

# THOUSAND SONS

## HOR

### CODEX: THOUSAND SONS

This Team List uses the special rules and wargear lists found in Codex: Thousand Sons. If a rule differs from the Codex, it will be clearly stated.

The points are intended for the model **WITHOUT** the equipment listed, you need to add the costs of the wargear you can find in the “Thousand Sons points values” section of the Codex.

### FACTION KEYWORDS

All models in this list have the **Chaos, Heretic Astartes, Tzeentch, and Thousand Sons** keywords.

### EXPERIENCED LEADER

Special choices that share ALL of their keywords with your team leader may be taken as Core instead. Models in the Core section that share ALL of their keywords with your team leader may double the number of them allowed.

### ARCANE HOST

Thousand Sons Psykers have the Brotherhood of Sorcerers ability as described on pg. 94 of the codex.

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

### DAEMONIC RITUAL, AMENDED

Thousand Sons leaders can attempt to summon Daemonic reinforcements instead of moving in the Move phase. You may not summon Daemons you have not paid Reinforcement Points for (see the 40k rulebook pg. )

Daemons summoned this way follow all the usual rules for Heralds of Ruin; they are single model units, etc.

You may summon any number of daemons in any combination, provided your reinforcement points and summoning roll permit. Roll 3D6 to determine your summoning roll. Instead of using Power Rating use the Daemon Value below. The total Daemon Value of all summoned Daemons must not exceed the summoning roll.

Daemon	Value
Pink Horror	3
Flamer	6
Screamer	6

### MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

# TEAM LEADERS

All Thousand Sons Team Leaders can take items from the Armoury

Aspiring Sorcerer										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aspiring Sorcerer	6"	3+	3+	4	4	4	2	8	3+	28
EQUIPMENT	<ul style="list-style-type: none"> <li>- Inferno Bolt Pistol</li> <li>- Force Stave</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- All Is Dust</li> <li>- Death To The False Emperor</li> <li>- Favoured of Tzeentch</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace Inferno Bolt Pistol with Plasma Pistol or Warpflame Pistol</li> <li>- May replace Force Stave with Force Sword or Force Axe</li> <li>- May take items from the Armoury</li> </ul>									
PSYKER	<p>May manifest one power per friendly psychic phase and deny one power per enemy psychic phase. An Aspiring Sorcerer's <i>Smite</i> does 1 mortal wound on a 5+ and D3 on a 10+. It knows <i>Smite</i> and one power from the Discipline of Change or Dark Hereticus. It may not know <i>Gift of Chaos</i> or <i>Tzeentch's Firestorm</i>.</p>									
KEYWORDS	Infantry, Psyker, Rubric Marines									

Tzaangor Shaman Aspirant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aspirant	12"	3+	3+	4	4	3	3	8	6+	50
EQUIPMENT	<ul style="list-style-type: none"> <li>- Force Stave</li> <li>- Disc of Tzeentch</li> <li>- Disc's Blades</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Aura of Dark Glory</li> <li>- Sorcerous Elixir</li> <li>- Must choose between 1-3 Shamanic abilities from the Armoury</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace Force Stave with Force Sword or Force Axe</li> <li>- May take items from the Armoury</li> </ul>									
PSYKER	<p>May manifest one power per friendly psychic phase and deny one power per enemy psychic phase. A Shaman Aspirant's <i>Smite</i> does 1 mortal wound on a 5+ and D3 on a 10+. It knows <i>Smite</i> and one power from the Discipline of Change. It may not know <i>Gift of Chaos</i> or <i>Tzeentch's Firestorm</i>.</p>									
KEYWORDS	Cavalry, Daemon, Tzaangor, Fly, Psyker, Shaman									

## Scarab Occult Sorcerer

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scarab Occult Sorcerer	5"	3+	3+	4	4	5	2	9	2+	47
EQUIPMENT	- Inferno Combi-bolter - Force Stave									
RULES	- All Is Dust - Death To The False Emperor - Terminator Armour - Teleport Strike									
OPTIONS	- May replace Inferno Combi-Bolter with Force Sword, Axe or Stave. - May replace Force Stave with Force Sword or Force Axe - May take items from the Armoury									
KEYWORDS	May manifest one power per friendly psychic phase and deny one power per enemy psychic phase. An Aspiring Sorcerer's <i>Smite</i> does 1 mortal wound on a 5+ and D3 on a 10+. It knows <i>Smite</i> and one power from the Discipline of Change or Dark Hereticus. It may not know <i>Gift of Chaos</i> or <i>Tzeentch's Firestorm</i> .									

