

WARHAMMER[®]

40,000

Thousand Sons



Codex: Thousand Sons

A fan codex written by Doomrider aka Mezmerro

This codex is by no means official or canon. I start writing it mainly for my Russian fellow TS-fan, and since then it evolved a lot. The main idea was to create an elite army heavily revolving around magic and synergy, while most of the non-sorcerer models being mostly ineffective against anything but Space Marines in the open. Thousand Sons may not have big unit diversity, but they more than compensate it with six new disciplines of (mostly) unique psychic powers and dozens of ways to customize their sorcery. Sure they may seem a bit overcomplicated, but if you cannot manage few dozens of markers and counters on the sheet of paper (or even in your mind, if you really blessed by the Architect), Tzeentch, the lord of scheming and deceit is obviously is not your god, so go grab some chainaxe or sonic gun and leave this place of arcane knowledge. Now for those who are still here...

PUT ON YOUR ROBE AND WIZARD HAT!

Special thanks to:

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Introduction

Deep within the Eye of Terror lies the barren planet, roamed with magical storms. On its surface, the single city of crystal spires and pyramids holds the headquarters of the single smallest yet no less dangerous than any other legion of Chaos space marines - the Thousand Sons.

In a galaxy full of war and hatred Thousands sons seek not the revenge, wealth or territorial gains, but knowledge, as it is the only true power. In their quest they show no mercy nor cruelty, removing obstacles on their way with a cold calculated effectiveness. Immensely powerful sorcerers and their undying rubric golems roam the galaxy, split into small warcovens, searching for ancient artifacts and grimoires to study them and unlock their power. Often they find danger in their quest, often do the current owners of these artifacts refuse to part with them willingly. But even small covens of the Thousand Sons, numbering mere dozens of marines and only few sorcerers are still the force to be reckoned with. With subtle manipulations even a single Sorcerer can cause unimaginable damage, springing wars, that engulf entire sectors, but even when things come to direct confrontation, Thousand Sons can crush armies dozens of times their size with their powerful magic and unbreakable golems.

To discover the source of their power, one must travel ten thousand years back. Back then, Thousand Sons were one of the twenty great Legiones Astartes, created by the Emperor of Mankind to conquer the galaxy in his Great Crusade. Unique amongst space marines, their gene-seed had a side effect of unlocking the recipient's psychic potential, leading to the high number of psykers in the legion - some even claim that every battle brother of the Thousand Sons had some minor psychic powers.

Years passed, and restored Thousand Sons conquered worlds in the name of the Emperor with a Great Crusade. Known as a legion of scholars and psykers, they not only set the Imperium rule over the world they conquered, but also made sure those worlds legacy was preserved, sending many artifacts and books to their homeworld Prospero for study.

From their very founding, Thousand Sons were cursed with Flesh Change - a terrible mutation, which when manifested turned them into twisted mindless abominations. Many battle brothers were lost to it, before the Great Crusade found their lost primarch Magnus the Red. Magnus cured his legion, but unbeknown to all he did it only through striking a deal with a powerful Warp entity.

Along with the White Scars they created the institute of Librarians - psyker space marines, and after the idea had being proven useful most other legions set their own librariums. Not all had supported this idea, and more than other Leman Russ, primarch of Space Wolves, and Mortarion, primarch of Death Guard. For long did the grudges between those two primarchs and Magnus boiled, until the Emperor decided to settle it one and for all. On the world Nikea he set a council of primarchs and

imperial authorities, and despite many arguments for keeping the Librarians, he banned the use of psychic powers by the space marines, and disbanded librariums.

Broken and confused by this decision, Thousand Sons returned to Prospero, where they continued to practice their arcane art and study many artifacts they collected during crusade. Unbeknown to them, Magnus the Red discovered the treason of Horus, and used his sorcery to send a warning message to the Emperor. The spell he used backfired horribly, ruining Emperor's human webway project and causing daemonic invasion on Terra, and even more so, Magnus failed to persuade his father about Warmaster's betrayal.

When Space Wolves, sent to punish Thousand Sons arrived on Prospero, Magnus did nothing to alarm his legion or to stop Russ - more so he actively sabotaged the defense of Tizka, to ensure the burning of Prospero didn't end with a mutual destruction of both legions as the Warp entity, now known to him as Tzeentch, god of Change has planned. Despite the best efforts of his sons, lead by the first librarian Ahriman, Thousand Sons were decimated. As the last of his sons were ready for their final fight, Magnus changed his decision, stepped forth and challenged Russ into a duel. Despite his sorcery, the Crimson King lost, and at his final breath he pledged his allegiance to the god of Change to save the remnants of his legion.

With a single word of Power, Magnus' soul and all remaining Thousand Sons were moved to their new daemonic homeworld, now known only as a Planet of Sorcerers, and they eventually joined the forces of Warmaster to serve the schemes of their new patron, and hopefully avenge their fallen brothers.

As their now daemonic primarch stroke a new deal with Tzeentch, the Flesh Change returned, reaping heavy toil from already exhausted legion. As Magnus did nothing to stop this, Ahriman gathered the most powerful sorcerers of the Legion, and together they casted the Rubric of Ahriman - powerful spell, meant to cure the legion from mutations, and prevent new ones. This spell didn't work as intended, though. Those of the Thousand Sons, who had a high psychic power did get cured from mutations, as intended, and even get their power increased tremendously, but those with little or no power get turned into dust, and remnants of their souls, damaged by the spell, were sealed inside their sets of armour. Those unlucky ones become the Rubric Golems, silent, obedient servants, bend to the Sorcerers' will, while having no will or feelings of their own.

This arcane tome holds the secrets of the Thousand Sons, a brotherhood of dark Sorcerers and their undead golem servants. Within this pages you will find arcane mysteries, that could not be comprehended by mortals, a magical powers beyond measurement, backed by the legion of unstoppable cold-hearted warriors, who exist only to serve their sorcerous masters.

Chosen of Tzeentch

Thousand Sons' Special Rules

Rubric Sorcerer

Models with the Rubric Sorcerer special rule have following special rules:

Fearless, Psyker or Psychic Pilot (Mastery Level 1, unless otherwise stated), **Blessing of the Architect, High Sorcery, Power of Rubric, Innumerations, Soul Shield, Cults of the Thousand Sons, Sacrifice, Old Enemies.**

Rubric Golem

Models with the Rubric Golem special rule have following special rules:

Fearless, Slow and Purposeful, Blessing of the Architect, Fleshless, On the Sorcerer's Command, Old Enemies.

Golem Driver

Models with the Golem Driver special rule have following special rules:

Minor Blessing of the Architect, Fleshless, On the Sorcerer's Command, Old Enemies.

Blessing of the Architect

Models with the Blessing of the Architect special rule have 4+ Invulnerable save.

Minor Blessing of the Architect

Models with the Minor Blessing of the Architect special rule have 5+ Invulnerable save.

Fleshless

Models with Fleshless special rule ignore all effects from Biomancy and Pavony powers (including blessings), except Smite and Lightning, as well as Rad Grenades, and Psychotroke Grenades effects. They also ignore "Crew Shaken" result on D6 roll of 2+ and "Crew Stunned" result on 4+.

On the Sorcerer's Command

Non-vehicle models with this special rule without model with Rubric Sorcerer in their squad and vehicle models with this special rule without model with Rubric Sorcerer within 6" of them suffer from Stupor effect.

Stupor: Models under Stupor effect can only move towards the closest visible enemy unit, shoot the closest visible enemy unit and charge closest visible enemy unit (though they aren't forced to do so), and cannot hold or contest objectives.

Old Enemies

Models with this rule have Preferred Enemy (Space Wolves) special rule; all Space Wolves models, except Wolf Packs and Cyberwolves have Hatred against models with this special rule and get +1 to charge range when declaring the charge on the units with at least one model with this special rule.

High Sorcery

When models with High Sorcery special rule manifest psychic powers, they do not roll psychic test for each Warp Charge used - instead they pass a Leadership test, and if it's successful, all Warp Charges used count as being successfully activated. The results of double "six" on this test cause Perils of the Warp.

If at the start of the Psychic phase combined Mastery Level of all models with this special rule in your army is higher than the combined Mastery level of all other psykers in your army, halve (round up) the number of the Warp Charges your army randomly generated this turn (as is D6 becomes D3). Note, that it does not affect the number of the Warp Charges your opponent get.

Power of the Rubric

Models with Power of the Rubric special rule count as having +1 Mastery Level for the purpose of Deny the Witch and number of generated psychic powers.

Innumerations

Models with Innumerations special rule have -1 modifier for their Leadership test results. This bonus do apply to the tests, performed by their unit as whole.

Soul Shield

Immediately after a models with Soul Shield special rule suffers Perils of the Warp, before rolling for Perils result, roll D6 - on the result of 4+ Perils are negated .

Cults of the Thousand Sons

Models with this special rule may generate their psychic powers from Change, Corvidae, Pyrae, Pavoni, Athanaeans, Raptora or Daemonology disciplines. Model with Cults of the Thousand Sons special rule must be aligned to one of the Thousand Sons' cults: Corvidae, Pyrae, Pavoni, Athanaeans or Raptora. He must generate at least half of his psychic powers (rounded up) from his cult discipline, and automatically gain this discipline Primaris power as per Psychic Focus rules.

Sacrifice

Model with the Sacrifice special rule may declare any psychic power to be manifested per Sacrifice rule as long as he have enough Sacrifice tokens. Prior to passing Psychic Test he must expend Sacrifice token. Then he must pass Psychic test as a Leadership test as per High Sorcery special rule, only on 3D6 instead of 2D6, ignoring any rules that can force additional dice roll or Leadership penalties. The result of "12+" on this test cause Perils of the Warp. If the Psychic Test had been passed successfully, sorcerer may use improved version of psychic power, stated in power's entry. Additionally enemy units suffer -2 penalty for their Deny The Witch rolls against these improved psychic powers, and you can allocate Focused Witchfire targets on your choice regardless of the number of the Warp Charges activated.

Soul Hunter

For every model removed as casualty due to model with Soul Hunter rule actions roll D6 – on 5+ Soul Hunter model get one Sacrifice token (to a maximum of three).

Daemon Engine

Vehicles with Daemon Engine special rule have Daemon and It Will Not Die special rules and ignore Crew Shaken and Crew Stunned results on D6 roll of 2+.

Rare

Units with Rare special rule are limited to 0-1 per FOC, and cannot be taken in an allied Thousand Sons detachment.

Indirect Effect

Witchfires with this special rule count as out-of-phase normal shooting attacks and Deny the Witch rolls against them are made like they are Blessings Psyker manifested on himself.

Cauterize

Wounds, caused by weapon or psychic powers with Cauterize special rule cannot be saved per Feel No Pain special Rule, or regenerated by any means (It will Not Die, Regeneration, Leech Life, Renewer, etc.) Special rules that affect Soul Blaze special rule does affect Cauterize rule as well – for example, Avatar of Khaine is immune to all weapon with Cauterize rule.



Allies

Thousand Sons ally as Chaos Space Marines, with a following exception: Allied Astra Militarum detachment that contain no special characters count as Battle Brothers for Thousands Sons - this is intended to represent Spireguard - Sons' own armies of mortal servants.

Warlord traits

When generating his Warlord Traits Thousand Sons' Warlord may either roll on one of the Warlord Traits tables in *Warhammer 40 000 rulebook* or on the table below:

1. Lord of Deception

Nominate up to D3 Infantry units in your army before deployment. Those units gain Infiltrate special rule.

2. Relic Hunter

Each enemy model with unique named wargear, slain by any model from your primary detachment grants you one extra victory point.

3. Seeker

Declare one Objective marker on the opponent's side of table. All scoring units from your primary detachment can secure this objective.

4. Master of Escape

If your warlord loses his last wound roll D6: On a 2 or 3 the warlord is removed from play as normal, but does not award any victory points. On a 4+ the warlord is instead removed from the battlefield and placed in ongoing reserves.

5. Elusive Tactician

You may re-deploy your army as if all units on the field were using the scout special rule. Units moved this way may still assault during turn 1. This does not confer the outflank special rule to any units.

6. Disciple of Magnus

Your Warlord may re-roll single Psychic test every turn (even successful one).

Sorcerers

Sorcerers of the Thousand Sons are the driving power of the Legion. Few in number, they are powerful beyond comprehension of mortal men, as energies of the Rubric burn in their souls, granting more mastery over powers of Warp, than any other psyker can dream. From behind the ranks of their fearless golems, Sorcerers bring hell on the heads of the Legion foes.

Unlike most Chaos servants, Thousand Sons Sorcerers aren't usually warlike, and prefer to spend their days in studying and research, in the countless libraries and reliquaries of the Sorcerers Planet. If there is something legion need, most sorcerers prefer to achieve it through devious plots and schemes, rather than direct confrontation. Though, when battle is inevitable few opponents could withstand the power of the sons of Magnus.

Aspiring Sorcerers

Aspiring Sorcerers possess the lower ranks in the Legion, set to guiding duty over Rubric Marines. Without their commands Rubric Golems are little more than mindless automatons, with them, they are unstoppable force. Despite their role as a supervisors, Aspiring sorcerers are fearsome warriors on their own, sometimes more dangerous, than entire squad they lead.

Sorcerer Squad

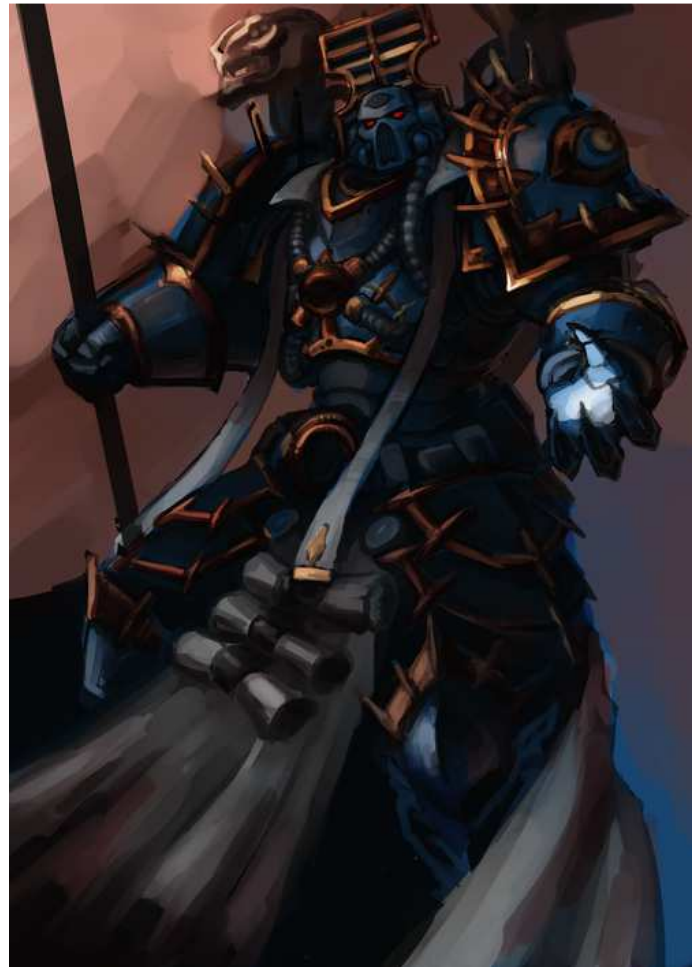
Sometimes Aspiring Sorcerers are deployed in squads. Such formations are rarely last for long, and often are gathered together for a particular battle. In a battle such a powerful squads work as a centerpiece of tactic, providing fire support, guiding their allies or projecting powerful force fields wherever they needed.

Sorcerer

High ranking Sorcerers of the coven spend most their time studying, bringing their psychic powers to the new heights, and plotting their way to the top of the coven hierarchy. There is no Sorcerer who lacks ambition, and though many of them wouldn't stop at anything to advance in rank, the game they play has strict rules. These rules are enforced by the Crimson King himself, so rarely do their intrigues hurt the Legion or lead to the death of one of them. That being said, when time for war comes even the most ambitious Sorcerers leave their rivalries aside and work together.

Sorcerer Lord

Leaders of Thousand Sons war covens are some of the deadliest psykers alive, gifted with immeasurable power and knowledge of dark secrets few could comprehend without losing their minds. Only the most skilled, powerful and cunning of the Sorcerers could reach this rank and hold it for long, as not only magic mastery, but great skill in scheming is needed to rise through the legion's ranks.



	WS	BS	S	T	W	I	A	Ld	Sv
Rubricae Bodyguard	4	4	4	4	1	4	1	10	3+
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+
Sorcerer	5	4	4	4	2	4	2	10	3+
Sorcerer Lord	5	5	4	4	3	5	3	10	3+
UNIT TYPE: Infantry (Character) (except Rubricae bodyguard)									

WARGEAR:

Rubricae Bodyguard: Power armour, bolter, chain-sword, inferno bolts.

Sorcerers: Power armour, bolt pistol, force weapon, frag and Krak grenades (except Aspiring Sorcerer), inferno bolts.

SPECIAL RULES:

Rubricate Bodyguard: Rubric Golem, Bodyguard

Sorcerers: Rubric Sorcerer (Sorcerer Lord is ML2), Independent Character (except Aspiring Sorcerer).

Bodyguard: Aspiring Sorcerers can relocate wounds on Bodyguard Rubricators per Look out, Sir! rule on 2+, even if Bodyguard isn't the closest model in the squad.

