

# THOUSAND SONS CHAOS SPACE MARINE ARMY LIST

v5.2 by Neal Hunt & Dobbsy

A Thousand Sons Chaos Space Marine Army has a strategy rating of 5. Aircraft and Silver Tower formations have an initiative of 2+. All other formations have 1+. All formations in the army belong to the Chaos faction, Tzeentch.

THOUSAND SONS RETINUES			
<i>(You may include any number of Retinues.)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
0-1 Scarab Occult	1 Thousand Sons Sorcerer Lord and 5 Thousand Sons Adeptus	All	400 points
0-1 Ahriman's Chosen	1 Thousand Sons Sorcerer and 9 Thousand Sons Marine units	None. All units in the formation have the <i>Teleport</i> special rule	450 points
1+ Rubric Fellowship	1 Thousand Sons Sorcerer and 6 Thousand Sons Marine units	All except Daemon Prince of Tzeentch	275 points
Thousand Sons Armour	4 to 9 Chaos Marine Predators and/or Thousand Sons Land Raiders	Deceivers	50 points per Predator 75 points per Land Raider
Silver Tower Company	4 to 6 Silver Towers	None	90 points each

THOUSAND SONS SUPPORT FORMATIONS			
<i>(Up to two Support formations may be taken for each Rubric Fellowship selected)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Thousand Sons	1 Thousand Sons Sorcerer and 4 to 6	Daemonic pact, Deceivers, Dreadclaws	350 points
Warcoven	Thousand Sons Terminator units	Icon Bearer, Land Raiders, Thralls	+85 points per extra unit
Sekhmet Disc Riders	1 Thousand Sons Sorcerer and 9 Disc Riders	Daemonic Pact	325points
Neophyte Class	1 Thousand Sons Sorcerer and 9 Neophyte units	Daemonic Pact, Icon Bearer, Rhinos	175 points

THOUSAND SONS UPGRADES		
<i>(Each formation may take up to four allowed upgrades once per formation)</i>		
UPGRADE	UNITS	COST
0-1 Daemon Prince of Tzeentch	Replace a Sorcerer Lord with a Daemon Prince of Tzeentch	+50 points
Daemonic Pact	Allows the formation to summon daemons from the Daemon pool	+25 points
Deceivers	Add up to 3 Deceivers	+75 points each
Dreadclaws	Add enough Dreadclaws to transport the entire formation	+5 points per unit in formation
Dreadnoughts	Add 1-3 Chaos Dreadnoughts to the formation	+50 points each
Icon Bearer	Add 1 Icon Bearer character	+25 points
Rhinos	Add up to 5 Thousand Sons Rhinos. You may only take the minimum number required to carry the entire formation.	+10 points each
Land Raiders	Add up to 4 Thousand Sons Land Raiders	+75 points each
Thralls	Add up to 3 Thralls to any Thousand Sons Sorcerer Lord, Thousand Sons Sorcerer, Daemon Prince of Tzeentch, Greater Spire and Warp Palace	+20 points each

DAEMON POOL		
<i>(Only Tzeentch Daemons may be purchased for the Daemon pool)</i>		
FORMATION	UNITS	COST
Daemon Pool	Any number of Lesser Daemon units (Flamers, Horrors, Screamer and Daemonic beasts)	15 points each
	Any number of Greater Daemons (Lord of Change)	50 points each

WAR ENGINES AND CHAOS NAVY			
<i>(Up to one third of the army's total points may be spent on War Engines and Chaos Navy)</i>			
WAR ENGINE FORMATIONS			
FORMATION	CORE UNITS	UPGRADES	COST
Greater Spires	1 to 3 Greater Spires of Tzeentch	Daemonic Pact, Thralls	200 points each
Warp Palace	1 Warp Palace	Daemonic Pact, Thralls	550 points
CHAOS NAVY			
FORMATION	CORE UNITS		COST
Doomwings	3 Doomwing Interceptors		150 points
Firelords	Up to 3 Firelord Bombers		150 points each
Cruiser	1 Devastation Class Cruiser		150 points
Battleship	1 Despoiler Battleship		250 points

## SPECIAL RULE - Rubric

Units which were affected by the Rubric of Ahriman are effectively automatons. They must be given constant direction or they will cease to act. Units designated as *Rubric* may not take part in a March action (including when mounted in vehicles). When making a withdrawal move Rubric units may only take a single move rather than two moves. Thousand Sons Marine and Terminators are Rubric units.

