

THE THOUSAND SONS ARMY LIST (VERSION 5.1)

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 smash 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.

Thousand Sons Special Rules

The following special rules apply to Chaos formations and units.

TS1 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. If there is no Daemon Pool or Thrall then there is no further effect.

TS2 Initiative Rating

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

TS3 Rubric

Units which were affected by the Rubric of Ahriman are effectively automatons. They must be given consistent direction or they will cease to act. Units designated as Rubric may not take part in a March action. When making a withdrawal move (1.13.3) Rubric units may only take a single move rather than two moves.

TS4 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*, *Horrors*, *Screamers*, *Flamers and Daemonic Beasts*

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.

TS5 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.

TS6 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.

Thousand Sons Units

Magister Templi

<<<Highest rank. Leader of a cult.>>>

Magister Templi				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	3+	3+	3+
Weapons	Range	Firepower	Notes	
Daemon Weapon	(Base Contact)	Assault Weapon	Macroweapon, Extra Attacks (+1)	
Warp Bolts	(15cm)	Small Arms	Macroweapon, Extra Attacks (+2)	
Notes: Supreme Commander, Fearless, Reinforced Armour, Teleport.				

Thousand Sons Adeptus Exempla

A Thousand Sons force is often led by an accomplished Adeptus of Exempla rank and his personal cabal of sorcerers, attended by a personal bodyguard of their automaton brothers

Thousand Sons Adeptus Exempla				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapons	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, Teleport				

Thousand Sons Adeptus Lord				
Type	Speed	Armor	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Warp Bolt	(15cm)	Small Arms	Extra Attack (+1), Macroweapon	
Notes: Character, Leader, Commander				

Thousand Sons Icon Bearer				
Type	Speed	Armor	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
None				
Notes: Character, Leader, Invulnerable Save, Daemonic Focus				

Thousand Sons Preceptor

A cult of Neophytes are tutored by a Preceptor. In addition to teaching them mental discipline and the Enumerations, a Preceptor may be required to lead

the Neophytes into battle. Occasionally a Preceptor may have Thralls placed under his command..

Thousand Sons Preceptor				
Type	Speed	Armor	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Warp Bolt	(15cm)	Small Arms	+1 Extra Attack	
Notes: Character, Leader				

Thralls

Thralls 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 to become Probationers.

Thralls				
Type	Speed	Armor	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons	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). Thralls 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.

Rubric Terminators				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapons	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, Rubric				

Thousand Sons Adeptus

<<<Passed Dominus Liminus. Full sorcerers.>>>

Thousand Sons Adeptus				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
	45cm	AP5+/AT6+		
Notes: Invulnerable Save, First Strike, 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.

Thousand Sons Marines				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms		
Notes: Reinforced Armour, Fearless, Rubric				

Sekhmet 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. The elite Sekhmet of the Thousand Sons commonly possess such steeds and sometimes take to battle as

daemonic cavalry. Disc Rider units may also represent Sorcerers who have allowed themselves to be possessed by Tzeentch's daemons in order to gain the power of flight.

Sekhmet Disc Riders				
Type	Speed	Armor	Close Combat	Firefight
Infantry	30cm	4+	3+	4+
Weapons	Range	Firepower	Notes	
Bolters and Sorcerer Powers	(15cm)	Small Arms		
Notes: Mounted, Skimmer				



Thousand Sons Neophyte

On rare occasions a Thrall will survive the predations of Thousand Sons Sorcerers through cunning and raw ability and is recognized or an exceptionally gifted psyker will appear among a chaos cult and is recruited as a potential future sorcerer for the legion. These Probationers are

allowed to attempt the *Liber Throa* test to become Neophytes and begin the path to becoming a brother of the Thousand Sons. Neophytes are organized and given even more demanding training and missions to determine which are truly worthy to become Thousand Sons Sorcerers.