Magister Templi: Model with Magister Templi special rule have all psychic powers from his own cult discipline and may generate up to half of his powers (round up) from other cult disciplines. Magister Templi can re-roll psychic tests (even successful ones) when manifesting psychic powers from his cult discipline.

Technomancer

Sorcerers of the Pyrae cult always were more competent in handling machines than their brothers, and acted like legion Techmarines in the days of old. Over time some of them developed the ability to communicate with machine spirits and bend them to their will.

These so-called Thecnomancers often accompany Legion tanks, as they can empower them and even bring the fallen back to the fight. Although Thousand Sons largely regard vehicles as only complementary forces, meant to provide transport and distract enemies from the true power of the Legion – it's Sorcerers – few would argue that under command of a skilled Technomancer even a humble Rhino could be a force to be reckoned with.

	WS	BS	S	T	W	I	A	Ld	Sv
Technomancer	4	5	4	4	2	4	2	10	3+

UNIT TYPE: Infantry (Character)

WARGEAR: Power armour, bolt pistol, force weapon, frag and krak grenades, inferno bolts.

SPECIAL RULES: Rubric Sorcerer (Pyrae, ML2), Independent Character, Machine Herd.

Machine Herd: Friendly vehicles within 24" of a Technomancer ignore On the Sorcerer's Command special rule.



Technomancer psychic powers:

Machine Heal

Warp Charge 1

Technomancer channels his power to machine spirit healing his wounds and restoring broken parts.

Machine Heal is a **blessing** that targets single friendly vehicle within 18". Roll D6. On the result of "1" nothing happens, on result of 2-6 target vehicle may restore lost Hull Point or repair one Weapon Destroyed or Immobilized result.

Burning Wrath

Warp Charge 1

Technomancer empowers machine weapons with his inner fire, setting projectiles and rays they shoot in dark flame of Pyrae.

Burning Wrath is a **blessing** that targets single friendly vehicle within 12". Whilst the power is in effect, all vehicle's weapons get +1 Strength bonus and Caulterize special rule.

Corona

Warp Charge 1

Technomancer set vehicle's hull in a halo of dark blaze which burns everyone who get close.

Corona is a **blessing** that targets single friendly vehicle within 12". Whilst the power is in effect, vehicle would deal Strength 4 AP 5 hit to every model in base-to base contact at the assault phase fight sub-phase initiative step of 10, and deal D6 Strength 4 AP 5 hits when tank shocking or ramming.

Possess Vehicle

Warp Charge 2

Technomancer's spirit partially leaves his body and reaches the dead husk of a broken vehicle, turning it back to life, powered by the sorcerous flame.

Possess Vehicle is a **blessing** that targets single wrecked vehicle (friend or foe) within 24". Whilst the power is in effect, Technomancer cannot move, shoot or charge. Target vehicle get restored to full HP, repair all its Weapon Destroyed and Immobilized results and become under control of Technomancer for the duration of power. Target vehicle also benefits from Burning Wrath and Corona effects, ignore all Crew Shaken and Crew Stunned effects, and uses Technomancer's Weapon Skill, Ballistic Skill and Initiative stats (in case it have ones). For every unsaved glancing hit Possessed vehicle takes, Technomancer takes Strength 2 AP2 hit with Ignore Cover special rule. For every unsaved penetrating hit Possessed vehicle takes, Technomancer takes Strength 3 AP2 hit with Ignore Cover special rule. If the vehicle under effect of Posses Vehicle get destroyed, it treat Wrecked result as Explodes and Technomancer who posses it immediately suffer Perils of The Warp. If the Technomancer who posses vehicle get removed as casualty, it immediately suffer Explodes result. When Posses Vehicle effect cease, vehicle becomes wreck once again.

Insorcist

The reformed souls of Rubric Golems, protected by the dark pact of the Rubric, cannot be absorbed by the powers of Warp. After battle a Sorcerers can repair the armour of fallen Rubric Marines or replace it and cast his spirit to Materium, sealing it in the armour again.

While all Sorcerers can pull golems back from dead, only a few of the Corvidae, who know the flows of Immaterium better than any other cult, can reach those lost souls during battle. Those Sorcerers, known as Insorcists use their power to reanimate fallen golems or summon spirits of dead as their puppets.

	WS	BS	S	T	W	I	A	Ld	Sv
Insorcist	5	4	4	4	2	4	2	10	3+

UNIT TYPE: Infantry (Character)

WARGEAR: Power armour, bolt pistol, force weapon, frag and krak grenades, inferno bolts.

SPECIAL RULES: Rubric Sorcerer (Corvidae, ML2), Independent Character, Dust Herd.

Dust Herd: Friendly non-vehicle units within 24" of an Insorcist ignore On the Sorcerer's Command special rule.

Insorcist psychic powers:

Reanimate

Warp Charge 1

Insorcist uses his power to infuse lost souls back to the broken armour they were cast from, restoring their bodies even from debris and shards if needed.

Reanimate is a **blessing** that targets single friendly unit within 12". After successfully manifesting Reanimate you may immediately restore D3+1 previously removed as casualty models with Rubric Golem rule from this unit (Rubric Swordmaster counts as three models for this purpose).

Undying

Warp Charge 1

Insorcist strengthen the bonds that tie golems souls with their sets of armour, so they can ignore all but the most severe damage.

Undying is a **blessing** that targets single friendly unit within 12". Whilst the power is in effect, all models with Rubric Golem rule in the unit get Feel No Pain (4+) special rule.

Vengeful Spirits

Warp Charge 2

Insorcist can summon spirits of dead for a few moments, setting them to tear the souls of the living apart before vanishing back to the Warp.

Vengeful Spirits is a **witchfire** with the following profile:

Range	S	AP	Type
24	1	2	Assault X*, Poisoned (5+), Ignore Cover

*Vengeful Spirits deals as many shots, as there are models with Rubric Golem or Golem Driver in your army removed as casualties.

Rubric

Swordmaster

Some Sorcerers take the time to craft a truly fine bodyguard. Most of the time, they command a Rubric Swordmaster, a powerful warrior bound eternally to themselves, rather than the normal passing bindings used for your average Rubricae.

	WS	BS	S	T	W	I	A	Ld	Sv
Rubric Swordmaster	7	5	4	4	3	5	3	9	3+

UNIT TYPE: Infantry (Character)

WARGEAR: Power armour, bolt pistol, power sword, frag and krak grenades, inferno bolts.

SPECIAL RULES: Rubric Golem, Independent Character, Blade of my Master, Defend the Master.

Blade of my Master: *Swordmaster's armour is inscribed with words of power, that bolster his combat mastery even further as his master channels energies of Warp through him.*

When under effect of Enliven minor psychic power Rubric Swordmaster receive +1 Attack, AP of his close combat weapon is improved by one, and his invulnerable save is improved by one (to 3+)

Defend the Master: Rubric Swordmaster automatically pass Initiative test when performing Glorious Intervention to replace his Warlord in challenge.



Daemon Prince

Being a Daemon Prince is being a creature of Power, Magic made flesh. Those who step on the way of demonic ascension seek true immortality and new vision, granted by the daemonic body. Many are the secrets that only daemon can learn, and the eternal thirst for knowledge that drives every Sorcerer can push one on the way to Daemonhood.

Though being a Daemon Prince also means being a pawn of the Great Powers, totally dependent on their will. Such is the pride of Sorcerers that few can sacrifice their freedom for the benefits of Daemonhood, even while deep inside their hearts they all know that their freedom is illusive in the Grand Scheme of Tzeentch.

While Rubric made Thousand Sons all but immune to mutations, the risk of turning into spawn is ever present for those who seek for daemonhood, and only the most determined can reach their prized goal.

Daemon Princes who originates from the Thousand Sons legion can be counted on the fingers of one hand, yet they are some of the most dangerous of their kind. They retain the great knowledge of their Legion, combined with a nearly indestructible body and increased magical powers. Clad in ornate daemonic armour and exquisite robes, carved and embroidered respectively, with the words of power, these creatures lay death and destruction with sword and spell alike to those who stand in their way.



	WS	BS	S	T	W	I	A	Ld	Sv
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Daemon Prince	9	5	6	5	4	8	5	10	3+
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UNIT TYPE: Monstrous Creature (Character)

WARGEAR: Power armor, force sword

SPECIAL RULES: Rubric Sorcerer (ML2), Daemon, Deep Strike, Soul Hunter, Daemon of Tzeentch

Daemon of Tzeentch: A Daemon Prince is considered to be a Daemon of Tzeentch. Add +3 to it's Ld when making a Psychic test (To a maximum of 10). In addition, the Daemon Prince may re-roll failed saving throws of 1, and haves the Hatred (Nurgle) Special Rule.



UPGRADES:

Wings: Daemon Princes with Wings changes their type to Flying Monstrous Creature (Character).

Screamer Cloud: *Daemon Prince emanates with magical power, baiting Screamer pack from the Warp. While Screammers cannot break the Weill end enter real space, Daemon Prince thins the line between the Warp and real space just by his presence, and can force few of his screamer pack to existence to use them as living shield. Daemon Prince with Screamer Cloud rule count as accompanied with three models of Spectral Screammers with Toughness 5, one wound and no amour save for the purpose of enemy shooting (you may represent them as models, but they would work only as markers or counters), and could relocate suffered wounds on these models per Look Out, Sir! Special rule. At the start of his movement phase Daemon Prince may expend one Warp Charge to restore all previously lost Spectral Screammers.*

Kai Gun: *When Warp storm Gae-san enveloped the Kai system in M34 it absorbed into Eye of Terror powerful industrial culture. Machine smiths of Kai bartered their skills for a measure of protection, learning how to craft weapons in the Warp that they could not conceived before. After Daemons descendent to fight for the possession of their new domains, all that left from the forges of Kai was the guns they made to appease their new masters. The Kai Gun looks like a huge bolter of archaic design so big that mortal man can barely hold it with both hands. The gun is a psychic catalyst that turn hatred and malice of it's wielder into tangible bolts of energy.*

Kai gun is a ranged weapon with the following profile:

	Range	S	AP	Type
Kai Gun	24	6	3	Assault 3

Rubric Marines

Rubric Marines are the bulk of the Thousand Sons Legion. Once proud and disciplined warriors, they have been transformed into almost mindless automatons by the baleful energies of the Rubric. Their bodies turned to dust, sealed inside power armour and their thinned souls barely glare in the warp, where Sorcerers shine like beacons. Yet they are still deadly soldiers, obedient, fearless and skillful, albeit a bit slow to react compared to other space marines. The fearsome inferno bolts their Sorcerers arm them with rip apart the very souls of their targets, bypassing all but the heaviest armour and leaving grievous psychic stigmata on the bodies of those lucky ones who survive their soul being mutilated. Many Astartes, both loyal and traitor learned the hard way to respect the firepower and tenacity of Tzeentch's chosen legion soldiers.

	WS	BS	S	T	W	I	A	Ld	Sv
Rubric Marine	4	4	4	4	1	4	1	10	3+
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+

UNIT TYPE: Infantry, **Character** (Aspiring Sorcerer only).

WARGEAR:

Rubric Marine: Power armour, bolter, chain-sword, inferno bolts.

Aspiring Sorcerer: Power armour, bolt pistol, force weapon, inferno bolts.

SPECIAL RULES: **Rubric Sorcerer** (Aspiring Sorcerer only), **Rubric Golem** (Rubric Marines only).



Rubric Terminators

Even before the Rubric, the Sekhmet terminators of the Scarab Occult were so cold-blooded and calm, that other legions called them automatons. Reaching high levels of mental discipline, they transcend over their personalities to a level of mind purity rarely seen outside their Legion. The Rubric barely changed them, merely consolidating their detachment and obedience.

	WS	BS	S	T	W	I	A	Ld	Sv
Rubric Terminator	4	4	4	4	1	4	2	10	2+
Aspiring Sorcerer	4	4	4	4	1	4	3	10	2+

UNIT TYPE: Infantry, **Character** (Aspiring Sorcerer only).

WARGEAR:

Rubric Terminator: Terminator armour, combi-bolter, power weapon, inferno bolts.

Aspiring Sorcerer: Terminator armour, combi-bolter, force weapon, inferno bolts.

SPECIAL RULES: **Rubric Sorcerer** (Aspiring Sorcerer only), **Rubric Golem** (Rubric Terminators only), **Warp Path**.

Warp Path: *Thousand Sons use sorcery and Warp portals instead of the primitive teleporters to deploy their Terminators, and their Sorcerers mastery over Warp help guiding such a teleportation, preventing terrible accidents, so common amongst other Legions.*

If a unit of Rubric Terminators accompanied by at least one model with Rubric Sorcerer rule scatters over impassible terrain, other unit or out of the board during Deep Strike, reduce scatter distance until they can be placed normally.



Sky Rubricators

After the Rubric, most of the Legion's Assault Marines were reduced to Rubric Marines. As such their sluggish nature meant that they were not suitable for Jump Pack use, where quick reaction are essential. Yet many Aspiring Sorcerers resisted these changes. They spent months and years in training, reaching deeper into the remnants of their subordinate souls, binding with them on the level few of the Sorcerers can boast. So called "Sky Rubricators" squads do not use their high mobility to rush into close combat, but rather to reach favorable positions or outflank their enemies, dancing on the jet thrusts, pouring fire on foes, and then jumping away, avoiding return fire.

	WS	BS	S	T	W	I	A	Ld	Sv
Sky Rubricator	4	4	4	4	1	4	1	10	3+
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+

UNIT TYPE: Jump Infantry, Character (Aspiring Sorcerer only).

WARGEAR:

Sky Rubricator: Power armour, jump pack, bolter, chainsword, inferno bolts.

Aspiring Sorcerer: Power armour, jump pack, bolt pistol, force weapon, inferno bolts.

SPECIAL RULES: Rubric Sorcerer (Aspiring Sorcerer only), Rubric Golem (Rubric Marines only), Low Thrust (Aspiring Sorcerer only), No Need to Hurry (Sky Rubricators only).

Low Thrust: Sky Rubricator Aspiring Sorcerer have *minor psychic power* **Low Thrust**. It changes Jump type to Jet Pack for all his unit until the start of his next Psychic phase.

No Need to Hurry: While under effect of Stupor, Sky Rubricators cannot use their jump packs and therefore temporarily lose Jump type.



Disk Riders

Some of the Aspiring Sorcerers reach such a heights in daemon summoning art that they can bend up to dozen of Screamer to their will and transform them into Disks. Squads of Disk riding Rubric Marines are extremely rare and are valued greatly by the Coven leaders for their unmatched mobility and durability.

	WS	BS	S	T	W	I	A	Ld	Sv
Disk Rider	4	4	4	5	1	4	2	10	3+

Aspiring Sorcerer 4 4 4 5 1 4 3 10 3+

UNIT TYPE: Jetbike, Character (Aspiring Sorcerer only).

WARGEAR:

Disk Rider: Power armour, disk of Tzeentch, bolter, chainsword, inferno bolts.

Aspiring Sorcerer: Power armour, disk of Tzeentch, bolt pistol, force weapon, inferno bolts.

SPECIAL RULES: Rubric Sorcerer (Aspiring Sorcerer only), Rubric Golem (Disk Riders only), Rare, Summoned mounts.

Summoned mounts: The moment their Aspiring Sorcerer is removed as causality, all Discriders lose their Disks of Tzeentch till the end of the game - replace them with regular Rubric Marine models if possible.



Erasers

While Thousand Sons rely on sorcery and vehicles for heavy fire support, sometimes it's simply not enough. In such occasions groups of Rubric Marines are reinforced by Disk-mounted weapon platforms, forming Eraser squads.

	WS	BS	S	T	W	I	A	Ld	Sv
Eraser	4	4	4	4	1	4	1	10	3+
Disk Platform				5	2				3+
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+

UNIT TYPE: Infantry, Character (Aspiring Sorcerer only), Artillery (Disk Platform only).

WARGEAR:

Eraser: Power armour, bolter, chainsword, inferno bolts.

Disk Platform: Twin-linked heavy bolter, inferno bolts.

Aspiring Sorcerer: Power armour, bolt pistol, force weapon, inferno bolts.

SPECIAL RULES: Rubric Sorcerer (Aspiring Sorcerer only), Rubric Golem (Erasers only), Rubric Golem, Guide Aim (Aspiring Sorcerer only).

Guide Aim: Erasers Aspiring Sorcerer have *minor psychic power* **Guide Aim**. It grant Skyfire special rule for all Disk Platforms in his squad unit until the start of his next turn.

Young Sons

Thousands of Legion agents constantly search through Imperium, Eye of Terror and free human worlds for psychically gifted and healthy boys. Some of the candidates are captured and brainwashed, some convert to Chaos by their will, but only a few out of thousands pass the rigorous selection, while others die in process or join the Planet of the Sorcerer's population of thrall wizards. Those lucky ones who pass are given the precious gift of Thousand Sons gene seed – one of the rarest progenoids in the Universe.

As their bodies transform into transhuman form, Young Sons are subjected to countless tests and learn the forbidden lore of warp sorcery. Inside the spires of the Planet of the Sorcerers they hone their skills of warp mastery in magical sparrings and nonlethal duels, as well as practicing the art of psychic choir to combine their power in battle.

No one but Sorcerer Lords and Magnus himself know what happen with the Young Sons when they end their training and finish their transformation into true Astartes. Some say they get tested by some modified version of Rubric and those who survive it become true Sorcerers, and those who do not – their golem servants. Those of the Thousand Sons who are rumored to originate from the Young Sons don't tell, and nor do the Coven leaders.