## THOUSAND SONS CHAOS SPACE MARINE REFERENCE 1

STRATEGY 5									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Icon Bearer	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Leader, Daemonic Focus, Invulnerable Save.
Thousand Sons Sorcerer	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	(Small Arms), EA (+1), MW	Leader, Commander
Thralls	CH	n/a	n/a	n/a	n/a	Sacrificial Power	(base contact) AND (15cm)	(Assault Weapons), EA (+1), MW	Augmented Summoning (+1d3, One Shot), One Shot - Thralls are disposable and only one of their abilities or attacks may be used each game. Both abilities are also One Shot.
Thousand Sons Adeptus	INF	15cm	4+	4+	4+	Sorcerous Weapons	45cm	AP5+ /AT6+	Invulnerable Save, First Strike, Teleport
Thousand Sons Sorcerer Lord	INF	15cm	4+	4+	4+	Sorcerous Weapons	45cm	AP5+ /AT6+	Supreme Commander, Reinforced Armour, Fearless, Teleport
						Psychic Powers	15cm	MW5+	
						AND (15cm)	(Small Arms)	EA (+1), MW	
Daemon Prince of Tzeentch	INF	15cm	3+	3+	3+	Daemon Weapon	(base contact)	(Assault Weapons), EA (+1), MW	Supreme Commander, Fearless, Reinforced Armour, Teleport
						2 x Warp Bolt	(15cm)	(Small Arms), EA (+1), MW	
Thousand Sons Marines	INF	15cm	4+	5+	4+	Bolters	(15cms)	(Small Arms)	Reinforced Armour, Fearless, Rubric
Sekhmet Disc Riders	INF	30cm	4+	3+	4+	Sorcerer Powers and Bolters	(15cm)	(Small Arms)	Mounted, Skimmer
Thousand Sons Terminators	INF	15cm	4+	4+	3+	Sorcerous Powers	30cm	2xAP4+ /AT6+	Reinforced Armour. Thick Rear Armour. Fearless, Teleport, Rubric
						Combi-Bolters	(15cms)	Small Arms	
						Power Weapons	(base contact)	(Assault Weapons)	
Thousand Sons Neophyte	INF	15cm	6+	6+	5+	Psychic Abilities and	(15cms)	(Small Arms)	
						Bolt Pistols			
Chaos Dreadnought	AV	15cm	3+	4+	4+	Power Fist	(base contact)	(Assault Weapons), EA (+1), MW	Fearless, Walker.
						Twin Autocannon	45cm	AP4+ /AT5+	
Deceiver	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+ /AT4+	Fearless, Invulnerable Save, Walker
						Ether Cannon	45cm	2x AP5+ /AA6+	
						Twin Heavy Flamer	15cm	AP3+	
							AND (15cm)	(Small Arms), Ignore Cover	
						Battle Claws	(base contact)	(Assault Weapons)	
						Warp Flame	(base contact)	(Assault Weapons)	
Silver Tower	AV	20 cm	4+	6+	4+	Arcane Cannons	45cm	3 x AP4+ /AT4+	Skimmer, Invulnerable Save, Fearless.
						Beam of Power	60 cm	MW5+	
Thousand Sons Rhino	AV	30cm	5+	6+	6+	Combi-Bolters	(15cm)	(Small Arms)	Transport: (May carry 2 of the following units: Thousand Sons Marines, Thousand Sons Sorcerer Lord, Thousand Sons Adeptus, Daemon Prince of Tzeentch, Thousand Sons Neophyte)
Thousand Sons Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter	30cm	AP4+	Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Thousand Sons Terminators or 2 of the following units: Thousand Sons Marines, Thousand Sons Sorcerer Lord, Daemon Prince of Tzeentch, Thousand Sons Adeptus, Thousand Sons Neophyte)
