

THOUSAND SONS SPECIAL RULES

The following special rules apply to Chaos formations and units.

TS1 STRATEGY RATING

Further, Thousand Sons armies contain potent seers to foresee the future and plan attacks. Thousand Sons armies have a strategy rating of 4.

TS2 INITIATIVE RATING

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

TS3 THE RUBRIC

Thousand Sons are noted for their slow, ponderous and methodical advance. To represent this no units can March. All formations in the army receive a +1 modifier to their action test roll when attempting a Marshal action.

TS4 SUMMONED UNITS

Certain units may be summoned to appear at the start of a Thousand Sons formation's action through the use of the Daemonic Pact upgrade. Formations that purchase the Daemonic Pact as an upgrade are capable of summoning daemons to the battlefield. In order to have daemons to summon players must purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon from. Players should either write down the contents of their Daemon pool or use tokens to indicate the number of each type of Daemon they have available. The Thousand Sons player's opponent is always able to view the number of daemons (and their type) remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

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

Players may only have one greater daemon on the board at one time. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a "chain" of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain.

The types of units that can be summoned by the Thousand Sons are *Lord of Change: Greater Daemon of Tzeentch (8)*; *Tzeentch Flamers (1)*, *Tzeentch Horrors (1)* and *Tzeentch Screemers (1)*.

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc.

Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see TS6 below). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool. Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Lord of Change you are not allowed to summon another until that first Greater Daemon has been removed from play.

TS5 AUGMENT SUMMONING

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

TS6 DAEMONIC FOCUS

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

TS7 FICKLE MASTERS

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

TS8 WEBWAY PORTAL

Webway portals are used by the Eldar to safely travel through the Warp. The Webway Portal included in the army allows the Thousand Sons player to pick up to three formations, and keep them back in the labyrinth between the Materium and the Warp. Any formation's that are kept in the labyrinth between the Materium and the Warp may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a Webway Portal occupies on the tabletop. No more than one formation may travel through each Webway Portal each turn.

In the Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).

THOUSAND SONS INDIVIDUALS - (Up to one of each type of individual may be taken per army.)		
TYPE	NOTES	COST
0-1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a Webway Portal and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability	+50 points

THOUSAND SONS RETINUES - (You may include any number of Retinues.)			
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	300 points
Thousand Sons Armour	4 to 9 Thousand Sons Predators and/or Thousand Sons Land Raiders	None	50 points per Predator 75 points per Land Raider
Silver Tower Company	4 to 9 Silver Towers	None	325 points for 4 +75 points per extra unit

THOUSAND SONS SUPPORT FORMATIONS - (Up to two Support formations may be taken for each Rubric Fellowship selected)			
UPGRADE	CORE UNITS		COST
Thousand Sons Warcoven	1 Thousand Sons Sorcerer and 4 to 6 Thousand Sons Terminator units	Daemonic Pact, Icon Bearer, Champion of Tzeentch, Dreadclaws, Land Raiders,	400 points +100 points per extra unit
Sekhmet Disc Riders	1 Thousand Sons Sorcerer and 4 to 9 Disc Riders	Daemonic Pact	175 points +35 points per extra
Neophyte Class	1 Thousand Sons Sorcerer and 9 Neophyte units	Daemonic Pact, Icon Bearer	175 points
Deceivers Formation	4 Deceiver	Dreadnoughts	275 points

THOUSAND SONS UPGRADES - (Each formation may take up to four allowed upgrades once per formation)		
FORMATION	UNITS	COST
0-1 Daemon Prince of Tzeentch	Replace a Sorcerer Lord with a Daemon Prince of Tzeentch	+50 points
Champion of Tzeentch	Add 1 Champion of Tzeentch.	+50 points
Daemonic Pact	Add one Lesser Daemon to the Daemon Pool. The formation may summon daemons.	+25 points
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

THOUSAND SONS WAR ENGINE FORMATIONS - (Up to 1/3 of the total points may be spent on War Engines and Chaos Navy)			
FORMATION	CORE UNITS	UPGRADES	COST
Greater Spires	1 to 3 Greater Spires of Tzeentch	None	200 points per unit
Warp Palace	1 Warp Palace	None	550 points

DAEMON POOL	
(Only Tzeentch Daemons may be purchased for the Daemon pool)	
FORMATION	COST
0-1 Greater Daemon	50 points
Lesser Daemons	15 points each

THOUSAND SONS NAVY	
(Up to 1/3 of the total points may be spent on War Engines and Chaos Navy)	
FORMATION	COST
3 Doomwing Interceptors	150 points
2 Firelord Bombers <u>or</u>	250 points
3 Firelord Bombers	350 points

THOUSAND SONS CHAOS SPACE MARINE REFERENCE

STRATEGY 4 / Thousand Sons Aircraft formations (Doomwings and Firelords) and Silver Towers have an initiative of 2+. All other formations have an initiative rating of 1+.

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

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						Warp Flame	(bc)	Assault Weapons, EA (+1), FS	
Thousand Sons Predator	AV	30cm	4+	6+	4+	Twin Lascannon	45cm	AT4+	
						2x Heavy Bolter	30cm	AP5+	
						Warp Flame	(bc)	Assault Weapons, EA (+1), FS	
Greater Spires of Tzeentch	WE	20cm	4+	5+	4+	3 x Arcane Cannons	45cm	AP4+/AT4+	DC3, Skimmer, Thick Rear Armour, Invulnerable Save, Fearless, Daemonic Focus Critical Hit Effect: Destroyed; each unit within 5cm takes a MW hit on a roll of 6.
						Beam of greater Power	60cm	MW4+	
						Fate of Tzeentch	30cm	MW2+, Titan Killer (1)	
Warp Palace of Tzeentch	WE	20cm	4+	4+	3+	4x Arcane 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 greater Power	60cm	MW4+	
						Warp Fire of Tzeentch	30cm	3BP, TK(d3), IC	
Lord of Change	WE	30cm	4+	5+	3+	Bedlam Staff	(bc)	Assault Weapons, EA (+1), MW	DC3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Daemonic Focus, Expendable, 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.
						Withering Gaze	(15cm)	Small Arms, EA (+1), MW	
						AND	45cm	2x MW3+	
Tzeentch Flamers	INF	15cm	5+	5+	4+	Flames of Tzeentch	(bc)	Assault Weapons	Expendable, Invulnerable Save. Costs 1 point to summon
						AND	(15cm)	Small Arms, EA (+1)	
Tzeentch Horrors	INF	15cm	4+	4+	3+	Daemonic Fire	(15cm)	Small Arms	Expendable, Invulnerable Save. Costs 1 point to summon
Tzeentch Screammers	INF	30cm	5+	3+	n/a	Claws and Fangs	(bc)	Assault Weapons	Expendable, Jump Packs. Invulnerable Save. Costs 1 point to summon
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	AP4+/AT5+/AA5+, IC, FxF	Invulnerable Save
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon	15cm	AP4+/AT5+/AA5+, IC, FxF	Invulnerable Save
						Firestorm Bombs	15cm	D3 BP, IC, FxF	
						Twin Lascannon	45cm	AT4+/AA4+, FxF	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3 BP, MW	Transport: (May transport 20 infantry units or TS Dreadnoughts; plus enough Dreadclaws to transport them.)
						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 transport 40 infantry units or TS Dreadnoughts; plus enough Dreadclaws to transport them.)
						3x Pin-point Attack	-	MW2+, TK (D3)	

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