	WS	BS	S	T	W	I	A	Ld	Sv
Young Son	4	4	4	4	1	4	1	8	4+
Practicus	4	4	4	4	1	4	2	9	4+

UNIT TYPE: Infantry, Character (Practicus only).

WARGEAR: Carapace armour, bolter, chain-sword, inferno bolts.

SPECIAL RULES: Brotherhood of Sorcerers, Psychic Choir.

Psychic Choir: Young Sons squad Mastery Level depends on the squad size – on 1-7 they count as Mastery Level 1, on 8-15 – Mastery Level 2, and on 16+ - Mastery Level 3. For this purpose Practicus counts as two models. Regardless of the squad size, Young Sons generate three psychic powers from any Legion Cult Disciplines.



Hidden Ones

Mysterious warriors clad in armour with Thousand Sons heraldry sometimes accompany the Covens of Legion in battle. They rarely speak other than telepathically, and always appear from the most unexpected directions, hiding their positions with illusions and clouds of psychic mist, harassing vulnerable rear of enemy forces, and then vanishing to strike from other direction. They seem to be unaffected by Rubric, and yet show no signs of Flesh Change.

Those warriors are the Hidden Ones – dark order of infiltrators, scouts and spies, founded by none but Ammon himself – the first apprentice of Magnus. No one knows their origins or agenda, especially after their master was slain, but Hidden Ones seem to be eager to help any Coven they meet regardless of its goals. It is rumored, that dozens of Hidden Ones agents are infiltrated into loyalists' chapters and Chaos warbands, leaking valuable information to Thousand Sons Sorcerer Lords.

	WS	BS	S	T	W	I	A	Ld	Sv
Hidden One	4	5	4	4	1	4	1	9	3+
Vigilator	4	5	4	4	1	4	2	10	3+

UNIT TYPE: Infantry, Character (Aspiring Sorcerer only).

WARGEAR: Power armour, bolter, chainsword, inferno bolts, bolt pistol (Vigilator only), force weapon (Vigilator only).

SPECIAL RULES: Brotherhood of Sorcerers, Stealth, Infiltrate, Blessing of the Architect, High Sorcery, Innumerations, Soul Shield, Shadow Choir, Grand Illusion, Vanish.

Shadow Choir: Hidden Ones squad Mastery Level depends on the squad size – on 1-6 they count as Mastery Level 1, on 7-13 – Mastery Level 2, and on 14+ - Mastery Level 3. For this purpose Vigilator counts as two models. Regardless of the squad size, Hidden Ones generate two psychic powers from Athanaeans Legion Cult Disciplines and know Invisibility psychic power from Telepathy psychic discipline.

Grand Illusion: Hidden Ones use their telepathic powers to disguise themselves as an enemy soldiers with illusions and subtle mind control.

Until Hidden Ones use any psychic powers on other unit then themselves, perform shooting attack or attempt to charge, enemy units must pass Leadership test on 3D6 in order to shoot or charge Hidden Ones, and cannot shoot or charge Hidden Ones or other unit in this phase if they fail the test. In addition, when arriving from reserves per Outflank rule and rolling 5-6 on Outflank, Hidden ones can enter the field from the opponent's side of table if they choose so.

Vanish: When revealed, Hidden Ones rarely last for long, preferring to hide in illusive clouds of mist and flee to strike from other direction when they least expected. If at the start of their Movement phase Hidden Ones aren't locked in close combat, you may remove them from the field, and place them into incoming reserves.

Dreadnoughts

Due to effects of Rubric, Thousand Sons Dreadnoughts are almost unaffected by mutative powers of Warp, avoiding transformation into demented and unpredictable Hellbrutes. Rubric Dreadnoughts' pilots bodies turned to dust like most of their battle brothers, and the remnants of their souls pilots are the only things that drives those massive deadly walkers. Silent and cold, Rubric Dreadnoughts know neither mercy nor anger, reaping through their foes with the methodical patience of cold-blooded killer.

Sorcerers rarely take such heavy wounds that even the healing mastery of Pavoni Cult cannot save them. Such cripples are placed into Dreadnought sarcophaguses, becoming one of the deadliest weapons in the Legion arsenal. Though placing into metal shell usually lowers the psychic potential of the Sorcerer, he still retains most of his power, bolstered by a bitter anger from being demoted from one of the Legion's commanders to a mere tool in the hands of some Sorcerer Lord.

Even more rare than Sorcerer Dreadnoughts, Contemptor Pattern Dreadnoughts are the relics of the past, long forgotten by Imperium and even most of the Traitor Legions. Their heavy armored hulls tower over regular Dreadnoughts and some Daemon Engines, painted in proud colors of Thousand Sons and protected by telekine shields. Many mysterious and powerful magitech systems may be installed into Contemptor's ancient hull, turning it into even more dangerous war machine.

	[AV]									
	WS	BS	S	F	S	R	I	A	HP	
Rubric Dreadnought	4	4	6	12	12	10	4	4	3	
Sorcerer Dreadnought	5	5	6	12	12	10	4	5	3	
Rubric Contemptor Dreadnought	4	4	7	13	12	11	4	5	4	

UNIT TYPE: Vehicle, Walker

WARGEAR:

Rubric Dreadnought: Twin-linked heavy bolter, power fist with in-built combi-bolter, inferno bolts.

Sorcerer Dreadnought: Twin-linked heavy bolter, force axe with in-built combi-bolter, inferno bolts.

Rubric Contemptor: Twin-linked heavy bolter, power fist with in-built combi-bolter, inferno bolts.

SPECIAL RULES:

Rubric Dreadnought: Golem Driver.

Sorcerer Dreadnought: Rubric Sorcerer, Book of Metal, Iron Herd.

Rubric Contemptor: Golem Driver.

Book Of Metal: Dreadnought armor provide a lot of surface for magical formulas and glyphs to be written at. Vehicle with the Book of Metal special rule may take up to 3 Words of Power from the Arsenal.



Iron Herd: Being sealed within Dreadnought sarcophagus Sorcerer can better understand those of his former battle brothers, whose souls get trapped in metal shells.

Friendly walkers within 24" of vehicle with Iron Herd special rule ignore On the Sorcerer's Command special rule.

UPGRADES:

Gyroscopic Stabilizers: Sophisticated stabilizer systems, provided by the Legion's Dark Mechanicum Allies provide for much smoother moving and speed, for such a big vehicle.

Confers Fleet and +1 Weapon Skill, and if a Contemptor does not shoot during his Shooting phase he get +1 Attack.

Crystal Lantern Augur: This magitec artifact combine powerful augur array with psychocrystal cell, powered by bound daemon, allowing for unprecedented accuracy against even the fastest targets.

Confers +1 Ballistic Skill, and if a Contemptor does not move during his previous Movement phase he may choose to get a Skyfire and/or Interceptor special rules.

Sorcerer: Empty Contemptor dreadnoughts are extremely rare, and are reserved only for the highest ranking Sorcerer Lords should they suffer such heavy injuries even Pavony could not heal.

Confers +1 Ballistic Skill, +1 Weapon Skill, +1 Initiative, and replace Golem Driver special rule with Rubric Sorcerer, Book of Metal and Iron Herd special rules. In addition, Sorcerer Contemptor gain Character type.

Thousand Sons Tanks



Since they are mostly few in numbers, many of the Thousand Sons covens prefer mechanized warfare. Legion tanks are the regular set, common amongst most Legions: Durable and easy to maintain Rhino transports, versatile Predator tanks, devastating Vindicator siege tanks and mighty Land Raiders.

Predator Tank

	[AV]				
	BS	F	S	R	HP
Predator	4	13	11	10	3

UNIT TYPE: Vehicle, Tank

WARGEAR: Turret-mounted Autocannon, inferno bolts.

SPECIAL RULES: Golem Driver.

Land Raider

	[AV]				
	BS	F	S	R	HP
Land Raider	4	14	14	14	4

UNIT TYPE: Vehicle, Tank, Transport

WARGEAR: Hull-mounted twin-linked heavy bolter, two sponson-mounted twin-linked Lascannons.

TRANSPORT CAPACITY: 10 models. Cannot transport Very Bulky and Extremely Bulky models.

ACCESS POINTS: Side doors at each side and front ramp.

FIRE POINTS: None

SPECIAL RULES: Golem Driver, Assault vehicle.

Vindicator Siege Tank

	[AV]				
	BS	F	S	R	HP
Vindicator	4	13	11	10	3

UNIT TYPE: Vehicle, Tank

WARGEAR: Hull-mounted demolisher cannon, inferno bolts.

SPECIAL RULES: Golem Driver.

Rhino Transport

	[AV]				
	BS	F	S	R	HP
Rhino	4	11	11	10	3

UNIT TYPE: Vehicle, Tank, Transport

WARGEAR: Combi-bolter, inferno bolts.

TRANSPORT CAPACITY: 10 models. Cannot transport Bulky, Very Bulky and Extremely Bulky models.

ACCESS POINTS: Side doors at each side and rear ramp.

FIRE POINTS: Top hatch for two models

SPECIAL RULES: Golem Driver, Repair.

Repair: If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt to repair the vehicle instead of shooting the vehicle's weaponry. Roll a D6 - on a 6 the vehicle is no longer immobilized. This doesn't allow the Rhino to gain a HP back.

Daemon Engines

Terrorfiend

Unlike the Forgefiend on which chassis it's based, Terrorfiend never meant to be a heavy gun platform. It's weaponry may seem relatively weak for such a big war machine, but the real purpose of Terrorfiend is not to sow death on its own, but to support the Legion Sorcerers, channeling them the very souls of Terrorfiends victims to be used as spell amplifiers. Those of the enemies who know about this ability often prioritize their fire on Terrorfiends, as they know quite well, that already dreadful Sorcerers would unleash apocalyptic powers on their heads when this metal beast start feeding on its prey.

	[AV]									
	WS	BS	S	F	S	R	I	A	HP	
Terrorfiend	3	3	6	12	12	10	3	2	3	

UNIT TYPE: Vehicle, Walker

WARGEAR: Two psychic probes.

SPECIAL RULES: Daemon Engine, Fleet, Well of Power.

Well of Power: If Terrorfiend kills at least one enemy model during its shooting phase you may give one Stolen Soul token to the single model with Rubric Sorcerer rule within 12" of it. Stolen Soul tokens count as Sacrifice tokens, except they last only until the end of Sorcerer's next Psychic phase, and when they are used to manifest power per Sacrifice rule, psychic test get passed on 2D6 rather than 3D6.



Thousand Sons' quest for knowledge put them on the close terms with Dark Mechanicus, and often they take payment for hired golem squads in daemon engines. Thought Sorcerers don't really trust Daemon Engines as unpredictable and capricious, they develop their own rites of submission, granting more reliable and tractable behavior of bond daemons, albeit sometimes for the price of sheer power.

Deceiver

Deceiver is a Thousand Sons modification of Defiler, focused mostly on ranged combat. Altered rites of submission and modified chassis of Deceiver allow increased accuracy, albeit for the price of movement speed, and forward claws crushing power. Though as Thousand Sons usually use Deceivers as fire support platforms, they find this trade quite affordable.

	「 AV 」									
	WS	BS	S	F	S	R	I	A	HP	
Deceiver	4	4	6	12	12	10	3	3	4	

UNIT TYPE: Vehicle, Walker

WARGEAR: Two power axes, æther cannon with regular shells, two reaper autocannons.

SPECIAL RULES: Daemon Engine, Warp Shots.

Warp Shots: Daemons, bond to Deceiver often develop strange ability to warp reality around their guns, launching surprisingly accurate shots far beyond their weapons maximum range.

If Deceiver does not move at his previous Movement phase all his weapon get +12" to maximum range and template weapons get Torrent special rule.



Dread Claw

Dread Claws are massive drop-pods, aging back to the days of Horus Heresy. Unlike their Imperium analogues, Dread Claws are capable of self-supported flight, and often are used for boarding action and as ground-to-ground transport. Albeit Dread Claw machine spirits are known for their vicious temper that often lead to terrible accidents with supporting personnel, Thousand Sons are good enough to tame the rage of machine if it threatens the life of a valuable specialists, like their Dark Mechanicum allies, and the lives of the common slaves from refuel teams are of no value to them.

	AV				
	BS	F	S	R	HP
Dread Claw	3	12	12	12	3

UNIT TYPE: Vehicle, Flyer, Hover, Transport

WARGEAR: Frag assault launchers.

TRANSPORT CAPACITY: 10 models or one walker. Cannot transport Very Bulky and Extremely Bulky models.

ACCESS POINTS: Count as open-topped for the purpose if embarkation and disembarkation.

FIRE POINTS: None

SPECIAL RULES: Deep Strike, Assault Vehicle, Dread Claw Assault.

Dread Claw Assault: Half of Dread Claws in your army (round up) automatically arrive from reserves on turn one. The rest of them follow the regular reserve rules.

Storm Eagle

Storm Eagles were the standard dropships of the Legiones Astartes back in the days of Horus Heresy, and since most of the Thousand Sons Storm Eagles were housed on their fleet during the Burning on Prospero, Legion's park of flyers were kept in almost full numbers. Though the excellent mobility and holding capacity of the Storm Eagles are rarely of use in a Legion which has access to warp portals, it is still valued greatly as attack craft, capable of fulfilling any role, be it air superiority or carpet bombing.

	AV				
	BS	F	S	R	HP
Storm Eagle	4	12	12	12	4

UNIT TYPE: Vehicle, Flyer, Hover, Transport

WARGEAR: Venegance launcher, twin-linked heavy bolter, inferno bolts.

TRANSPORT CAPACITY: 20 models. Cannot transport Very Bulky and Extremely Bulky models.

ACCESS POINTS: Side doors at each side and front ramp.

FIRE POINTS: None



SPECIAL RULES: Deep Strike, Assault Vehicle, Armoured Ceramite.

Armoured Ceramite: Weapon with Melta special rule never roll addition dice for penetration against vehicle with this rule.

UPGRADES:

Ancient Cogitator: Some of the best preserved Storm Eagles retain their sophisticated machine spirits, albeit without access to the Mars armories, many of the most delicate details could only be replaced with bulky magitec systems of the Dark Mechanicum.

Storm Eagle with Ancient Cogitator have Power of Machine Spirit special rule, but its transport capacity get reduced to 15 models.

Magnus the Red

Daemonic Primarch of the Thousand Sons

The Black Tower of Magnus rises above all the spires of Sorcerers Planet. Here the daemonic primarch of the Thousand Sons Legion plots his astute schemes and oversees the work of his children. The gaze of his single eye pierce through time and space, reaching the far corners of the Galaxy with ease, and his power over warp allows him to kill a single man from across thousands of light years or summon devastating warp storm on entire subsector without even leaving his throne room. Yet sometimes even the Crimson King needs to show himself on the battlefield. Such is his true power, that the Materium realm could not sustain him in his full glory without great sacrifice to summon him and a warp storm or rift nearby to thin the veil between reality and the Warp, so Magnus usually arrive in the Materium as a psychic projection – a mere shadow of himself, though still terrifyingly powerful by any standard.

WS BS S T W I A Ld Sv

Magnus the Red 8 6 6 6 6 8 6 10 2+

UNIT TYPE: Monstrous Creature (Character, Unique)

WARGEAR: Mantle of the Crimson King, force axe, gaze of the Red Eye.

SPECIAL RULES: Psyker (Mastery Level 6), Daemon, Deep Strike, Primarch, Blessing of the Architect, Metamorph, Lord of Sorcery, Power Overload, Lord of the Thousand Sons.

WARLORD TRAIT: Elusive Tactician.

Mantle of the Crimson King: Ornate horned armour Magnus wear on his body is just a manifestation of his will made material by his psychic power, though it does provide formidable protection as long as Magnus have enough concentration to sustain it.

Mantle of the Crimson King Bestows a 2+ Armour save if Magnus the Red has at least 4 wounds left.

Gaze of the Red Eye: Red Cyclops's single eye radiates mutating power of Change.

Gaze of the Red Eye is a ranged weapon with the following profile:

	Range	S	AP	Type
Gaze of the Red Eye	Template	6	3	Assault 1, Torrent, Warp Beacon*

***Warp Beacon:** Each Psyker, model from Brotherhood of Psykers or Brotherhood of Sorcerers unit or vehicle with Psychic Pilot rule hit immediately suffers a Perils of The Warp attack.

Lord of the Thousand Sons: All allied Thousand Sons units within 24" of Magnus that can draw their line of sight to him ignore Sorcerer Command special rule and gain +1 bonus on their Soul Shield saves (to 3+). Magnus the Red is automatically your Warlord. Magnus may not be taken in an Allied Detachment.

Primarch: Bestows the Fearless, Adamantium Will, Fleet, Eternal Warrior and It Will Not Die special rules.



Power Overload: Realm of Materium already barely can sustain Magnus' psychic projection. Channeling even more energy inside it and keeping it stable is a hard task even for a demigod.

All blessing powers, that Magnus manifests on himself require one extra Warp charge to manifest.

Metamorph: Magnus' body is not made of flesh, but of energies of Warp, completely submissive to his mighty will, so laws of physics are barely a guidelines for him.

Magnus is not affected by the Poison, Fleshbane, Concussive, or Strikedown universal special rules. Additionally, he is immune to all effects that would lower any of his characteristics except current wounds and treats all terrain as an open ground (with the exception of Impassible Terrain) for the purposes of moving or charging. If for some reason he is forced to be removed as a causality automatically, he instead loses D3 wounds with no saves of any kind allowed.

Lord of Sorcery: Magnus the Red is one of the most powerful psychic entities in the Galaxy, even when he enters the Materium in his limited incarnation.