						2x Twin Lascannon	45cm	AT4+	
						Warp Flame	(base contact)	(Assault Weapons), EA (+1), First Strike	
Thousand Sons Predator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
						2x Heavy Bolter	30cm	AP5+	
						Warp Flame	(base contact)	(Assault Weapons), EA (+1), First Strike	
Greater Spires of Tzeentch	WE	20cm	4+	5+	4+	3xTzeentch Cannons	45cm	AP4+ /AT4+	DC3, Skimmer, Thick Rear Armour, Invulnerable Save, Fearless, Daemonic Focus
						Beam of Power	60cm	MW5+	Critical Hit Effect: Destroyed; each unit within 5cm takes a MW hit on a roll of 6.
						Fate of Tzeentch	30cm	MW2+, Titan Killer (1)	
Warp Palace of Tzeentch	WE	20cm	4+	4+	3+	4x Tzeentch Cannons	45cm	AP4+ /AT4+	Skimmer, Reinforced Armour, Thick Rear Armour, Invulnerable Save, Fearless, Daemonic Focus. DC 6. Critical Hit Effect: One of the Silver Runes that channel the power of the warp is shattered, releasing a storm of warp energy. It takes an extra point of damage; each unit within 5cm takes a MW hit on a roll of 6.
						2x Beam of Power	60cm	MW5+	
						Warp Fire of Tzeentch	30cm	3BP, TK(d3), Ignore cover	
Lord of Change	WE	30cm	4+	5+	3+	Bedlam Staff	(base contact)	(Assault Weapons), EA (+1), MW	DC3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Daemonic Focus
						Withering Gaze	(15cm)	(Small Arms), EA (+1), MW	Critical Hit Effect: Hurlled back into the warp. Drags any units with in 5cm back with it on a roll of 6+. Costs 8 points to summon.
							AND 45cm	2x MW3+	
Daemonic beasts	INF	20cm	4+	3+	n/a	Claws and Fangs	(base contact)	(Assault Weapons)	Infiltrator, Invulnerable Save. Costs 1 point to summon
Flamers	INF	15cm	5+	5+	4+	Flames of Tzeentch	(base contact)	(Assault Weapons)	Invulnerable Save. Costs 1 point to summon.
							AND (15cm)	(Small Arms), EA (+1)	
Horrors		15cm	4+	4+	3+	Daemonic Fire	(15cm)	(Small Arms)	Invulnerable Save. Costs 1 point to summon
Screamers	INF	30cm	5+	3+	n/a	Claws and Fangs	(base contact)	(Assault Weapons)	Jump Packs. Invulnerable Save. Costs 1 point to summon.
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	AP4+ /AT5+ /AA5+, Ignore Cover, FxF	Invulnerable Save.

THOUSAND SONS CHAOS SPACE MARINE REFERENCE 2									
STRATEGY 5									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon	15cm	AP4+ / AT5+ / AA5+, Ignore Cover, FxF	Invulnerable Save.
						Firestorm Bombs	15cm	D3 BP, Ignore Cover, FxF	
						Twin Lascannon	45cm	AT4+ / AA4+, FxF	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3 BP, MW	Transport: (May carry up to 20 units that can be deployed with Dreadclaws)
						Pin-point Attack	-	MW2+, TK (D3)	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3 BP, MW	Slow and Steady, Transport (May carry 40 units that can be deployed with Dreadclaws). May not be used on turns 1 or 2 unless specified
						3x Pin-point Attack	-	MW2+, TK (D3)	