## Twistbray

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Twistbray	6"	3+	4+	4	4	3	2	7	6+	17
EQUIPMENT	- Tzaangor Blades									
RULES	- Aura of Dark Glory - Relic Hunters									
OPTIONS	- May replace Tzaangor Blades with Autopistol and Chainsword or two Chainswords - May take items from the Armoury, including up to one Shamanic ability.									
KEYWORDS	Infantry, Tzaangors									

## Cultist Champion

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Cultist Champion	6"	3+	3+	3	3	3	3	7	6+	15
EQUIPMENT	- Autogun									
RULES	- Nothing!									
OPTIONS	- May replace Autogun with Shotgun or Autopistol and Brutal Assault Weapon - May take items from the Armoury									
KEYWORDS	Infantry, Chaos Cultists									

## Aviarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aviarch	12"	3+	3+	4	4	3	3	8	6+	28
EQUIPMENT	<ul style="list-style-type: none"> <li>- Diving Spear</li> <li>- Disc of Tzeentch</li> <li>- Disc's Blades</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Aura of Dark Glory</li> <li>- Guided By Fate</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace Diving Spear with Autopistol and Chainsword, or Farcaster Greatbow.</li> <li>- May take items from the Armoury, including up to 1 Shamanic ability</li> </ul>									
KEYWORDS	Cavalry, Daemon, Tzaangor, Fly, Tzaangor Enlightened									

# CORE

## Cultist

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Cultist	6"	4+	4+	3	3	1	1	5	6+	5
EQUIPMENT	- Autogun									
RULES	None!									
OPTIONS	<ul style="list-style-type: none"> <li>- For every 10 models with the <b>Chaos Cultists</b> keyword in your team, one Cultist may replace their autogun with a heavy stubber or a flamer.</li> <li>- Any Cultist may exchange their autogun for an autopistol and brutal assault weapon</li> </ul>									
KEYWORDS	Infantry, Chaos Cultists									

## Tzaangor

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	7
EQUIPMENT	- Tzaangor Blades									
RULES	<ul style="list-style-type: none"> <li>- Aura of Dark Glory</li> <li>- Relic Hunters</li> <li>- Brayhorn (if equipped) amended: Add 1 to Advance and Charge rolls for friendly TZAANGOR units within 6" of a friendly TZAANGOR unit with a Brayhorn.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace Tzaangor Blades with Autopistol and Chainsword</li> <li>- If your team contains at least 5 TZAANGORS, one Tzaangor may take a Brayhorn</li> </ul>									
KEYWORDS	Infantry, Tzaangors									

## Rubic Marine

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Rubic Marine	5"	3+	3+	4	4	1	1	7	3+	16
EQUIPMENT	- Inferno Boltgun									
RULES	- All Is Dust - Favoured of Tzeentch									
OPTIONS	- May replace Inferno Boltgun with Warpflamer - For every nine models on your team with the RUBRIC MARINES keyword, one Rubric Marine may replace their Inferno Boltgun with a Soulreaper Cannon.									
KEYWORDS	Infantry, Rubric Marines									

# SPECIAL

## Scarab Occult Terminator

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scarab Occult Terminator	4"	3+	3+	4	4	2	2	8	2+	30
EQUIPMENT	- Inferno Combi-Bolter - Power Sword									
RULES	- All Is Dust - Death to the False Emperor - Terminator Armour - Teleport Strike									
OPTIONS	- For every three models with the SCARAB OCCULT TERMINATORS keyword, one Scarab Occult Terminator may swap its Inferno Combi-Bolter for a Heavy Warpflamer or Soulreaper Cannon, and one other may take a Hellfyre Missile Rack. - May take items from the Armoury									
KEYWORDS	Infantry, Scarab Occult Terminators									