Magnus the Red knows all psychic powers from all Thousand Sons disciplines, and pick up to four powers from Daemonology discipline. He automatically passes all psychic tests, even those manifested per Sacrifice rule. Enemy units suffer -1 penalty to their Deny the Witch rolls against Magnus's psychic powers. He can manifest any psychic power multiple times per turn (as long as he has enough Warp Charge); he can also use Warp Charges as a sacrifice tokens.

Spectral Wings: Massive wings of dark energy emerge from the Crimson King's back.

At the start of his movement phase Magnus may choose to change his unit type to Flying Monstrous Creature till the start of his next movement phase. If he does so, subtract two Warp Charges from your Warp Charge pool at the start of your Psychic phase

Ahzek Ahriman

The Exile

Ahzek Ahriman once was the first Librarian and Captain of the First Fellowship of the Thousand Sons, Magister Templi of Corvidae Cult and the right hand of Magnus. When Space Wolves attacked Prospero, it was Ahriman who lead the defense of Tizca even against his Primarch orders. It was he who united and organized the remnants of the Legion after the burning of Prospero. Yet despite all his accomplishments there is no person more hated amongst the Thousand Sons than Ahriman, as his Rubric doomed most of his former battle brothers to be mindless automatons – for which it would be never forgiven by the legion Sorcerers.

Exiled from his legion, Ahriman, and his warcoven, known as Prodigal Sons roam through the Galaxy in their quest for forbidden knowledge. Ahriman insistently seeks a way to enter the Black Library, guarded by the mysterious Harlequins and their Eldar brethren, waging his own war in the Webway.

	WS	BS	S	T	W	I	A	Ld	Sv
Ahzek Ahriman	5	5	4	4	3	5	3	10	3+

UNIT TYPE: Infantry (Character, Unique)

WARGEAR: Armour of Ammon, the Black Staff, The Book of Kallimakus, bolt pistol, frag and krak grenades, inferno bolts.

SPECIAL RULES: Rubric Sorcerer (Corvidae, Mastery Level 4), Independent Character. Preferred Enemy (Eldar, Dark Eldar), Exile.

WARLORD TRAIT: Lord of Deception.

Exile: If your army contains Ahriman, you cannot take more than one Rare unit per FOC and all models in your army lose access to the Reliquary section of Armory.



Priceless Relics

Armour of Ammon: *This exquisite set of power armour and robes, enchanted by mystical glyphs and dark pacts, engraved on its plates once belonged to Ammon, the first Apprentice.*

Armour of Ammon confers 3+ armour save and Book, Calm and Sword Words of Power.

The Black Staff: *No one aside Ahriman himself knows the true origin of the Black Staff. Some claim it if the Old Ones relic, other suspect it to be daemonic artifact, maybe even the shard of the legendary Crystal Staff. This staff is a powerful conduit of psychic energy, able to transfer immeasurable power from Warp to the Materium realm.*

The Black Staff allows Ahriman to manifest the same witchfire power up to three times during the same Psychic phase. It is also a close combat weapon with the following profile:

	S	AP	Type
The Black Staff	+2	4	Melee, Force, Concussive

The Book of Kallimakus: *This ancient tome is a biography of the Magnus written from his own words by a remembrancer Kalimakus. For those wise enough to find an inner meaning between the lines this book is a priceless source of arcane knowledge.*

Ahriman can choose one psychic power from each Thousand Son discipline, after rolling powers normally



Psychic powers:

Alter Fate

Warp Charge 1

The ways of fate are well known to one who founded Divination discipline as Mankind knows it now, and with a slightest manipulation he may start the chain of minor events that can turn crushing defeat into brilliant victory.

Alter Fate is a **blessing** that targets Ahriman himself. While the power is in effect, you may re-roll any one die or force your opponent to re-roll any one die during each game phase.

The Rubric

Warp Charge 3

At the first years of his exile Ahriman studied his grand spell – the Rubric, and learnt how to modify it to be the weapon against those blessed with a Psyker talent.

Rubric is a **malediction** that targets single enemy model with Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule in 12". Target model immediately suffers D3+1 Perils of the Warp.

Hathor Maat

The last captain

Back in the days predating the Burning of Prospero Hathor Maat was the Magister Templi of Pavoni cult, and one of the founders of Bimancy discipline as Imperium knows it now. Like all powerful Pavony disciples he gain a full control over his body physiology and shape, able to change his own appearance, strength and even size. Many accused him of being obsessed with his appearance, but few could doubt in his healing gift and mastery over lightning.

Fate has been kind to Hathor, as he survived both Burning of Prospero and Rubric almost untouched, and passed through thousand years of the Long War in relative peace of Sorcerers Planet. The only surviving and still loyal to Primarch Captain of the Legion he serve as Magnus right hand and oversee the forces of Sorcerers Planet. He rarely leaves his temple spire to face the countless dangers of Galaxy, but when he does, few foes could stand on his way and survive, as even without his arcane powers Hathor's masterfully crafted and biomantically enhanced body is a perfect weapon on its own.

WS BS S T W I A Ld Sv

Hathor Maat 6 5 4 5 4 6 3 10 3+

UNIT TYPE: Infantry (Character, Unique)

WARGEAR: Power armour, robes of Magister, Storm, Phoenix and Onslaught Words of Power, Thunderblade, Ivory Staff, frag and krak grenades.

SPECIAL RULES: Rubric Sorcerer (Pavoni, Mastery Level 3), Independent Character, Magister Templi (Pavoni), Perfect Creature.

WARLORD TRAIT: Disciple of Magnus.

Perfect Creature: Hathor Maat have Feel No Pain and It Will Not Die special rules, and have 2+ invulnerable save against wounds caused by Poisoned weapon.



Priceless Relics

Thunderblade: *Hathor's heavy khopesh is a mystical weapon, powered by bound daemons and covered in lightning arcs.*

Thunderblade a close combat weapon with the following profile:

	S	AP	Type
Thunderblade	User	3	Melee, Force, Haywire

Ivory Staff: *This elegant white staff was crafted by the artisans of Tizka long before the Horus Heresy to be a perfect conduit of the healing energy of Pavoni temple, rather than combat weapon.*

Ivory Staff a close combat weapon with the following profile:

	S	AP	Type
Ivory Staff	+2	5	Melee, Force, Strikedown

Ivory Staff allows Hathor Maat to expend one Warp Charge during his Psychic phase to restore one wound on any friendly model within 12" of him.

Psychic powers:

Thunderstorm

Warp Charge 2

With his enchanted physiology Hathor Maat could generate even more electricity from his nervous system than any other Pavony, releasing it in a form of deadly lightning storm, though even for him this amount of energy may be dangerous to wield.

Thunderstorm is a **witchfire** with the following profile:

Range	S	AP	Type
24	5	2	Assault 5, Haywire, Arc, Indirect Strikedown, Blind, Gets Hot

Arc: For every to-hit roll of 6 from Thunderstorm all units within 6" of the target (friend or foe) suffer D3 hits with Strength 3 and AP-

Cult Disciplines

Minor Psychic Powers

All of the Thousand Sons Sorcerers know not only powerful spells, but also some minor manifestations of the Warp power. While some might consider such minor psychic powers a mere tricks not worth the time of the proud sons of Magnus, those "tricks" may spell difference between victory and defeat.

All models with a Rubric Sorcerer special rule know following minor psychic powers, and can manifest them during their Psychic phase by spending one Warp Charge (no psychic test needed). Any minor psychic power may be manifested at most once per turn.

Obey: *Sorcerer reaches the consciousness' of unleaded golems and bend them to his will.*

Declare one friendly unit within 18" of Sorcerer – this unit would not suffer from the Stupor effects until the start of his next turn.

Empower: *Sorcerer channel his power into psychic crystals installed in his squads weapon and equipotent.*
Activate special wargear.

Enliven: *Channeling his energy into Rubric Golems Sorcerer awakens their battle lust and speed.*

All models with Rubric Golem rule in Sorcerer's unit replace Slow and Purposeful with Relentless until the start of his next turn.

Fall Back: *By the Sorcerer's psychic command Rubric Golems break from battle and perform tactical withdraw.*

Sorcerer and his squad immediately retreat from close combat. If they are caught by Sweeping Advance, they are not destroyed but remain in close combat instead.

Halo: *Corona of psychic energy surrounds Sorcerers head, taking the shape of terrifying monstrosities.*

Sorcerer would have Fear special rule until the start of his next turn.

Illuminate: *Incorporeal ghostly flames appear around Sorcerers foes, illuminating them in the dark.*

Declare one opponent unit within 18" of Sorcerer - this unit gain no benefit from Night Fighting special rule.

Cult Temples

Each sorcerer of the legion belongs to one of the five cult temples depending on his talent in the art of forging the Warp powers. Those temples root back to the five disciplines, founded by the Magnus himself on Prospero and infact are the origins of imperial psychic schools, despite none of the Astra Telepatica adepts knows almost all their knowledge comes from the remnants of the Tizka libraries. For the millennia past Thousand Sons developed more sophisticated and effective rituals and spells, based on their superior knowledge of the Warp and mental practices known as Innumerations so their temple disciplines differ greatly from the regular ones.

Corvidae are the legion diviners, adept in the art of predicting future and manipulating chances. Their skills are highly valued by the legion, as they usually succeeds at leading troops or even entire armies. For this reason Corvidae sorcerers often become the leaders of warcovens or their closest advisers. The least warlike of the Thousand Sons, Corvidae enjoy peaceful time in research chambers and libraries and commonly try to avoid direct confrontation with enemy if possible.

Pyrae is the cult temple of pyromancy. Sorcerers of Pyrae are capable of conjuring deadly dark flame it into different forms. Often described as the flaming sword of Magnus, Pyrae Sorcerers are the most violent of their legion, enjoying the sheer destruction and carnage they cause in battle.

Pavoni are the legion biomancers, who's power allow them to control the flesh of both their allies and enemies. In battle they can conjure deadly lightings from their nervous systems and tweak their biochemistry to perform truly horrible deeds like forcing enemies vomiting themselves to death or literally explode. Where Pyrae enjoy burning things to dust, Pavoni developed more dark delight to torture and pain their powers cast on their prey.

Athanacans excel at the art of telepathy, often serving the ears of the legion by reaching the minds of the enemies and stealing their secrets before the battle or even making battle needless. In battle they use the nightmares and fears of their enemies against them and take control over the minds of the lesser troops to turn them against each other.

Raptora are the legion telekinetics, known for conjuring powerful kinetic barriers and moving objects with their minds. Often called the Magnus' shield Raptora Sorcerers protect their allies with kine domes and force barriers and holding enemies down, and while not nearly as destructive as Pyrae or Pavoni they are quite capable of turning their powers into a deadly weapon if needed.

Change discipline does not descend from the old Legion temples and is dedicated to the Thousand Sons patron god aspect – using raw unformed power of the warp. Change powers are known to be quite unpredictable albeit potent, and though none of the Sorcerers would abandon their temple to fully devote himself into Change, many study this discipline as a secondary.

Cult of Change

PRIMARIS POWER

Chaos Storm

Warp Charge 1

Sorcerer conjures the raw power of the Warp on his fingers and unleashes it on his foes in the form of pitch-black lightning.

Chaos Storm is a **witchfire** with the following profile:

Range	S	AP	Type
24	D6	D6	Assault D6+1

*Roll for Strength, AP and number of attacks separately.

Sacrifice: Roll 3D6 for each Strength, AP and number of attacks and pick the best results.

1. Reality Warp

Warp Charge 1

Sorcerer bends the fabric of reality, creating the space loop, that redirects enemy shots to themselves.

Reality Warp is a **blessing** that targets Sorcerer himself. Whilst the power is in effect, all ranged with to-hit result of "five" against the Sorcerer and his unit instead hit the unit which fired it, resolved as a shooting attacks from the Sorcerer.

Sacrifice: Reality Warp also affects all other friendly units within 6" of the Sorcerer.

2. Doombolt

Warp Charge 1

Sorcerer hurls a bolt of rolling energy that blasts everything on its path into terrifying new shapes.

Doombolt is a **beam** with the following profile:

Range	S	AP	Type
18	8	1	Assault 1, Detonate

***Detonate:** If Doombolt hits vehicle and causes Detonate result, roll 2d6 for explosion radius.

Sacrifice: Witchfire profile changes into:

Range	S	AP	Type
18	10	1	Assault 1, Detonate

3. Wormhole

Warp Charge 1

Sorcerer creates stable and safe corridor through the Warp to help his allies move a great distance in an eye blink.

Wormhole psychic power creates two linked wormhole gates, represented by large blast templates - first one within 6" of the Sorcerer and the second within 18" of the first one. All distances are measured to the centers of templates. These gates last until the start of the Sorcerer's next Psychic phase. Any non-vehicle model or walker (friend or foe) which touches a wormhole gate at any point during its movement may teleport to any point inside other wormhole gate and resume movement. For instance, if an infantry model moves three inches in order to touch a wormhole gate it may then appear anywhere touching the other gate before moving the remaining three inches. Models moved this way must end their turn in unit coherency. This teleport may be performed during normal movement, or while running, turbo-boosting or thrust moving, and any model utilizing this movement counts as having moved. A unit cannot declare a charge in the same turn that it moves through a wormhole gate.

Sorcerer can attempt to manifest a Wormhole psychic power at the start of his Movement phase, in which case it costs 3 Warp Charges - remove those Warp Charges immediately after you generate your Warp Charge pool at the start of your next Psychic phase.

Sacrifice: Second wormhole gate may be placed within 30" of first one. Opponent models cannot use wormhole.

4. Dark Blade

Warp Charge 1

Ruinous energies crackle on the Sorcerers weapon, turning everything he hit into horribly twisted mess of metal and flesh.

Dark Blade is a **blessing** that targets Sorcerer himself. Whilst the power is in effect all Sorcerer's close-combat weapon with Force special rule may be used with the following profile:

Range	S	AP	Type
-	+2	1	Melee, Force, Smash!, Armourbane

Sacrifice: Dark Blade profile changes to:

Range	S	AP	Type
-	x2	1	Melee, Force, Smash!, Armourbane

5. Nether Surge

Warp Charge 2

Sorcerer bends the reality itself, twisting the laws of physics to the point they cannot sustain life or even matter.

Nether Surge is a **witchfire** with the following profile:

Range	S	AP	Type
12	X	-	Assault 1, Blast, Twin-Linked, Gravity Implosion*

***Gravity Implosion:** Every non-vehicle model touched by template must pass Initiative test or have their remaining wounds halved (rounding down, to a minimum of zero). An affected vehicle model instead rolls a d6: on a 3+ it suffers a Penetrating hit that inflicts the Immobilized result.

Sacrifice: Witchfire profile changes into:

Range	S	AP	Type
12	X	-	Assault 1, Large Blast, Twin-Linked, Gravity Implosion

Enemy models suffer -1 penalty to their initiative while making initiative tests per Gravity Implosion. Affected vehicles lose an additional hull point.

6. Warp Lance

Warp Charge 2

Beam of dark energy takes off the Sorcerer's hands, burning flesh and metal alike with ethereal flames of change.

Warp Lance is a **witchfire** with the following profile:

Range	S	AP	Type
36	9	2	Assault 1, Lance

Sacrifice: Witchfire profile changes into:

Range	S	AP	Type
48	10	1	Assault 1, Lance, Transmute*

***Transmute:** Penetrating hits dealt by Warp Lance get +1 modifier for vehicle damage roll.

Corvidae Cult

PRIMARIS POWER

Guidance

Warp Charge 1

Sorcerer can effortlessly predict the path of bullets and missiles. By focusing his warp-sight even more closely, he can guide his allies aim.

Guidance is a **blessing** that targets single friendly unit within 12". Whilst the power is in effect, target count all of its ranged weapon and witchfires as twin-linked.

Sacrifice: Target can also re-roll all failed to-wound rolls from their ranged weapon and witchfires.

1. Foreboding

Warp Charge 1

Thanks to his prophetic insights, Sorcerer and his allies are aware that their foes are about to charge, even before the foes themselves realized it.

Foreboding is a **blessing** that targets the Sorcerer. Whilst the power is in effect, the Sorcerer and his unit have Counter-Attack special rule and can overwatch at their full ballistic skill, rather than ballistic skill 1. Models with Rubric Marine rule under Foreboding effect can overwatch despite being Slow and Purposeful, but unless they are under effect of Enliven minor psychic power they suffer -1 penalty to their Ballistic Skill (to the minimum of 1) while overwatching.

Sacrifice: Sorcerer and his unit count as having defensive grenades and can fire overwatch on any enemy unit that declare charge on any friendly Thousand Sons unit within 12" of them. Models with Rubric Marine rule do not suffer -1 penalty to their Ballistic Skill for not being under effect of Enliven.

2. Flickering

Warp Charge 1

Gazing deep into the Warp and it's flows, Sorcerer can synchronize his allies' arcane protection in resonance with them, strengthening it immensely.

Flickering is a **blessing** that targets single friendly unit within 12". Whilst the power is in effect, target can re-roll all failed invulnerable saves. Note that you can choose to use invulnerable save against inflicted wounds even if your armor or cover save is better.

Sacrifice: Target's invulnerable save is also improved by one to the minimum of 3+.

3. Sentence

Warp Charge 1

With a click of his fingers, Sorcerer twists fate so that his followers' blows punch through the weakest points in their opponent's armour.

Sentence is a **malediction** that targets single enemy unit within 24". Whilst the power is in effect, target must re-roll all successful saves.

Sacrifice: Sentence targets two enemy units instead of one.