Thousand Sons Neophyte

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Pistols and psychic abilities	(15cms)	Small Arms		
Notes:				

Thousand Sons Dreadnought

Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	15cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Twin Autocannon	45cm	AP4+/AT5+		
Power Fist	(Base Contact)	Assault Weapon	Extra Attacks (+1), Macroweapon	
Notes: Fearless				

Defiler

Type	Speed	Armor	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	3+
Weapons	Range	Firepower	Notes	
Battlecannon	75cm	AP4+/AT4+		
Reaper Autocannon	30cm	AP4+/AT6+		
Twin Heavy Flamer	15cm	AP3+		
Battle Claws	Base Contact	Assault Weapons	Macroweapon, Extra Attach (+1)	
Notes: Fearless, Infiltrator, Invulnerable Save, Walker				

Deceiver

The Deceiver is a Defiler dedicated to the service of Tzeentch

Deciever				
Type	Speed	Armor	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	4+
Weapons	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	Armor	Close Combat	Firefight
Armored Vehicle	25cm	4+	6+	4+
Weapons	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, Transport (may carry up to 2 Thousand Sons Marines, Thousand Sons Adeptus Exempla, Magister Templi, Thousand Sons Adeptus, Thousand Sons Neophyte; OR may carry 1 Rubric Terminator)				

Thousand Sons Predator				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	30cm	4+	6+	5+
Weapons	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:				

Thousand Sons Rhino				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	30cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Combi-bolter	(15cm)	Small Arms		
Notes: Transport (May transport two of the following units: Thousand Sons Marines, Thousand Sons Adeptus Exempla, Magister Templi, Thousand Sons Adeptus, Thousand Sons Neophyte)				

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.

Silver Towers of Tzeentch				
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
3xTzeentch Cannons	45cm	AP4+/AT4+		
Beam of Power	60cm	MW5+		
Notes: Skimmer, Invulnerable Save, Fearless				

Greater Spires of Tzeentch

<<larger version of silver towers>>

Greater Spires of Tzeentch				
Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
3xTzeentch Cannons	45cm	AP4+/AT4+		
Beam of Power	60cm	MW5+		
Fate of Tzeentch	30cm	MW2+	Titan Killer (1)	
Notes: DC3, Skimmer, Thick Rear Armor, Invulnerable Save, Fearless, Daemonic Focus				
Critical Hit Effect: One of the Silver Runes that channel the power of the warp is shattered, releasing a storm of warp energy. The Greater Spire is destroyed; each unit within 5cm takes a MW hit on a roll of 6.				

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.

Warp Palace of Tzeentch				
Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	4+	4+	3+
Weapons	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	
Notes: DC 6, Skimmer, Reinforced Armour, Thick Rear Armour, Invulnerable Save, Fearless, Daemonic Focus				
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.				

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.

Doomwing Fighter				
Type	Speed	Armor	Close Combat	Firefight
Aircraft	fighter	6+	n/a	n/a
Weapons	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.

by a Daemnon or perhaps even guarded by the hand

Firelord Bomber				
Type	Speed	Armor	Close Combat	Firefight
Aircraft	bomber	4+	n/a	n/a
Weapons	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				

Lord of Change				
Type	Speed	Armor	Close Combat	Firefight
War Engine	30cm	4+	5+	3+
Weapons	Range	Firepower	Notes	
Withering Gaze	45cm	2x MW3+	Macroweapon	
AND	(15cm)	Small Arms	Extra Attacks (+1), Macroweapon	
Bedlam Staff	(Base Contact)	Assault Weapon	Extra Attacks (+1), Macroweapon	
Notes: Damage Capacity 3, Inspiring, Walker, Wings (count as Jump Pack), Invulnerable Save, Reinforced Armour. Fearless. Costs eight points to summon.				
Critical Hit Effect: The Greater Daemon is hurled back into the warp and destroyed. Any summoned daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.				

Tzeentch Flamers				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapons	Range	Firepower	Notes	
Flames of Tzeentch	(15cm)	Small Arms	Extra Attacks (+1)	
	AND (Base Contact)	Assault Weapons		
Notes: Invulnerable Save. Costs one point to summon.				

Tzeentch Horrors				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapons	Range	Firepower	Notes	
Daemonic Fire	(15cm)	Small Arms		
Notes: Invulnerable Save. Costs one point to summon.				