## Tzaangor Enlightened

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Enlightened	12"	3+	3+	4	4	2	2	7	6+	15
EQUIPMENT	<ul style="list-style-type: none"> <li>- Divining Spear</li> <li>- Blades (Disc of Tzeentch)</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Aura of Dark Glory</li> <li>- Guided by Fate</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap its Divining Spear for: Autopistol and Chainsword, or Fatecaster Greatbow</li> <li>- May take items from the Armoury</li> </ul>									
KEYWORDS	Cavalry, Daemon, Fly, Tzaangor, Enlightened									

## 0-1 Mutalith Vortex Whelp

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts												
Vortex Whelp	6"	4+	4+	5	5	6	3	7	4+	75												
EQUIPMENT	<ul style="list-style-type: none"> <li>- Mutalith Claws</li> </ul> <table style="width: 100%; border: none;"> <tr> <td style="width: 20%;"></td> <td style="width: 20%;">Range</td> <td style="width: 20%;">Type</td> <td style="width: 20%;">S</td> <td style="width: 20%;">AP</td> <td style="width: 20%;">D</td> </tr> <tr> <td></td> <td>Melee</td> <td>Melee</td> <td>User</td> <td>-2</td> <td>D3</td> </tr> </table>											Range	Type	S	AP	D		Melee	Melee	User	-2	D3
	Range	Type	S	AP	D																	
	Melee	Melee	User	-2	D3																	
RULES	<ul style="list-style-type: none"> <li>- Aura of Dark Glory</li> <li>- Unstable energies (note that the Whelp always has fewer than 7 wounds)</li> <li>- Mutant Regeneration</li> <li>- Warp Vortex, amended: At the start of each of your Shooting phases, roll a D6 and consult the table on the Mutalith Vortex Beast profile. Then roll a further D6. On a 3+ the power is successful. On a 6 the power is successful and a second power may be rolled for and manifested. This power cannot generate a third.</li> <li>In addition, change the first power to read "1. Warp Flare. The nearest enemy model to the Mutalith Vortex Whelp takes a single mortal wound."</li> <li>- When manifesting the 6th power, Beam of Unreality, resolve the mortal wounds one at a time. If a model is slain as a result of any of these mortal wounds, if any mortal wounds remain to be allocated, allocate them one at a time to the next closest enemy, and repeat as necessary.</li> <li>- Restriction: You may not take more than 1 Mutalith Vortex Whelp in your team.</li> </ul>																					
OPTIONS	- None																					
KEYWORDS	Beast, Mutalith Vortex Beast																					

## Chaos Spawn

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+	25
EQUIPMENT	- Hideous Mutations									
RULES	- Fearsome - Mutated Beyond Reason									
OPTIONS	- Thankfully, none.									
KEYWORDS	Beast, Chaos Spawn									