4. Perfect Timing

Warp Charge 1

Sorcerer foresees the reaction of his enemies and guide his allies to shoot them exactly when they peer out from behind cover and expose themselves to a lethal head shot.

Perfect Timing is a **blessing** that targets the Sorcerer. Whilst the power is in effect, the Sorcerer's and his unit's ranged weapon have Ignore Cover rule.:

Sacrifice: Sorcerer's and his squad's ranged weapon also forces -1 penalty on their target's invulnerable save rolls.

5. Golden Way

Warp Charge 1

Amongst the thousands of possible ways of future skilled Sorcerer can pick the perfect one.

Golden Way is a **blessing** that targets the Sorcerer. Whilst the power is in effect, the Sorcerer can re-roll any D6+1 dices. Only the dice rolls, reliant to Sorcerer himself and his unit as whole could be re-rolled, but not ones that are reliant to other individual models in his unit.

Sacrifice: Roll 2D6+1 for the number of re-rolls.

6. Bend Fate

Warp Charge 3

Focusing tremendous power with his mind, Sorcerer can conquer the very fabric of uncertainty that defines fates of the material realm, ensuring brilliant success for his allies, and terrible failure for his foes.

Bend Fate is a **blessing** that targets the Sorcerer. Roll D3. Whilst the power is in effect, you may pick that number of dices after they are rolled (no matter by you or your opponent), and change their result to whatever you want.

Sacrifice: Roll D6+1 for the number of dices to pick.

Pyrae Cult

PRIMARIS POWER

Fireball

Warp Charge 1

Conjuring and launching the balls of overheated plasma is about the most basic spell available to Pyrae Sorcerers, but simplicity does not mean the lack of lethality.

Fireball is a **witchfire** with the following profile:

Range	S	AP	Type
24	4	5	Assault 1, Blast, Ignores Cover, Cauterize

Sacrifice: Witchfire profile changes into:

Range	S	AP	Type
24	5	4	Assault 1, Large Blast, Ignores Cover, Cauterize

1. Hellfire

Warp Charge 1

A stream of the dark flame pours forth from the Sorcerer's arms, engulfing the target.

Hellfire is a **witchfire** with the following profile:

Range	S	AP	Type
Template	4	3	Assault 1, Cauterize

Sacrifice: Witchfire profile changes into:

Range	S	AP	Type
Template	6	3	Assault 1, Torrent, Cauterize

2. Cracking Blazes

Warp Charge 1

By the Sorcerer's command a tiny spurts of a living flame covers enemy armour, piercing and expanding any gap or weak point they can find.

Cracking Blazes is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, target's armour save is reduced by one (like 3+ becomes 4+), or if the target is a vehicle its armor value is decreased by one all round.

Sacrifice: Cracking Blazes effect last till the end of the game.

3. Spontaneous Combustion

Warp Charge 1

Focusing his anger on a foe, Sorcerer incinerate his flesh in a heartbeat. Yet when his rage boils over, the unfortunate body explodes with a blast of ash and roaring flame.

Spontaneous Combustion is a focused witchfire with a range of 18". The targeted model suffer single wound with Cauterize special rule and no armour or cover saves allowed. If the model is slain by this wound, target small blast template over the target before removing it. All other models under this template suffer a Strength 4 AP5 hit with Ignores Cover and Cauterize special rules.

Sacrifice: Target suffer D3 wounds instead of 1. You may allocate these wounds on one or separate models.

4. Fire Wall

Warp Charge 1

Roaring barrier of fire emerges from under the surface by the sorcerers command, cutting the path of his enemies and burning everyone stupid enough to try and cross it.

Fire Wall creates two fire wall markers within 18" of Sorcerer and no further than 12" from each other, placed the way the line between them does not cross enemy models. These markers last until the start of the Sorcerer's next Psychic phase. Each enemy model which crosses the line between the fire wall markers suffers Strength 5 AP4 hit with Ignores Cover and Cauterize special rules. Vehicles take hit on their rear armor. Line between firewall markers also count as 5+ cover.

Sacrifice: Fire wall causes Strength 7 AP2 hits with Ignores Cover and Cauterize special rules.

5. Molten Beam

Warp Charge 2

A white-hot beam of blazing energy bursts from the Sorcerers palm, burning armour, evaporating flesh and leaving only ghastly shadows in its wake.

Molten Beam is a **beam** with the following profile:

Range	S	AP	Type
12	8	1	Assault 1, Melta, Cauterize

Sacrifice: Witchfire profile changes into:

Range	S	AP	Type
24	8	1	Assault 1, Armourbane*, Cauterize

*Molten Beam's Armourbane rule is ignored by the models that ignore Melta rule.

6. Crematorium

Warp Charge 3

Unleashing full extent of his hatred into the Warp, Sorcerer incinerate ground and air around him, burning friend and foe alike in an all-consuming fiery storm.

Crematorium count as **witchfire**, though it could be used even if Sorcerer is locked in close combat. All models within 4+D3" of the Sorcerer (except the Sorcerer himself) suffer Strength 6 AP 3 hit with Ignores Cover and Cauterize special rules, vehicles are hit on their side armor). Each unit affected by this power may roll Deny the Witch separately, however Sorcerer's own unit cannot deny it at all. Wounds from these hits could not be allocated on the Sorcerer. For every extra Warp Charge used to manifest this power Crematorium's range is increased by 1" and Strengths is increased by one. For every two extra Warp Charges used Crematorium's AP is decreased by one to the minimum of one. This power could not be used through reflecting crystal.

Sacrifice: Counts as two extra Warp Charges used.

Pavoni Cult

PRIMARIS POWER

Lightning

Warp Charge 1

With a roaring thunder lethal bio-lightning, generated from the Sorcerer's nervous system leaps from his fingers, frying his foes alive.

Lightning is a **witchfire** with the following profile:

Range	S	AP	Type
18	5	2	Assault 2, Indirect Effect, Haywire, Cuncussive, Blind

Sacrifice: Witchfire profile changes into:

Range	S	AP	Type
18	5	2	Assault 4, Indirect Effect, Haywire, Cuncussive, Blind

1. Agony

Warp Charge 1

Unspeakable pain pierces through the Sorcerer's victims' bodies, causing muscles to tear apart and bones to break from the powerful uncontrollable spasms.

Agony is a **witchfire** with the following profile:

Range	S	AP	Type
36	7	4	Assault 4, Driver Wounded!*

***Driver wounded!:** If the vehicle get hit with Agony do not roll for armor penetration. Instead it automatically takes Crew Stunned result with no hull point lost. This result could not be replaced with Crew Shaken per any rule.

Sacrifice: Witchfire profile changes to one of the following:

Range	S	AP	Type
36	7	4	Assault 8, Driver Wounded!*
36	8	3	Assault 4, Driver Wounded!*

2. Living Bomb

Warp Charge 1

With a twists of his fingers Sorcerer turns inert chemicals in his victim's body into deadly explosion, and watch as it blows up like an organic frag-grenade.

Living Bomb is a **malediction** that targets single non-vehicle model within 12". Roll D6. If the result is more than twice higher than target's current wounds remove it as casualty with no saves of any kind allowed and center small blast template over the target before removing it. All other models under this template suffer a Strength 4 AP- hit.

Sacrifice: Target is removed and explodes if the result is more than his current wounds rather than double current wounds.

3. Enfeeble

Warp Charge 1

As Sorcerer channels his power, tendrils of Warp energy lash over his victims, sapping their vitality.

Enfeeble is a **malediction** that targets single enemy unit within 24". Whilst the power is in effect, the target unit suffers -1 penalty to both Strength and Toughness and treats all terrain (even open ground) as difficult terrain.

Sacrifice: Enfeeble effect last till the end of the game.

4. Leech

Warp Charge 1

Sorcerer reaps the life force of his victims and use it to restore his own flesh.

Leech is a **witchfire** with the following profile:

Range	S	AP	Type
12	4	2	Assault 4, Ignores Cover

If Leech causes at least one unsaved wound, Sorcerer immediately regains one wound. He even could get one wound over his maximum Wound characteristic, though this extra wound count as temporary and is automatically lost at the end of his next psychic phase or when he get new extra wound.

Sacrifice: Witchfire profile changes into:

Range	S	AP	Type
12	4	2	Assault 6, Ignores Cover

Sorcerer regains one wound for every unsaved wound Leech deals to the target. He cannot get more than one extra wound.

5. Frenzy

Warp Charge 1

By filling their blood with specific hormones and stimulators, Sorcerer turns his victims into little more than raging animals, barely able to tell friends from foes.

Frenzy is a **blessing** or **malediction** that targets single non-vehicle unit or walker (friend or foe) within 24". Whilst the power is in effect, the target unit cannot shoot, and is forced to move to the closest enemy unit in its line of sight at movement phase. If there is no enemy units within 12" and line of sight of target it must run or turbo-boost towards closest enemy unit at shooting phase, otherwise it is forced to declare charge on the closest visible enemy unit. Target unit also gain Fleet, Rage, Counter-Attack, Hatred and Furious Charge special rules for the duration of power.

Sacrifice: Frenzy does not grant any special rules if used on enemy models and does not force any movement or charges on friendly ones.

6. Battle Form

Warp Charge 2

By channeling his power inside his own body Sorcerer turns himself into a living weapon, capable of going toe-to toe against monstrosities triple his size, or reaping through the ranks of lesser troops with a terrifying ease.

Battle Form is a **blessing** that targets the Sorcerer himself. Whilst the power is in effect, the Sorcerer gains +2 Weapon Skill, Strength, Toughness, Initiative and Attack, as well as Fleet, Relentless, Eternal Warrior, Smash!, Feel no Pain and It Will Not Die special rules.

Sacrifice: Weapon Skill, Strength, Toughness, Initiative and Attack bonuses are +3 instead of +2, and all Sorcerer's attacks in close combat gain AP1.

Athanaeans Cult

PRIMARIS POWER

1. Nightmarer

Warp Charge 1

Sorcerer pours deep into his victim's minds and unleashes the vision of their deepest fears upon them.

Nightmarer is a **malediction** that targets single enemy unit within 24". Whilst the power is in effect, the target takes -2 penalty to Leadership and treats all enemy units as having Fear special rule.

Sacrifice: The target receives no benefits from Fearless and And They Shall Know No Fear special rules.

1. Mindwipe

Warp Charge 1

Sorcerer attacks the very essence of his victim's personality, breaking it apart and leaving only empty gibbering husk.

Mindwipe is a **witchfire** with the following profile:

Range	S	AP	Type
18	8	2	Assault d3+1, Ignores Cover, Brain Death*

***Brain Death:** Hits from Mindwipe are resolved against target's majority Leadership rather than Toughness or Leadership+2 rather than Armour Value. For every wound caused by Mindwipe target must pass Leadership test or suffer Instant Death. Penetrating hits from this power roll D3 for damage table rather than D6 with no bonuses for AP or open-topped.

Sacrifice: Witchfire profile changes to one of the following:

Range	S	AP	Type
18	9	2	Assault d6+1, Ignores Cover, Brain Death*

2. False Command

Warp Charge 1

Piercing his victims minds, Sorcerer replaces their memories about orders they received with false ones.

False Command is a **malediction** that targets single enemy unit within 24". Targeted unit must pass Leadership test on 3D6 or in his next Movement phase it is controlled by you rather than your opponent, though they cannot use any abilities that hurt their allies. If the unit is forced to do anything that may directly cause damage to it other than potential damage from the Dangerous Terrain tests (like moving into a lava lake or jumping from the building's roof) it may pass another Leadership test on 3D6 to immediately end the power effect. If target unit include enemy Warlord, Leadership tests are passed on 2D6.

Sacrifice: Successful Leadership tests must be-erolled, and if it was failed you can control target squad during his shooting phase. Like with movement phase they cannot shoot or use other abilities that hurt their allies.

3. Puppet Master

Warp Charge 1

Sorcerer possess his victim's mind, controlling his movement, his aim and his trigger finger as if he was a marionette.

Puppet Master is a **focused witchfire** with a range of 24". The target immediately makes shooting attack as it is one of your own models (this cannot target his own

unit). Models that already being affected by Puppet Master during this phase count as being slain for target allocation purposes, meaning single model cannot be affected more than once per turn.

Sacrifice: Instead of shooting target can inflict D3 hits with its close combat weapon of your choice on itself. Wounds inflicted by these hits are resolved on the target only and cannot be allocated on other models of its unit.

4. Drowse

Warp Charge 1

Sorcerer saps his victims' consciousness, slowing their movement and reaction.

Drowse is a **malediction** that targets single enemy unit within 24". Whilst the power is in effect, the target unit suffers -1 penalty to Weapon Skill, Attacks, Initiative and Charge and Run range; all models who charge this squad does not suffer Initiative penalty for charging through difficult terrain.

Sacrifice: Weapon Skill, Attacks and Initiative are halved (round up) instead of suffering -1 penalty. Target also cannot fire Overwatch, does not get +1 Attack for charging and lose all benefits of Rage, Furious Charge and Counter-Attack special rules.

5. Bedlam

Warp Charge 2

Paranoia and panic covers warriors as Sorcerer forces them to believe they are alone and surrounded by enemies.

Bedlam is a **witchfire** with 24" range that hits automatically. Target unit must pass Leadership test on 3D6 or every model in the unit immediately inflict one hit with its close combat weapon of your choice (or regular close combat weapon if it have none) on his own unit. This power does not affect non-walker vehicles and units of one model.

Sacrifice: Leadership test is passed on 4D6 rather than 3D6.

6. Paralyze

Warp Charge 3

Sorcerer's victims lose control over their bodies, forced to just stand and wait their inevitable doom.

Paralyze is a **malediction** that targets single enemy unit within 24". Whilst the power is in effect, the target cannot perform any actions except manifesting psychic powers, including moving, shooting, fighting in close combat or using special wargear. They also gain Fearless special rule and cannot be forced to move or fall back by any means. Zooming Flyers and Swooping Flying Monstrous Creatures can move in their movement phase, but only at minimal speed and straight forward. In close combat target models are hit automatically.

Sacrifice: Warp Charge cost is reduced to 1. If the Sorcerer have Sacrifice tokens or Soul Hunter rule and his Mastery Level is 1, he can take Paralyze psychic power or re-roll it as usual.

Note: Vehicles count as having Leadership 10 for the purpose of Athanaeans psychic powers, and their Leadership can be lowered by Nightmare psychic power or other means.

Raptora Cult

PRIMARIS POWER

1. Kine Shield

Warp Charge 1

Transparent dome of telekinetic energy covers Sorcerer's allies, shielding them from harm.

Kine Shield is a **blessing** that targets single non-vehicle friendly unit within 12". Whilst the power is in effect, the target count as being in AV10 round building with no fire points for the purpose of enemy shooting. Kine Shield is immune to the rules that grant extra dices for armor penetration or inflict glancing and penetrating hits on flat dice roll, but on the other hand does not benefit from any cover saves. Kine Shield cease to effect after the first penetrating hit it takes..

Sacrifice: Kine Shield's AV is increased to 12.

1. Press

Warp Charge 1

Sorcerer's rough telekinetic power pins his victims to the ground.

Press is a **malediction** that targets single non-vehicle enemy unit within 24". Target unit must pass Strength test with -1 penalty to Strengths or is automatically Pinned even if it automatically pass pinning tests.

Sacrifice: Successful Strength test must be re-rolled.

2. Barrier

Warp Charge 1

Impenetrable shimmering telekinetic wall emerges from the thin air by the Sorcerer command.

Barrier creates two barrier markers within 12" of Sorcerer and no further than 12" from each other. These markers last until the start of the Sorcerer's next Psychic phase. No enemy models (even Flyers or Flying Monstrous Creatures) can cross the line between barrier markers.

Sacrifice: Instead of two regular barrier markers it creates one primary barrier marker within 12" of Sorcerer and two secondary barrier markers within 12" of primary one. No enemy models (even Flyers or Flying Monstrous Creatures) can cross the line between primary barrier marker and any of the secondary barrier markers.

3. Rockfall

Warp Charge 1

With his telekinetic power Sorcerer tear rocks from the ground and rain them on his victims heads.

Rockfall is a **witchfire** with the following profile:

Range	S	AP	Type
36	4	-	Assault 1, Large Blast, Barrage, Inderect Effect, Strikedown

Sacrifice: Witchfire profile changes to one of the following:

Range	S	AP	Type
36	6	5	Assault 1, Large Blast, Barrage, Inderect Effect, Strikedown

4. Thief

Warp Charge 1

Sorcerer uses his telepathic power to pool the weapon of his enemy out of his grip and garbs it for himself.

Thief a **malediction** that targets single enemy model that is not a vehicle or a monstrous creature within 6". Immediately remove one weapon of any type from target model. If the target model is not Extremely Bulky, or a Tyranid you may therefore add this stolen weapon to any friendly model within 3" of the Sorcerer.

Sacrifice: Range is increased to 18".

5. Long hands

Warp Charge 1

Few mechanisms can hope to work properly after the skilled Sorcerer twist and jam their inner structure.

Long Hands is a malediction that targets single non-vehicle enemy unit within 24". Target unit suffers from one of the effects of your choice from the list below. Long-term effects from the list works for duration of power.