Daemonic Beasts				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	4+	3+	-
Weapons	Range	Firepower	Notes	
Claws and Fangs	(Base Contact)	Assault Weapons		
Notes: Invulnerable Save, Infiltrator. Costs one point to summon				

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

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

Thousand Sons Army List



TS1.4.1 Using The Army List

Thousand Sons Marines are organised around core formations, often called Fellowships, 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 war engines, Aircraft and Spacecraft. Up to a third of the points available to the army may be spent on these formations.

Thousand Sons Formations

Formation Type	Units	Upgrades Allowed	Points Cost
0-1 Scarab Occult	1 Thousand Sons Adeptus Exempla and 5 Thousand Sons Adeptus	All	400 points
0-1 Ahriman's Chosen	1 Thousand Sons Adeptus Lord and 9 Thousand Sons Marines units	None. All units in Ahriman's Chosen have the Teleport special ability.	450 points
1+ Rubric Fellowship	1 Thousand Sons Adeptus Lord and 6 Thousand Sons Marines units	All except Magister Templi	275 points
Thousand Sons Armour	4 to 9 Thousand Sons Predators and/or Thousand Sons Land Raiders	Defilers	50 points per Predator 75 points per Land Raider
Silver Tower Company	4 to 6 silver Towers		90 points each

Thousand Sons Daemon Pool

Daemon Pool	20 points per Lesser Daemon 100 points per Greater Daemon
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Thousand Sons Support Formations (Two may be taken for each Rubric Fellowship)			
Formation Type	Units	Upgrades Allowed	Points Cost
Thousand Sons Warcoven	1 Thousand Sons Adeptus Lord and 4 to 6 Rubric Terminator units	Daemonic Pact, Deceiver, Dreadclaws, Icon Bearer, Thousand Sons Land Raiders, Thralls	350 points for 4 +85 per additional Rubric Terminator
Sekhmet Disc Riders	1 Thousand Sons Adeptus Lord and 9 Disc Rider units	Daemonic Pact	325 points
Neophyte Class	1 Thousand Sons Preceptor and 9 Neophyte units	Daemonic Pact, Icon Bearer, Rhinos, Thralls	175 points

Thousand Sons Upgrades		
Upgrade	Units	Cost
0-1 Magister Templi per army	Replace Adeptus Exempla with Magister Templi	50 points
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25 points each
Defilers	Up to 3 Deceivers and/or Defilers	75 points each
Dreadclaws	As Space Marine Drop Pods	5 points per unit in the formation
Icon Bearer	One Icon Bearer Upgrade	50 points
Rhinos	Up to 5 rhinos. You may only take the minimum number required to transport the formation.	10 points each
Thousand Sons Land Raiders	Up to 4 Thousand Sons Land Raiders	75 points each
Thralls	Up to 3 Thralls added to any Thousand Sons Adeptus Lord, Adeptus Exempla, Magister Templi, Preceptor, Greater Spire or Warp Palace.	20 points each

War Engine and Aerospace Formations (Up to one-third of army points may be spent on these units)

1-3 Greater Spires of Tzeentch <i>May take Daemonic Pact and Thralls upgrades</i>	200 points each
Warp Palace of Tzeentch <i>May take Daemonic Pact and Thralls upgrades</i>	550 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

Appendix models have not been fully tested. They are not intended for use in the GT scenario or other competitive play. They are included for players to

use in friendly games and scenario design. While they are believed to be generally balanced, players use them at their own risk.

THE 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.

Initiative Rating

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

Factions

All Suns of Damnation are followers of Tzeentch.

Suns of Damnation Units

Suns of Damnation 'Augur' Pattern Warlord 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.

Suns of Damnation 'Augur' Pattern Warlord Titan

Type	Speed	Armor	Close Combat	Firefight
War Engine	15cm	4+	3+	2+
Weapons	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' Pattern Reaver Titan

Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	4+	3+	2+
Weapons	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' Pattern Warhound Titan

Type	Speed	Armor	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapons	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: 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).				

Estimated point costs:

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

Magnus the Red

Type	Speed	Armor	Close Combat	Firefight
War Engine	30cm	4+	3+	3+
Weapons	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: DC4, 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.				

Estimated point value: 300