# ARMOURY

ITEM	DESCRIPTION
<i>++Arcana of the Legion++</i>	
<i>Only one of each of the following items may be taken in any Kill Team. Weapon profiles are included below.</i>	
Pinion of the Primarch (18 pts)	<b>Leader only.</b> Said to be a feather from the wing of Magnus himself, this treasured artefact focuses the bearer's mind to a lethal edge. Add 1 to Psychic tests for the bearer. In addition, the bearer has the FLY keyword.
Icon of the Inferno (20 pts)	<b>Leader only.</b> "Show these fools the power of the changefire!" Once per game, you may activate the Icon. Any friendly models within 3" of the Icon of the Inferno may double the number of shots of their Inferno Boltguns or Inferno Bolt Pistols can fire until the end of the phase.
The Dagger of Reflections (8 pts)	<b>Leader only.</b> The bearer may Deny the Witch and adds 1 to Deny the Witch tests. If the power being Denied is being manifested by a model 3" or less from the bearer, add 2 to the Deny test instead and, if the power is Denied, the model that attempted to manifest it may not attempt to manifest that power for the rest of the game.
The Dustbound Helm (20 pts)	<b>Aspiring Sorcerer or Scarab Occult Sorcerer only.</b> The soulless, incorporeal state of their rubricae followers has twisted this Sorcerer's perception of the physical world, until they feel little more than their dust-bound kin. This model may never advance further than 3" and loses 1" of Movement. Your opponent must reroll Wound rolls of 6 against the bearer.
Flux-Cairn (30 pts)	<b>Tzaangor leader only.</b> Once per game, your Leader may raise a Flux-Cairn at the beginning of the movement phase. This arcane monument to the Changer of the Ways infuses the battlefield with sorcerous power, which none make better use of than the Thousand Sons and their bestial hordes.  To raise the Flux-Cairn, the bearer must not be within 1" of any enemy models, or Hiding. Once raised, place a model to represent the Cairn within 1" of the bearer. It

	should be on a 32-40mm base and is considered infinitely high. All units within 6" of it may reroll 1s to Hit and for Saving throws. In addition, all Thousand Sons units within 6" of the Flux-Cairn may reroll 1s to Wound and when manifesting Psychic powers. A model that raises the Flux-Cairn may do nothing else in that player turn. The Flux-Cairn is removed when the last friendly Tzaangor model is removed as a casualty, but cannot be otherwise targeted.
<i>++Shamanic Abilities++</i>	
<i>A Tzaangor Shaman Aspirant must be given 1-3 of the following abilities. A Twistbray or Aviarch may be given 1.</i>	
Fate Rider (12 pts)	At the beginning of the game, roll 2D6. The model immediately has the two corresponding Shamanic Abilities from the list below, in addition to this one, even if already has the maximum number of Shamanic Abilities it is allowed. Duplicate results do not confer the bonus additional times!
1 - Savage Prophet (10 pts)	Add 1 to any hit rolls you make for friendly TZAANGOR units within 6" of this model in the Fight phase.
2 - Preternatural Prophet (10 pts)	Add 1 to any hit rolls you make for friendly TZAANGOR units within 6" of this model in the Shooting phase.
3 - Alchemist (5 pts)	When using this model's Sorcerous Elixir ability, you may choose to re-roll one or both dice used in the attempt to manifest the psychic power.
4 - Gyre-tamer (5 pts)	You can make three additional attacks, rather than one, with this model's Disc of Tzeentch's blades.
5 - Mutating Strike (9 pts)	When you roll a 6+ to Hit with this model's weapons (other than its Disc's blades) the target suffers a mortal wound instead of the normal damage.
6 - Silent Skyhunter (4 pts)	The model's Force Stave is replaced with a Farcaster Greatbow at no cost. In addition, friendly models can only benefit from its Inspiring Presence ability if they can see it!
<i>++Armour Upgrades++</i>	
<i>A team may have any number of any of these items, but a model may not take more than two unless it is your Team Leader, who may take three if you wish</i>	
Ectoplasmic Armour	<b>12 pts.</b> Shifting endlessly, this barely-real armour confounds the enemy's aim by threatening madness at any who look upon it too long. Enemy models may not reroll to Hit for any reason when firing ranged weapons at this model.
Spiky Bits	<b>10 pts.</b> It's what it sounds like... If this model charged successfully in the preceding phase, roll a D6 at the beginning of the Fight phase. On a 6 the enemy player allocates a single mortal wound to one of their models within 1" of this model.
Oculi Maledictum	<b>5 pts.</b> Through lenses tinted with the blood of heroes, the champion of Chaos perceives his prey wherever it skulks. Any Hidden enemy model within 12" of this model is immediately revealed.
Haunted Adamantium	<b>10 pts.</b> Emitting clouds of exhaust smoke that screech obscenities, sprouting incessantly arguing faces or followed eternally by a tiny freak weather system, this armour is extremely unnerving to its wearer's foes. This model may never hide, but enemy models within 6" suffer a -1 penalty to Leadership. If this model has Inspiring Presence, the distance is increased to the extent of its Inspiring Presence.
Teleporter	<b>5 pts. Model in Terminator Armour only.</b> Short jumps directly through the Immaterium are extremely dangerous, but the element of surprise cannot be overstated. Instead of moving in the Move phase, this model can teleport. Roll 2D6 and move the model that number of inches in any direction as though it had the FLY