- **Jam the guns:** Unit must re-roll to-hit and to-wound rolls of 6 at shooting.
- **Block the fuel/Cut the wings:** Unit loses Jet-pack and Jump rules.
- **Jam the armour:** All models in the unit with 3+ or 2+ armour save treat all terrain (even open ground) as difficult terrain and cannot run.
- **Short circuit:** Each vehicle model in the unit suffers single hit with Strength 1, and Haywire and Ignore Cover rule.
- **Hold the doors:** Transport vehicles in the unit count as having no access point and top hatches.
- **Pull the check:** If there is at least one model with grenades of any type in the squad (except defensive and haywire grenades), unit takes D6 hits with Strength 4 AP- and does not benefit from any grenades it have.

Sacrifice: Target unit suffers from two of the effects of your choice from the list above.

6. Throw

Warp Charge 2

With a flip of his fingers Sorcerer lifts his victims into the air and throws them away.

Throw is a **witchfire** with the following profile:

Range	S	AP	Type
24	-	-	Assault, Blast, Twin-linked, Throw

***Throw:** Throw: All models touched by template are moved 2D6" at any direction of your choice ignoring all terrain. This movement can be used even if it breaks unit cohesion. Non-vehicle models must take Impact tests like they fall the distance they were thrown. Vehicle models take single glancing hit for every full 3" they were thrown. If their movement ends on impassible terrain, within 1" of any other model or out of table, reduce movement distance until they can be placed normally. If a thrown vehicle's movement ends over other unit, count it as tank shock or ram instead, and additionally deal D3 wounds with AP1 or D3 glancing hits to any unit or squadron it lands on.

Sacrifice: Witchfire profile changes to one of the following:

Range	S	AP	Type
24	-	-	Assault, Large Blast, Twin-linked, Throw

Tools of Sorcery

Robes

Exquisite robes under which Thousand Sons Sorcerers hide their armour are not just pretty cloth, but one of their arcane instruments - sown with psycho-active fiber and covered in words of power they serve as focus and amplifier of their sorcery.

Robes of Adept

Robes of Adept allow their bearer to purchase one extra Word of Power from Arsenal.

Robes of Ritualist

Robes of Ritualist allow their bearer to purchase one extra Word of Power and two extra Sacrifice tokens from Arsenal. Additionally, robes' bearer may reroll one of the three dices when manifesting psychic power per Sacrifice rule.

Robes of Savant

Robes of Savant allow their bearer to purchase one extra Word of Power from Arsenal. Additionally, robes' bearer may manifest one minor psychic power per turn without warp charge spent.

Robes of Magister

Robes of Magister allow their bearer to purchase two extra Words of Power from Arsenal and confers 3+ invulnerable save.

Books

Knowledge is power, as each Sorcerer knows, and some knowledge contain too much power to safely keep it in a memory. That's why many of the Thousand Sons carry girmuaries and scroll with eldritch rituals and arcane techniques written in them.

Book of Knowledge

Sorcerer with this book can generate additional psychic power from any of the Thousand Sons discipline.

Book of Mysteries

Sorcerer with this book can generate additional psychic power from any of the standard disciplines from core rulebook.

Book of Dominion

Sorcerer with this book can negate Stupor effect on vehicles with Rubric Pilot at 12" instead of 6" and can manifest Obey minor psychic power once per turn without warp charge spent.

Sacrificial Scroll

Secretly write single Thousand Son psychic power for every model with sacrificial scroll at army deployment stage. Once per game Sorcerer with sacrificial scroll can manifest this psychic power per Sacrifice rule without Sacrifice token spent, automatically passing psychic test.

Words of Power

Arcane formulae engraved on Sorcerer's armour and robes are written in a true language of magic, which give them a power to alter the flows of Warp, altering and empowering Sorcerer's psychic powers.

Scroll

Sorcerer may re-roll generated psychic power.

Book

Sorcerer may choose psychic powers before the game instead of generating them. Chosen powers must be written in the army roster.

Tome

Sorcerer may choose psychic powers during deployment phase instead of generating them.

Mirror

Sorcerer can manifest psychic powers, known by other psykers (friend or foe) within 6" of him.

Calm

Sorcerer become immune to all effects that force additional dice rolls or leadership penalties on psychic tests or Perils of the Warp rolls, except Sacrifice.

Storm

All enemy psykers within 12" of the Sorcerer must roll one additional die when manifesting psychic powers, and discard the highest one.

Shield

Sorcerer gain Adamantium Will special rule.

Sword

Opponent gain -1 penalty to all rolls for denying Sorcerer's psychic powers, to the minimum of 6+. Effect is cumulative for multiple Sword words taken.

Onslaught

Sorcerer can manifest any of his psychic powers twice per turn, as long as he have enough warp charges.

Phoenix

Sorcerer can spend his wounds as warp charges or sacrifice tokens.

Hawk

When Sorcerer manifests Focused Witchfire psychic power he can allocate its target regardless of the numbers of Warp Charges activated.

Devil

Sorcerer counts as having Daemon special rule when manifesting Daemonology psychic powers.

Angel

Sorcerer counts as being from the Grey Knights when manifesting Daemonology psychic powers.

Melee Weapons

Profiles for the following melee weapons are listed on summary page (pg XX). Their full rules can be found in the *Warhammer 40,000* rulebook.

Chainfist Force weapons
Chainsword Power fist
Close combat weapon Power weapons

Crystal Weapon

Some Sorcerers arm their golems with a weapon, forged from psycho-active crystals, that grow in the caverns of the Sorcerer's Planet. Such weapon can be imbued by the warp energies, greatly increasing its destructive power.

Name	S	AP	Type
Crystal Sword	S	5	Melee, Crystal Weapon
Crystal Axe	+1	4	Melee, Crystal Weapon, Unwieldy
Crystal Maul	+1	6	Melee, Crystal Weapon, Concussive

Crystal Weapon: Sorcerer can use Empower minor psychic power to activate all crystal weapon in his unit until the start of his next Psychic phase. Activated Crystal weapon gain one of the following bonuses to their wielders:

- +1 Attack
- +1 Strength (+2 for Crystal Maces)
- -2 AP

Force Dagger

Short, weak and generally not meant to be used in combat, Force daggers are regarded as more of ceremonial weapon.

S	AP	Type
-1	2	Melee, Force, Short Reach

Short Reach: This weapon cause -1 WS penalty for the purpose of its wielder's to-hit rolls.

Daemon Weapon

Weapon, imbued with a power of imprisoned demon is dangerous to use as the prisoner constantly battles his bearer's mind, but many Sorcerers find the power such weapon grant hem being worth the risk.

Name	S	AP	Type
Daemon Sword	+1	3	Melee, Daemon Weapon
Daemon Axe	+2	2	Melee, Daemon Weapon, Unwieldy
Daemon Maul	+3	4	Melee, Daemon Weapon, Concussive
Daemon Dagger	S	2	Melee, Daemon Weapon, Short Reach

Daemon Weapon: At the start of the fight subphase roll D6 for each daemon weapon, who's wielder is locked in combat. At 2-6 results wielder gains that many additional Attacks until the end of the phase, on 1 he immediately suffers a Wound with no armour or cover saves allowed, and it's Weapon Skill is reduced to 1 until the end of the phase. Additionally, model equipped with daemon weapon lose Innumerations special rule.

Force Rod

Highly valued by the Legion Sorcerers, force rods are arcane batteries, capable of storing Warp energies for a later use.

S	AP	Type
S	3	Melee, Force, Arcane Vessel

Arcane Vessel: At the start of his psychic phase Sorcerer can store one warp charge in a force rod. Warp charges stored in force rod can be used as regular ones but does not lost at the end of the psychic Phase.

Hequa Staff

Force halberds, known as Hequa staves are traditional and iconic weapon of the Thousand Sons Sorcerers.

S	AP	Type
+1	3	Melee, Force, Two-handed



Ranged Weapons

Profiles for the following ranged weapons are listed on summary page (pg XX). Their full rules can be found in the *Warhammer 40,000* rulebook.

Autocannon	Lascannon
Boltgun	Meltagun
Bolt pistol	Missile launcher
Combi-weapons	Multi-melta
Flamer	Plasma cannon
Heavy bolter	Plasma pistol
Heavy flamer	Plasmagun

Combi-Bolter

Essentially a twin-linked boltgun, the combi-bolter emerged from the Horus Heresy as the most tactically flexible weapon, available to Space Marine Terminators.

Range	S	AP	Type
24	4	5	Rapid Fire, Twin-linked

Butcher Autocannon

A scaled up version of the Reaper autocannon, this weapon is only produced on daemonic forgeworld Hellforge, and is greatly valued for its ability to deal with enemy armour and massed infantry with equal ease.

Range	S	AP	Type
36	8	4	Heavy 4, Pinning

Daemon Breath Flamer

Thousand Sons' Deceivers sometimes are equipped with projector muzzles that allow them to heave out their inner fire, shaped in a form, similar to Pyrae dark flames, and equally deadly.

Range	S	AP	Type
Torrent	5	3	Heavy1, Cauterize

Demolisher Cannon

The demolisher cannon is a short ranged but devastating siege weapon, designed to tear down enemy strongholds and breach fortifications. The effect on living creatures is horrifically final.

	Range	S	AP	Type
Regular Shells	24	10	2	Ordnance 1, Large Blast
Warp Shells	36	10	1	Heavy 1, Ignores Cover, Instant Death

Havoc Launcher

Havoc launcher fire clusters of highly explosive missiles.

Range	S	AP	Type
48	5	5	Heavy 1, Blast, Twin-linked

Heavy Conversion Beamer

This esoteric weapon fire a beam which induces a subatomic implosion in their target, with the beam itself gathering power over distance up to terminal point of beam instability..

Range	S	AP	Type
0-24	4	-	Ordnance 1, Large Blast, Firing Calibration
24-48	6	4	Ordnance 1, Large Blast, Firing Calibration
48-72	10	2	Ordnance 1, Large Blast, Firing Calibration

Firing Calibration: This weapon cannot be fired if the model carrying it has moved during the same turn, regardless of it having Relentless special rule.

Psychic Probe

Arcane weapon of the Terrorfiend daemon engine is designed to siphon its targets' souls out of their bodies, leaving of them only lifeless husks.

Range	S	AP	Type
24	1	2	Heavy 2, Fleshbane

Reaper Autocannon

There is a particular type of double-barelled autocannon, called the Reaper, which is no longer employed by the forces of the Emperor. It is mostly used by Chaos Terminators, allowing them to lay down a withering hail of shots from afar.

Range	S	AP	Type
36	7	4	Heavy 2, Twin-linked

Vengeance Launcher

Mounted on the back of a Storm Eagle gunship, Vengeance launcher fire multiple anti-personnel missiles per salvo, saturating area with a clouds of shrapnel.

Range	S	AP	Type
48	5	4	Heavy 2, Large Blast

Armour

Carapace Armour

Young Sons wear unpowered suits of heavy carapace armour when going into battle.

Carapace armour confers 4+ armour save.

Charmed Armour

With most materials bolstered with charms and imprisoned warp-entities, charmed armour offers almost as much protection as Terminator suit, while being much lighter and mobile.

Charmed Armour confers 2+ armour save, and allow its bearer to purchase one extra Word of Power from Arsenal.

Power Armour

Power armour bestows great strength and protection. Power armour confers 3+ armour save.

Terminator Armour

Servo-assisted Terminator armour confers the resilience of a walking tank - and quite frequently the weaponry to match.

Terminator armour confers 2+ armour save and a 5+ invulnerable save Furthermore, Models in Terminator Armour have Bulky, Relentless and Deep Strike special rules and cannot make Sweeping Advances.

Special Issue Wargear

Rules for the following grenades can be found in the *Warhammer 40,000* rulebook.

Frag grenades* Krak grenades
*see assault grenades Melta-bombs

Chaos Icon

Icons serve as a magnets for the powers of Chaos, shining like a beacons through the veil between the real space and the Warp.

Sorcerer can use Empower minor psychic power to activate chaos icon in his unit until the start of his next Psychic phase. Activated icon prevents scattering of all friendly models in terminator armour or with Daemon special rule deep striking within 6" of model with icon.

Disc of Tzeentch

Sorcerer enthralls a Screamer of Tzeentch and shapes it into a soaring disc of daemoniac flesh, used as a personal mount.

Model on disc receive +1 Attacks and change it's type to Jetbike.

Inferno Bolts

The shells, carried by the Thousand Sons are imbued with sorcerous energies that tear their victims souls as well as their bodies.

Shots from bolt pistol, bolter, combi-bolter and heavy bolter with inferno bolts are resolved at AP3.

Inferno Promethium

Promethium, charged with the same rituals as dreaded inferno bolts have the same ability to burn the spirit of his victim's, bypassing all but the thickest armor.

Shots from flamer and heavy flamer with inferno promethium are resolved at AP3.

Jump Pack

Jump Pack can lift even heavy power armour from the ground, and a warrior equipped with one can leap across the battlefield, over obstructions, and slam into combat.

Model with jump pack have Jump unit type.

Psychoactive Bolts

Some Sorcerers arm their golems with the inferno bolts with psychoactive crystal cores. Such ammunition is no different from the regular inferno bolts by itself, but could be charged with sorcerous power, tremendously increasing its effectiveness.

Sorcerer can use Empower minor psychic power to activate all psychoactive bolts in his unit until the start of his next Psychic phase. Activated psychoactive bolts modify the profile of bolt pistols, bolters, and heavy bolters carried by the wielders with one of the following (applied after Inferno bolts effect):

- +1 Ballistic Skill
- +1 Strength
- +6" Range
- Ignores Cover, but AP is reduced to 5
- deal one extra shot, but AP is reduced to 5



Sigil of Mastery

As Sorcerer grows with his power, his psychic might changes his mind and body, granting him boons that makes him even closer to his chosen discipline.

Confer special bonuses according to Sorcerer's cult:

- | | |
|-------------------|---|
| Corvidae | - may re-roll all save results of 1, including Soul Shield saves. |
| Pyrae | - immune to flamer weapons and attacks with Melta or Soulblaze rules. |
| Pavoni | - +1 Wound and immune to weapon with Poisoned rule. |
| Athanaeans | - Preferred Enemy (Everything!) |
| Raptora | - +1 Strengths and immune to Pinning, Concussive and Strikedown. |

Vehicle Wargear

Daemonic Possession

The Vehicle's Ballistic Skill, Weapon Skill and Initiative is reduced by one, it lose Rubric Pilot rule, gain Daemon and It Will Not Die special rules and ignore Crew Shaken and Crew Stunned results on D6 rolls of 2+.

Parasitic Possession

At the end of any phase in which this vehicle inflict at least one unsaved wound or remove one hull point from enemy vehicle roll D6 - on 5+ vehicle could regain one hull point or repair Immobilized or Weapon Destroyed result.

Scrolls of Detention

Vehicle does not suffer from Ballistic Skill, Weapon Skill and Initiative penalties from daemoniac possession and get benefits from parasitic possession on 3+ rather than 5+.

Reflecting Crystal

At the start of movement phase any friendly Rubric Sorcerer could link to vehicle with reflecting crystal. This link last until the end of the following turn and while it active, vehicle does not suffer from Stupor rule and Sorcerer can manifest any of his powers except those that target himself from reflecting crystal. However, while Sorcerer is linked to crystal, if he happen to take unsaved Perils of the Warp wound crystal would be destroyed and inflict single glancing hit on the vehicle. Crystal itself count as weapon and could be destroyed by Weapon Destroyed result or when vehicle suffers Explode! result. When Crystal get destroyed, all Sorcerers linked to it would suffer S3 AP2 hit with Ignore Cover special rule.

Relics of the Sorcerers Planet

The Book of Magnus

The masterpiece of the Crimson King is the most guarded relic of the Legion. It contains secrets of Sorcery, not meant to be known to a mortals, and so is kept under the constant guard in the heart of the Magnus' Black Tower. Only a two copies of it exist: one resides inside the mysterious Black Library, and the other is gifted to a prominent Sorcerers of the Legion, tasked with a Mafnus' own missions.

Model with the Book of Magnus could choose one psychic power from each Thousand Sons discipline, after rolling powers normally, and can also reroll failed psychic tests.

The Book of Lorgar

Lorgar Aurelian, the Primarch of the Word Bearers legion, once gifted the hundred tomes of his book of Chaos to his closest brother Magnus. Inscribed on the skin of imperial psykers, those books contain countless rituals and hymns to the Chaos Gods, and, most importantly summoning techinques.

Model with the Book of Lorgar can pick up to four psychic powers from the Daemonology discipline, after rolling powers normally, and all Daemons, summoned by him does not scatter. Once per game one friendly unit with Daemon special rule may charge at the same turn it Deep Strikes within 12" of the book bearer.

Doom Spear

This powerful force spear bear the mark of the Thousand Sons artificer, yet Legion archives have no records about it, which leads many to suspect it being either a work of an exiled Sorcerer, or a relic, predating the Burning of Prospero. This weapon seem to be using the similar enchantment to the Singing Spears, used by Eldar, as it teleports back into its owners hand shortly after being thrown.

Range	S	AP Type
-	+1	2 Mele, Force
18	S+1	2 Assault 1, Force, Ignore Cover, Ghostthrow

Ghostthrow: Doom Spear deals Precision Shots on 4+.

Dreambreaker Pistol

Daemon Prince of Nurgle Tabus once was foolish enough to attack the Sorcerers Planet only to please his patron god. Unsurprisingly, not only his demonic army get banished with a single spell of the Crimson King, but the Tabus himself get imprisoned into unremarkable bolt pistol. After eternity of torment his spirit get full of misery and pain, part of which slips into pistol ammunition, which burst into blasts of green mist that saps the will of everyone around.

Range	S	AP Type
12	4	5 Pistol, Dreambreaker

Dreambreaker: If enemy unit get hit by Dreambreaker pistol, it's Leadership get reduced by one till the end of the game. This effect is cumulative.

