, Reinforced Armour, Fearless, Teleport
						Psychic Powers	15cm	MW5+	
Daemon Prince of Tzeentch	INF	15cm	3+	3+	3+	Daemon Weapon	(bc)	Assault Weapons, EA (+1), MW	Supreme Commander, Reinforced Armour, Fearless, Teleport
						2 x Warp Bolt	(15cm)	Small Arms, EA (+1), MW	
Thousand Sons Marines	INF	15cm	4+	5+	4+	Bolter	(15cm)	Small Arms	Reinforced Armour, Fearless, Rubric
Sekhmet Disc Riders	INF	30cm	4+	3+	4+	Sorcerer Powers	(15cm)	Small Arms	Mounted, Skimmer
Thousand Sons Terminators	INF	15cm	4+	4+	3+	Sorcerous Powers	30cm	2x AP4+/AT6+	Reinforced Armour. Thick Rear Armour. Fearless, Teleport, Rubric
						Combi-Bolters	(15cm)	Small Arms, EA (+1)	
						Power Weapons	(bc)	Assault Weapons, MW	
Thousand Sons Neophyte	INF	15cm	6+	6+	5+	Psychic Abilities	(15cm)	Small Arms	Scout
Thousand Sons Dreadnought	AV	15cm	3+	4+	4+	Power Fist	(bc)	Assault Weapons, EA (+1), MW	Fearless, Walker
						Twin Autocannon	45cm	AP4+/AT5+	
Deceiver	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	Fearless, Invulnerable Save, Walker
						Ether Cannon	45cm	2x AP5+/AA6+	
						Twin Heavy Flamer	15cm	AP3+, IC	
						AND	(15cm)	Small Arms, IC	
						Battle Claws	(bc)	Assault Weapons, EA (+1), MW	
						Warp Flame	(bc)	Assault Weapons, EA (+1), FS	
Silver Tower	AV	20cm	4+	6+	4+	3 x Arcane Cannons	45cm	AP4+/AT4+	Skimmer, Invulnerable Save, Fearless
						Beam of Power	60cm	MW5+	
Thousand Sons Rhino	AV	30cm	5+	6+	6+	Combi-Bolters	(15cm)	Small Arms	Transport: (May carry 2 of the following units: TS Marines, TS Sorcerer Lord, TS Adeptus, Daemon Prince of Tzeentch, TS Neophyte).
Thousand Sons Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter	30cm	AP4+	Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 TS Terminators or 2 of the following units: TS Marines, TS Sorcerer Lord, Daemon Prince of Tzeentch, TS Adeptus, TS Neophyte)
						2x Twin Lascannon	45cm	AT4+	

THOUSAND SONS CHAOS SPACE MARINE REFERENCE

STRATEGY 5 / Thousand Sons Aircraft formations (Doomwings and Firelords) and Silver Towers have an initiative of 2+. All other formations have an initiative rating of 1+.

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
						Warp Flame	(bc)	Assault Weapons, EA (+1), FS	
Thousand Sons Predator	AV	30cm	4+	6+	4+	Twin Lascannon	45cm	AT4+	
						2x Heavy Bolter	30cm	AP5+	
						Warp Flame	(bc)	Assault Weapons, EA (+1), FS	
Greater Spires of Tzeentch	WE	20cm	4+	5+	4+	3 x Arcane Cannons	45cm	AP4+/AT4+	<i>DC3, Skimmer, Thick Rear Armour, Invulnerable Save, Fearless, Daemonic Focus Critical Hit Effect: Destroyed; each unit within 5cm takes a MW hit on a roll of 6.</i>
						Beam of Power	60cm	MW5+	
						Fate of Tzeentch	30cm	MW2+, Titan Killer (1)	
Warp Palace of Tzeentch	WE	20cm	4+	4+	3+	4x Arcane Cannons	45cm	AP4+/AT4+	<i>Skimmer, Reinforced Armour, Thick Rear Armour, Invulnerable Save, Fearless, Daemonic Focus. DC 6. Critical Hit Effect: One of the Silver Runes that channel the power of the warp is shattered, releasing a storm of warp energy. It takes an extra point of damage; each unit within 5cm takes a MW hit on a roll of 6.</i>
						2x Beam of Power	60cm	MW5+	
						Warp Fire of Tzeentch	30cm	3BP, TK(d3), IC	
Lord of Change	WE	30cm	4+	5+	3+	Bedlam Staff	(bc)	Assault Weapons, EA (+1), MW	<i>DC3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Daemonic Focus, Expendable, Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+. Costs 8 points to summon.</i>
						Withering Gaze	(15cm)	Small Arms, EA (+1), MW	
						AND	45cm	2x MW3+	
Tzeentch Flamers	INF	15cm	5+	5+	4+	Flames of Tzeentch	(bc)	Assault Weapons	<i>Expendable, Invulnerable Save. Costs 1 point to summon</i>
						AND	(15cm)	Small Arms, EA (+1)	
Tzeentch Horrors	INF	15cm	4+	4+	3+	Daemonic Fire	(15cm)	Small Arms	<i>Expendable, Invulnerable Save. Costs 1 point to summon</i>
Tzeentch Screemers	INF	30cm	5+	3+	n/a	Claws and Fangs	(bc)	Assault Weapons	<i>Expendable, Jump Packs. Invulnerable Save. Costs 1 point to summon</i>
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	AP4+/AT5+/AA5+, IC, FxF	<i>Invulnerable Save</i>
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon	15cm	AP4+/AT5+/AA5+, IC, FxF	<i>Invulnerable Save</i>
						Firestorm Bombs	15cm	D3 BP, IC, FxF	
						Twin Lascannon	45cm	AT4+/AA4+, FxF	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3 BP, MW	<i>Transport: (May transport 20 infantry units or TS Dreadnoughts; plus enough Dreadclaws to transport them.)</i>
						Pin-point Attack	-	MW2+, TK (D3)	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3 BP, MW	<i>Slow and Steady, Transport: (May transport 40 infantry units or TS Dreadnoughts; plus enough Dreadclaws to transport them.)</i>
						3x Pin-point Attack	-	MW2+, TK (D3)	

THOUSAND SONS CHAOS SPACE MARINE REFERENCE

STRATEGY 5 / Thousand Sons Aircraft formations (Doomwings and Firelords) and Silver Towers have an initiative of 2+. All other formations have an initiative rating of 1+.

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Dreadclaw	Special	n/a	n/a	n/a	n/a	-			<i>Planetfall, Transport: (May transport one formation of infantry units and TS Dreadnoughts.) The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game. Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Dreadclaw models should be removed from the board once the formation they transport has disembarked.</i>