Obsidian Casket

This small box made of pitch black stone contains the remnants of once powerful xeno witch. Despite its body long since turned to ashes, those ashes still possess a link to the Warp and a splinter of the long perished xenos soul. With enough will an proper rituals this artifact could be bound to a Sorcerer's will, and used as a potent Warp-energy battery.

At the start of his Psychic phase Sorcerer can put any number of Warp Charges up to his Mastery Level in the Obsidian Casket. Warp charges stored in Obsidian Casket are not lost at the end of the phase. Sorcerer (and only he) can use Warp Charges stored in the Obsidian Casket to manifest his psychic, powers, though they count as being manifested by single separate model: you can manifest from Casket the same power you manifested from the Sorcerer in the same turn, though you cannot manifest multiple same powers from the Casket, and those powers does not benefit from any Words of Power Casket bearer have, nor they can be manifested per Sacrifice rule, Though those power do still affect the Sorcerer like he manifest them himself.

Soul Mirror

Knowledge is power, and no one knows it better than the bearer of a Soul Mirror. This crystalline amulet allow to link into someone's soul and pour into his thoughts and memories as it is your own, unlike the telepathy mind scan that require exhausting and time consuming mental barrier breaking.

Once per game at the start of your Psychic phase you can use Soul Mirror on enemy character within 18". After this, bearer of the Soul Mirror gains the following benefits:

- Bearer and his squad gain 2+ cover save, Counter-attack and Preferred Enemy special rules against mirror's target and his squad.
- Bearer gains Initiative 10 and Weapon Skill 10 in challenge with mirror's target.
- If mirror's target is a psyker, bearer immediately learns all psychic powers mirror's target knows.
- If mirror's target is a Warlord, your opponent must immediately reveal all his hidden notes, and all your army get Interceptor special rule.

Insatiable

This force staff contains imprisoned warp entity of hunger and greed. It consumes it's bearer victim's souls to power its own soul-burning attack, and even to empower the bearer, if the soul was powerful enough.

Range	S	AP Type
-	+2	4 Mele, Force
24	6	4 Assault 2, Blast, Blind

When model equipped with Insatiable slays an enemy character roll D6 - on 5+ he immediately get +1 to his Mastery Level and roll one extra psychic power from any of the Thousand Sons discipline. If slain character was an Independent Character you get +1 bonus to this roll and another bonus equal to his Mastery Level if slain character was a Psyker.

Army of the Thousand Sons

Arsenal

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists - in each instance the army list entry will tell you (in bold) exactly which of these lists you may use.

Melee Weapons Page XX

A model can replace its force weapon with one of the following:

Hequa staff.....	free
Force dagger.....	free
Force rod.....	10 pts.
Daemon weapon of any type.....	10 pts.

A model can replace its bolt pistol with one of the following:

Force weapon.....	15 pts.
Hequa staff.....	15 pts.
Force dagger.....	20 pts.
Force rod.....	25 pts.
Daemon weapon of any type.....	25 pts.

Ranged Weapons Page XX

A model can replace its bolt pistol with one of the following:

Hand flamer.....	free
Combi-bolter.....	3 pts.
Combi-plasma, -melta or-flamer.....	10 pts.
Plasma pistol.....	13 pts.

A model can take any of the following:

Psychoactive bolts.....	2 pts.
Inferno Promethium.....	5 pts.

Armour Page XX

A model can replace its power armour, frag and krak grenades with terminator armour.....22 pts.

A model can replace its power armour with charmed armour.....30 pts.

Robes Page XX

A model can take one of the following:

Robes of Adept.....	5 pts.
Robes of Ritualist.....	10 pts.
Robes of Savant.....	20 pts.
Robes of Magister.....	25 pts.

Books Page XX

A model can take one of the following:

Book of Knowledge.....	5 pts.
Book of Mysteries.....	10 pts.
Book of Dominion.....	15 pts.
Sacrificial scroll.....	30 pts.

Golem Wargear..... Page XX

Any model in a squad can take up to one of each of the following:

Frag grenades.....	1 pt.
Krak grenades.....	1 pt.
Bolt pistol.....	1 pt.
Psychoactive bolts.....	2 pts.

Any model in a squad can replace his chainsword with crystal weapon of any type.....4 pts.

One model in a squad can take Chaos icon.....5 pts.

Words of Power..... Page XX

A model can take one of the following, though certain wargear could allow to take more:

Scroll.....	5 pts.
Book.....	10 pts.
Tome.....	15 pts.
Mirror.....	10 pts.
Calm.....	5 pts.
Storm.....	10 pts.
Shield.....	5 pts.
Sword.....	5 pts.
Onslaught.....	12 pts.
Phoenix.....	free
Hawk.....	3 pts.
Devil.....	5 pts.
Angel.....	5 pts.

Special Issue Wargear..... Page XX

A model can take up to one of each of the following:

Up to 2 sacrificial tokens.....	5 pts each
Melta-bombs.....	5 pts.
Jump pack ¹	15 pts.
Sigil of Mastery.....	20 pts.
Disk of Tzeentch ¹	30 pts.

Reliquary..... Page XX

A model can take up to two items from the following list. Only one of each Relics of the Sorcerers Planet may be taken per army.

The Book of Lorgar.....	25 pts.
Soul Mirror.....	25 pts.
Dreambreaker pistol.....	30 pts.
Insatiable.....	35 pts.
Obsidian Casket.....	40 pts.
The Book of Magnus.....	40 pts.
Doom Spear.....	60 pts.

Vehicle Wargear Page XX

A model can take one of the following:

Combi-bolter.....	3 pts.
Combi-plasma, -melta or-flamer.....	10 pts.
Havoc launcher.....	11 pts.
Reflecting crystal.....	15 pts.

A model can take up to one of each of the following:

Searchlight.....	1 pt.
Dozer blade ²	5 pts.
Extra armor.....	10 pts.
Scrolls of detention ²	10 pts.
Daemonic possession ²	15 pts.
Parasitic possession ²	15 pts.

1 - Not available to models wearing terminator armour. These pieces of wargear are mutually exclusive.

2 - Tank models only

HQ

MAGNUS THE RED

666 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Magnus the Red	8	6	6	6	6	8	6	10	2+	Monstrous Creature (Character)	1 (Unique)	18

Wargear:

- Force axe
- Gaze of the Red Eye
- Mantle of the Crimson King

Special Rules:

- Psyker (Mastery Level 6)
- Daemon
- Deep Strike
- Primarch
- Blessing of the Architect
- Metamorph

Lord of Sorcery

- Power Overload
- Lord of the Thousand Sons
- Spectral Wings

Warlord Trait:

- Elusive Tactician

AHZEK AHRIMAN

275 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ahzek Ahriman	5	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)	19

Wargear:

- Bolt pistol
- Inferno bolts
- Frag and krak grenades

Warlord Trait:

- Lord of Deception

Special Rules:

- Rubric Sorcerer (Mastery Level 4, Corvidae)
- Independent Character
- Preferred Enemy (Eldar, Dark Eldar)

Psychic powers:

Ahriman have the following psychic powers in addition to those he generates per his usual rules:

- Alter Fate
- The Rubric

Relics:

- Armour of Ammon
- The Black Staff
- The Book of Kalimakus

HATHOR MAAT

275 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Hathor Maat	6	5	4	5	4	6	3	10	3+	Infantry (Character)	1 (Unique)	20

Wargear:

- Power armour
- Robes of Magister
- Destroyer, Phoenix and Onslaught Words of Power
- Frag and krak grenades.
- Inferno Bolts
- Frag and krak grenades

Warlord Trait:

- Disciple of Magnus

Special Rules:

- Rubric Sorcerer (Mastery Level 3, Pavoni)
- Independent Character
- Magister Templi (Pavoni)
- Perfect Creature

Psychic powers:

Maat have the following psychic powers in addition to those he generates per his usual rules

- Thunderstorm

Relics:

- Thunderblade
- Ivory Staff

HQ

SORCERER LORD

175 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sorcerer Lord	5	5	4	4	3	5	3	10	3+	Infantry (Character)	1 Sorcerer Lord	7

Wargear:

- Power armour
- Force weapon
- Bolt pistol
- Inferno bolts
- Frag and krak grenades

Special Rules:

- Rubric Sorcerer (Mastery Level 2)
- Independent Character

Options:

May take up to two additional Mastery Levels 25 pts./level.

May take items from the **Melee Weapons, Ranged Weapons, Armour, Robes, Books, Words of Power, Special Issue Wargear** and **Reliquary** sections of the Arsenal.

May take Soul Hunter special rule..... 15 pts.

One Sorcerer Lord per army may be upgraded to the Magister Templi..... 35 pts.

SORCERER

95 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sorcerer	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Sorcerer	7

You may take up to three Sorcerers in one HQ slot.

Wargear:

- Power armour
- Force weapon
- Bolt pistol
- Inferno bolts
- Frag and krak grenades

Special Rules:

- Rubric Sorcerer
- Independent Character

Options:

May take up to two additional Mastery Levels 25 pts./level.

May take items from the **Melee Weapons, Ranged Weapons, Armour, Robes, Books, Words of Power, Special Issue Wargear** and **Reliquary** sections of the Arsenal.

May take Soul Hunter special rule..... 15 pts.

TECNOMANCER

135 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Technomancer	4	5	4	4	2	4	2	10	3+	Infantry (Character)	1 Technomancer	8

Wargear:

- Power armour
- Force weapon
- Bolt pistol
- Inferno bolts
- Frag and krak grenades

Psychic powers:

Technomancer generate one Pyrae cult psychic power and have the following psychic powers:

- Machine Heal
- Burning Wrath
- Corona
- Posses Vehicle

Special Rules:

- Rubric Sorcerer (Mastery level 2, Pyrae)
- Independent Character
- Machine Herd

Options:

May take items from the **Melee Weapons, Ranged Weapons, Armour, Robes, Books, Words of Power, Special Issue Wargear** and **Reliquary** sections of the Arsenal.

If your army include Tecnomancer, you may take one *infernal relic vehicle*, from the **Imperial Armour volume 13: War Machines of the Lost and the Damned**. These vehicles gain Rubric Pilot rule, access to **Vehicle Wargear** section of the Arsenal and their point cost is increased by 20 pts. each.

HQ

DAEMON PRINCE

235 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Daemon Prince	9	5	6	5	4	8	5	9	3+	Monstrous Creature (Character)	1 Daemon Prince	10

Wargear:

- Power armour
- Force weapon

Special Rules:

- Rubric Sorcerer (Mastery Level 2)
- Daemon
- Deep Strike
- Soul Hunter
- Daemon of Tzeentch

Options:

May take up to two additional Mastery Levels 25 pts./level.

May take items from the **Melee Weapons, Ranged Weapons, Robes, Books, Words of Power, Special Issue Wargear** and **Reliquary** sections of the Arsenal.

May take up to one of any of the following:

Wings..... 40 pts.

Kai gun 25 pts.

Screamer Cloud..... 25 pts.

RUBRIC SWORDMASTER

110 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Rubric Swordmaster	7	5	4	4	3	5	3	9	3+	Infantry (Character)	1 Rubric Swordmaster	9

Rubric Swordmaster cannot be your Warlord and cannot be taken as compulsory HQ.

Rubric Swordmaster cannot be your Warlord and cannot be taken as compulsory HQ. For every Sorcerer Lord or Ahzek Ahriman in your army you may take one Rubric Swordmaster that don't take an HQ slot.

Wargear:

- Power armour
- Power sword
- Bolt pistol
- Frag and krak grenades

Special Rules:

- Rubric Golem
- Independent Character
- Blade of my Master
- Defend the Master

Options:

May replace his Power sword with Daemon sword..... 15 pts.

May replace his Power armour and frag grenades with Terminator armour..... 22 pts.

INSORCIST

130 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Insorcist	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Insorcist	9

Wargear:

- Power armour
- Force weapon
- Bolt pistol
- Inferno bolts
- Frag and krak grenades

Psychic powers:

Insorcist generate one Corvidae cult psychic power and have the following psychic powers:

- Reanimate
- Undying
- Vengeful Spirits

Options:

May take items from the **Melee Weapons, Ranged Weapons, Armour, Robes, Books, Words of Power, Special Issue Wargear** and **Reliquary** sections of the Arsenal.

May take Soul Hunter special rule..... 15 pts.

Special Rules:

- Rubric Sorcerer (Mastery level 2, Pyrae)
- Independent Character
- Dust Herd

TROOPS

RUBRIC MARINES

156 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Rubic Marine	4	4	4	4	1	4	1	10	3+	Infantry	4 Rubric Marines	11
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	Infantry (Character)	1 Aspiring Sorcerer	

You must take at least one Rubric Marines squad in your army.

Wargear:

- Power armour
- Inferno bolts
- Chainsword
- Bolter

Aspiring Sorcerer:

- Force weapon
- Bolt pistol

Special Rules:

- **Rubic Marine:**
- Rubric Golem
- **Aspiring Sorcerer:**
- Rubric Sorcerer

Options:

May take up to 10 additional Rubric Marines 22 pts./model

The Aspiring Sorcerer may take items from the **Melee Weapons, Ranged Weapons, Robes, Books and Words of Power** sections of the Arsenal.

The Aspiring Sorcerer may take one Sacrifice token 5 pts.

Rubic Marines may take items from the **Golem Wargear** section of the Arsenal.

For every four Rubric Marines in the squad one may replace his bolter with:

- Combi-plasma, -melta or-flamer 10 pts.
- Heavy bolter 15 pts.

The unit may take a Rhino or a Dreadclaw as a Dedicated Transport.

YOUNG SONS

90 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Young Son	4	4	4	4	1	4	1	8	4+	Infantry	6 Young Sons	13
Practicus	4	4	4	4	1	4	2	9	4+	Infantry (Character)		

Wargear:

- Carapace armour
- Chainsword
- Bolter
- Inferno bolts

Special Rules:

- Brotherhood of Sorcerers
- Psychic Choir

Options:

May take up to 7 additional Young Sons 15 pts./model

One Young Sons may be upgraded to Practicus 10 pts.

Practicus may take items from the **Melee Weapons** and **Ranged Weapons** sections of the Arsenal.

Young Sons may take items from the **Golem Wargear** section of the Arsenal.

The unit may take a Rhino as a Dedicated Transport.



DEDICATED TRANSPORT

RHINO

45 points

<div> <div>AV</div> <div>BS F S R HP</div> </div>							Unit Type	Unit Composition	Page
Rhino							Vehicle (Tank, Transport)	1 Rhino	15

Wargear:

- Combi-bolter
- Inferno bolts

Special Rules:

- Golem Driver
- Repair

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

DREADCLAW

85 points

<div> <div>AV</div> <div>BS F S R HP</div> </div>							Unit Type	Unit Composition	Page
Dreadclaw							Vehicle (Flyer, Transport, Hover)	1 Dreadclaw	17

Wargear:

- Inferno bolts

Special Rules:

- Deep Strike
- Assault Vehicle
- Dreadclaw Assault

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.



ELITES

RUBRIC TERMINATORS

105points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Rubric Terminator	4	4	4	4	1	4	2	10	2+	Infantry	3 Rubric Terminators	11
Terminator Sorcerer	4	4	4	4	1	4	3	10	2+	Infantry (Character)		

Wargear:

- Terminator armour
- Inferno bolts
- Rubric Terminator**
- Chainsword
- Bolter
- Terminator Sorcerer:**
- Force weapon
- Bolt pistol

Special Rules:

- Warp Path
- Rubric Terminator:**
- Rubric Golem
- Terminator Sorcerer:**
- Rubric Sorcerer

Options:

May take up to 7 additional Rubric Terminators.... 35 pts./model

For every three models in a squad one Rubric Terminator may be upgraded to Terminator Sorcerer..... 30 pts.

The Terminator Sorcerer may take items from the **Melee Weapons, Ranged Weapons, Robes, Books and Words of Power** sections of the Arsenal.

The Terminator Sorcerer may take one Sacrifice token..... 5 pts.

Rubric Marines may take items from the **Golem Wargear** section of the Arsenal.

Any Rubric Terminator may replace his combi-bolter with:

- Combi-plasma, -melta or-flamer 5 pts.

Any Rubric Terminator may take psychoactive bolts 3 pts.

For every four Rubric Terminators in the squad one may replace his combi-bolter with:

- Heavy flamer 7 pts.
- + Inferno Prometuum 5 pts.
- Heavy bolter 10 pts.
- Reaper autocannon 23 pts.

The unit may take a Land Raider as a Dedicated Transport.

SORCERER SQUAD

150 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Rubricae Bodyguard	4	4	4	4	1	4	1	10	3+	Infantry		7
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	Infantry (Character)	3 Aspiring Sorcerers	

Wargear:

- Power armour
- Inferno bolts
- Rubricae Bodyguard:**
- Chainsword
- Bolter
- Aspiring Sorcerer:**
- Force weapon
- Bolt pistol

Special Rules:

- Rubricae Bodyguard:**
- Rubric Golem
- Body SHield
- Aspiring Sorcerer:**
- Rubric Sorcerer
- Split Fire

Options:

May take up to 5 additional Aspiring Sorcerers..... 50 pts./model

May take up to 9 additional Rubricae Bodyguards. 20 pts./model

Any Aspiring Sorcerer may take items from the **Melee Weapons, Ranged Weapons, Robes, Books and Words of Power** sections of the Arsenal.

Any Aspiring Sorcerer may take one Sacrifice token: 5 pts.

All models in the squad may take Disks of Tzeentch: 10 pts./model.

The unit may take a Rhino, Land Raider, or a Dreadclaw as a Dedicated Transport.

TERRORFIEND

150 points

	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Terrorfiend	3	3	6	12	12	10	3	2	3	Vehicle (Walker)	1 Terrorfiend	16

Wargear:

- Two psychic probes

Special Rules:

- Daemon Engine
- Fleet
- Well of Power

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

ELITES

RUBRIC DREADNOUGHT

120 points

	[AV]											
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Rubric Dreadnought	4	4	6	12	12	10	4	4	3	Vehicle (Walker)	1 Rubric Dreadnought	14

Wargear:

- Power fist with in-built combi-bolter
- Twin-linked heavy bolter
- Inferno bolts

Special Rules:

- Golem Driver

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

May replace power fist with in-built combi-bolter for twin-linked heavy bolterfree

May replace any twin-linked heavy-bolter with:

- Twin-linked heavy flamer with inferno promethiumfree
- Multi-meltafree
- Missile launcher with krak and frag missiles 5 pts.
+ Flakk missiles 10 pts.
- Plasma cannon 5 pts.
- Twin-linked autocannon 5 pts.
- Twin-linked lascannon 25 pts.

May replace any combi-bolter with:

- Heavy flamer 5 pts.
+ Inferno promethium 5 pts.
- Meltagun 5 pts.

May take a Dreadclaw as a Dedicated Transport.

SORCERER DREADNOUGHT

170 points

	[AV]											
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Rubric Dreadnought	4	5	6	12	12	10	4	5	3	Vehicle (Walker)	1 Sorcerer Dreadnought	14

Wargear:

- Force axe with in-built combi-bolter
- Twin-linked heavy bolter
- Inferno bolts

Special Rules:

- Rubric Sorcerer
- Rare
- Book of Metal

Options:

May take items from the **Words of Power** and **Vehicle Wargear** sections of the Arsenal.

May take one additional Mastery Level 40 pts.

May replace force axe with in-built combi-bolter for twin-linked heavy bolterfree

May replace any twin-linked heavy-bolter with:

- Twin-linked heavy flamer with inferno promethiumfree
- Multi-meltafree
- Missile launcher with krak and frag missiles 5 pts.
+ Flakk missiles 10 pts.
- Plasma cannon 5 pts.
- Twin-linked autocannon 5 pts.
- Twin-linked lascannon 25 pts.

May replace any combi-bolter with:

- Heavy flamer 5 pts.
+ Inferno promethium 5 pts.
- Meltagun 5 pts.

May take a Dreadclaw as a Dedicated Transport.

FAST ATTACK

DISC RIDERS

165 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Disc Rider	4	4	4	5	1	4	2	10	3+	Jetbike	3 Disc Riders	12
Aspiring Sorcerer	4	4	4	5	1	4	3	10	3+	Jetbike (Character)	1 Aspiring Sorcerer	

Wargear:

- Power armour
- Inferno bolts
- Disc of Tzeentch

Disc Rider:

- Chainsword
- Bolter

Aspiring Sorcerer:

- Force weapon
- Bolt pistol

Special Rules:

- Rare

Disc Rider:

- Rubric Golem
- Summoned mounts

Aspiring Sorcerer:

- Rubric Sorcerer

Options:

May take up to 5 additional Disc Riders 30 pts./model

The Aspiring Sorcerer may take items from the **Melee Weapons, Ranged Weapons, Robes, Books** and **Words of Power** sections of the Arsenal.

The Aspiring Sorcerer may take one Sacrifice token 5 pts.

Disc Riders may take items from the **Golem Wargear** section of the Arsenal.

For every four Disc Riders in the squad one may replace his bolter with:

- Combi-plasma, -melta or-flamer 10 pts.
- Heavy bolter 15 pts.

SKY RUBRICATORS

176 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sky Rubricator	4	4	4	4	1	4	1	10	3+	Jump Infantry	4 Rubric Marines	12
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	Jump Infantry (Character)	1 Aspiring Sorcerer	

Wargear:

- Power armour
- Inferno bolts

Discraider:

- Chainsword
- Bolter

Aspiring Sorcerer:

- Force weapon
- Bolt pistol

Special Rules:

Discraider:

- Rubric Golem

Aspiring Sorcerer:

- Rubric Sorcerer
- Low thrust

Options:

May take up to 5 additional Sky Rubricators 26 pts./model

The Aspiring Sorcerer may take items from the **Melee Weapons, Ranged Weapons, Robes, Books** and **Words of Power** sections of the Arsenal.

The Aspiring Sorcerer may take one Sacrifice token 5 pts.

Sky Rubricators may take items from the **Golem Wargear** section of the Arsenal.

For every four Sky Rubricators in the squad one may replace his bolter with:

- Combi-plasma, -melta or-flamer 10 pts.
- Heavy bolter 15 pts.



FAST ATTACK

HIDDEN ONES

130 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Hidden One	4	4	4	4	1	4	1	9	3+	Infantry	3 Hidden Ones	13
Vigilator	4	4	4	4	1	4	2	10	3+	Infantry (Character)	1 Aspiring Sorcerer	

Wargear:

- Power armour
- Bolter
- Bolt Pistol
- Inferno bolts
- Disc of Tzeentch
- Vigilator:**
- Force weapon

Special Rules:

- Brotherhood of Sorcerers
- Stealth
- Infiltrate
- Blessing of the Architect
- High Sorcery
- Innumerations
- Soul Shield
- Shadow Choir
- Grand Illusion
- Vanish

Options:

May take up to 5 additional Hidden Ones 30 pts./model

The Aspiring Sorcerer may take items from the **Melee Weapons, Ranged Weapons, Robes, Books** and **Words of Power** sections of the Arsenal.

The Aspiring Sorcerer may take one Sacrifice token 5 pts.

Hidden Ones may take items from the **Golem Wargear** section of the Arsenal.

For every three Hidden Ones in the squad one may replace his bolter with:

- Combi-plasma, -melta or-flamer 10 pts.
- Heavy bolter 15 pts.

STORM EAGLE

220 points

	[AV]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Storm Eagle	4	12	12	12	4	Vehicle (Flyer, Transport, Hover)	1 Storm Eagle	17

Wargear:

- Twin-linked heavy bolter
- Vengeance launcher
- Inferno bolts

Special Rules:

- Golem Driver
- Deep Strike
- Assault Vehicle
- Armoured Ceramite

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

May replace twin-linked heavy-bolter with:

- Multi-melta free
- Twin-linked autocannon 5 pts.

May take two wing-mounted lascannons 60 pts

May take ancient cogitator 20 pts.



HEAVY SUPPORT

LAND RAIDER										230 points
	BS	F	S	R	HP	Unit Type	Unit Composition	Page		
Land Raider	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider	15		

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Inferno bolts

Special Rules:

- Golem Driver
- Assault Vehicle

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

PREDATOR										85 points
	BS	F	S	R	HP	Unit Type	Unit Composition	Page		
Predator	4	13	11	10	3	Vehicle (Tank)	1 Predator	15		

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Inferno bolts

Special Rules:

- Golem Driver
- Assault Vehicle

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

May replace autocannon with twin-linked lascannon 25 pts.

May take a pair of side sponsons with:

- Heavy bolters 20 pts.
- Lascannons 40 pts.

VINDICATOR										130 points
	BS	F	S	R	HP	Unit Type	Unit Composition	Page		
Vindicator	4	13	11	10	3	Vehicle (Tank)	1 Vindicator	15		

Wargear:

- Demolisher cannon with regular shells
- Inferno bolts

Special Rules:

- Golem Driver

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

DECEIVER											200 points	
⌈ AV ⌋												
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Deceiver	4	4	6	12	12	10	3	3	4	Vehicle (Walker)	1 Deceiver	15

Wargear:

- Two power axes
- Two reaper autocannons
- Demolisher cannon with regular shells

Special Rules:

- Daemon Engine
- Warp Shots

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

May replace any reaper autocannon with:

- Twin-linked heavy bolter with inferno bolts free
- Daemon breath flamer free
- Multi-melta free
- Missile launcher with krak and frag missiles 5 pts.
- Plasma cannon 5 pts.
- Twin-linked lascannon 25 pts.

May take warp shells for demolisher cannon 30 pts.

HEAVY SUPPORT

RUBRIC CONTEMPTOR DREADNOUGHT

120 points

	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Rubric Contemptor	4	4	7	13	12	11	4	5	3	Vehicle (Walker)	1 Rubric Contemptor	14
Dreadnought											Dreadnought	

Wargear:

- Power fist with in-built combi-bolter
- Twin-linked heavy bolter
- Inferno bolts

Special Rules:

- Rare
- Golem Driver

Options:

May take items from the **Vehicle Wargear** section of the Arsenal.

May replace power fist with in-built combi-bolter for twin-linked heavy bolter free

May replace any twin-linked heavy-bolter with:

- Twin-linked heavy flamer with inferno promethium free
- Multi-melta free
- Missile launcher with krak and frag missiles 5 pts.
- Plasma cannon 5 pts.
- Twin-linked autocannon 5 pts.
- Butcher autocannon 5 pts.
- Twin-linked lascannon 25 pts.
- Heavy conversion beamer 25 pts.

May replace any combi-bolter with:

- Heavy flamer 5 pts.
- + Inferno promethium 5 pts.
- Meltagun 5 pts.
- Twin-linked plasma gun 15 pts.

May take hull-mounted twin-linked missile launcher with krak and frag missiles 15 pts.

May take one of the following upgrades:

- Gyroscopic stabilizers 15 pts.
- Crystal lantern augur 15 pts.
- Sorcerer Contemptor 50 pts.

May take a Dreadclaw as a Dedicated Transport.

ERASERS

170 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Eraser	4	4	4	4	1	4	1	10	3+	Infantry	3 Erasers	12
Disc Platform				6	2				3+	Artillery	3 Disc Platforms	
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	Infantry (Character)	1 Aspiring Sorcerer	

Wargear:

- Power armour
- Inferno bolts
- Eraser:**
- Chainsword
- Bolter
- Eraser:**
- Twin-linked heavy bolter
- Aspiring Sorcerer:**
- Force weapon
- Bolt pistol

Special Rules:

- Rubric Marine:**
- Rubric Golem
- Aspiring Sorcerer:**
- Rubric Sorcerer
- Guide Aim

Options:

May take up to 3 additional Erasers 19 pts./model

The Aspiring Sorcerer may take items from the **Melee Weapons, Ranged Weapons, Robes, Books and Words of Power** sections of the Arsenal.

The Aspiring Sorcerer may take one Sacrifice token 5 pts.

Erasers may take items from the **Golem Wargear** section of the Arsenal.

Any disk platform may replace its twin-linked heavy bolter with:

- Twin-linked autocannon 5 pts.
- Twin-linked plasma cannon 10 pts.
- Twin-linked missile launcher with frag and krak missiles 15 pts.
- Twin-linked lascannon 20 pts.

SUMMARY

UNITS:

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Ahzek Ahriman	5	5	4	4	3	5	3	10	3+	I, C
Aspiring sorcerer	4	4	4	4	1	4	2	10	3+	I, C
Daemon prince	9	5	6	5	4	8	5	9	3+	MC, C
Disc platform				6	2				3+	A
Disc rider	4	4	4	5	1	4	2	10	3+	JB
Eraser	4	4	4	4	1	4	1	10	3+	I
Hathor Maat	8	5	4	5	4	6	3	10	3+	I, C
Hidden one	4	4	4	4	1	4	1	9	3+	I
Insorcist	5	4	4	4	2	4	2	10	3+	I, C
Magnus the Red	8	6	6	6	6	8	6	10	2+	MC, C
Practicus	4	4	4	4	1	4	2	9	4+	I, C
Rubric bodyguard	4	4	4	4	1	4	1	10	3+	I
Rubric marine	4	4	4	4	1	4	1	10	3+	I
Rubric swordmaster	7	5	4	4	3	5	3	9	3+	I, C
Rubric terminator	4	4	4	4	4	4	2	10	2+	I
Sky rubricator	4	4	4	4	1	4	1	10	3+	I, J
Sorcerer	5	4	4	4	2	4	2	10	3+	I, C
Sorcerer lord	5	5	4	4	3	5	3	10	3+	I, C
Technomancer	4	5	4	4	2	4	2	10	3+	I, C
Terminator sorcerer	4	4	4	4	1	4	3	10	2+	I, C
Viglator	4	4	4	4	2	4	2	10	3+	I, C
Young son	3	3	4	4	1	4	1	8	4+	I

AV 1

	WS	BS	S	F	S	R	I	A	HP	Type
Deceiver	3	3	6	12	12	10	3	2	4	W
Rubric dreadnought	4	4	6	12	12	10	4	2	4	W
Rubric contemptor	4	4	7	13	12	11	4	2	3	W
dreadnought										
Sorcerer dreadnought	4	5	6	12	12	10	4	2	3	W

AV 1

	BS	F	S	R	HP	Type
Dreadclaw	4	12	12	12	3	FI, Tr, H
Land raider	4	14	14	14	4	T, Tr
Predator	4	13	11	10	3	T
Rhino	4	11	11	10	3	T, Tr
Storm eagle	4	12	12	12	4	FI, Tr, H
Vindicator	4	13	11	10	3	T

SPECIAL ISSUE WARGEAR:

Chaos icon: When activated by Empower, friendly daemons and terminaors don't scatter when deep striked within 12".

Disc of Tzeentch: +1 A, changes type to Jetbike.

Inferno bolts: All bolt weapons are AP3.

Inferno promethium: All flame weapons are AP3.

Jump pack: Changes type to Jump

Psychoactive bolts: When activated by Empower, grant eiter +1 BS, +1S, +6" range, Ignores cover byt AP5 or One extra shot and AP5 to all bolt weapons.

Sigil of mastery: Corvidae - rerolls saves of 1, including Soul Shield; Pyrae - immune to flame weapons, melta, soul blaze; Pavoni - +1 W, immune to Poison; Athanaeans - Preferred Enemy; Raptora - +1 S, Immune to Pinning, Concussive and Strikedown.

VEHICLE WARGEAR:

Daemonic possession: Ignores Crew Shaken/Stunned on 2+, -1 BS, WS and I.

Parasitic possession: Repair HP or Weapon Destroyed/Immobilized on 5+ if vehicle dealt damage during this phase.

Scrolls of detention: No stats penalties from daemonic possession; parasitic possession triggers on 3+.

Reflecting Crystal: Allows to manifest psychic powers through vehicle, but is dangerous to both vehicle and psyker.

WEAPONS:

	S	AP	Type
Chainsword	U	-	Melee
Crystal axe	+1	4	Melee, Crystal Weapon, Unwieldy
Crystal maul	+2	6	Melee, Crystal Weapon, Concussive
Crystal sword	U	5	Melee, Crystal Weapon
Daemon axe	+2	2	Melee, Daemon Weapon, Unwieldy
Daemon dagger	U	4	Melee, Daemon Weapon, Short Reach
Daemon maul	+3	4	Melee, Daemon Weapon, Unwieldy
Deamon sword	+1	3	Melee, Daemon Weapon
Force axe	+1	2	Melee, Force, Unwieldy
Force dagger	-1	6	Melee, Force, Short Reach
Force rod	U	3	Melee, Force, Arcane Vessel
Force staf	+2	4	Melee, Force, Concussive
Force sword	U	3	Melee, Force
Hequa staf	+1	4	Melee, Force, Two-Handed
Power axe	+1	2	Melee, Unwieldy
Power fist	x2	2	Melee, Unwieldy
Power maul	+2	4	Melee, Concussive
Power sword	U	3	Melee

	Range	S	AP	Type
Autocannon	48	7	4	Heavy 2
Bolt pistol	12	4	5	Pistol
Boltgun	24	4	5	Rapid Fire
Butcher autocannon	36	8	4	Heavy 4, Pinning
Combi-bolter	24	4	5	Rapid Fire, Twin-linked
Daemon breath	Template	5	3	Heavy 1, Cauterize flamer
Demolisher cannon				
regular shells	24	10	2	Ordnance 1, Large Blast
warp shells	36	10	1	Heavy 1, Ignores Cover, Instant Death
Flamer	Template	4	5	Assault 1
Havoc launcher	48	5	5	Heavy 1, Blast, Twin-link
Hand flamer	Template	3	6	Assault 1
Heavy bolter	36	5	4	Heavy 3
Heavy conversion beamer		+2	4	Melee, Force, Concussive
	0-24	4	-	Ordnance 1, Large Blast, Firing Calibration
	24-48	6	4	Ordnance 1, Large Blast, Firing Calibration
	48-72	10	2	Ordnance 1, Large Blast, Firing Calibration
Heavy flamer	Template	5	4	Assault 1
Lascannon	48	9	2	Heavy 1
Meltagun	12	8	1	Assault 1, Melta
Missile launcher		x2	2	Melee, Unwieldy
frag missile	48	4	5	Heavy 1, Blast
flakk missile	48	7	4	Heavy 1, Skyfire
krak missile	48	8	3	Heavy 1
Multi-melta	24	8	1	Assault 1, Melta
Plasma cannon	36	7	2	Heavy 1, Blast, Gets Hot!
Plasma pistol	12	7	2	Pistol, Gets Hot!
Plasmagun	24	7	2	Rapid Fire, Gets Hot!
Psychic probe	24	1	2	Heavy 2, Fleshbane
Reaper autocannon	36	7	4	Heavy 2, Twin-linked
Vengeance launcher	48	5	4	Heavy 2, Large Blast, Twin-linked