	keyword. This still counts as moving, and since the model does not have FLY it cannot shoot after falling back.
Ouroboros (4 pts)	A potent symbol of dedication to great Tzeentch, the Ouroboros devours the past to feed the future. You can reroll the die to determine the nature of an unknown battlefield feature (inscrutable objective, Possession building, etc.) discovered by this model.
<p><i>++Additional Wargear++</i></p> <p><i>These items do not replace anything and may be taken by any number of models.</i></p>	
Futuresight (10 pts)	After your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of the model with Futuresight, your models within 6" of the wielder of the Futuresight can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from all the resulting hit rolls.
Covenant of Change	<b>Leader only. 4 pts.</b> The Architect of Fate takes great delight in binding the fates of mortals, watching them twist the skeins of destiny tighter around themselves as they struggle to escape. When attempting to Deny a psychic power manifested by this model, the model making the attempt suffers Perils of the Warp on a double 1 or double 6, in addition to any other effects.
Targeter (5 pts)	If the owner didn't move in the last Movement Phase, it can re-roll failed To Hit rolls of 1 during the Shooting Phase, except with Overcharged plasma weapons.
Augurscope (5 pts)	Instead of shooting with this model in the Shooting phase, choose a friendly model within 6". Re-roll failed to Hit rolls of 1 for that model until the end of the phase.
Ensorcelled weapon (10 pts)	<b>Leaders only.</b> One of the owner's melee weapons gains +1D. May not be applied to Armoury-specific weapons.
Armorium Scarab (8 pts)	Animated as if by magic, a sleek, clicking familiar-construct keeps the mechanics of sorcerous weaponry in lethal condition. On a roll of 6+ to Hit when making a shooting attack, this model can make a single additional shot at the same target, which cannot generate extra shots.
Predestination (5 pts)	This model is not slowed by terrain when charging.
<i>Familiars</i>	<i>A Team Leader may take up to two familiars in any combination, but having more than one of the same kind does not confer the same bonus twice. Other models may take a maximum of one familiar. Familiars can be represented by small separate models that have no effect on the game, or by modelling them onto existing miniatures.</i>
Reloader Familiar	<b>10 pts.</b> Frantically squirting ichor into fuel tanks or teleporting fresh bolt shells into depleted magazines, this tiny bound daemon helps its master keep up a torrent of firepower. This model re-rolls 1s to Wound when firing ranged weapons.
Linkdevil Familiar	<b>5 pts.</b> A daemon bound into a long and horribly animated chain, that strikes snakelike at those it perceives as weak. If an enemy model or models falls back from the bearer, the bearer may immediately make a single melee attack or pistol shot against one of them.
Combat Familiar	<b>X pts. X=double the bearer's unmodified Strength.</b> A portion of the bearer's martial pride made manifest. At the end of the Fight phase, if this model is still alive, it makes 2 additional attacks as though it were armed only with a close combat weapon (S: user AP: 0 DMG: 1)

Spell Familiar	<b>Psyker only. 9 pts.</b> A minor warp entity has made a deal with this Sorcerer and entered the material realm. You may reroll a single die per friendly psychic phase, but if it shows the same result again, it counts as a double (ie. If you reroll a 1 and get another 1, you suffer Perils of the Warp, even if the other die was not a 1.)
Regeneration Familiar	<b>Leader only. 10 pts.</b> This Heretic Astartes has made a pact with a powerful dark entity, of which this familiar is but a tiny part. It keeps him from harm, but at what cost? At the beginning of each friendly turn, roll a D6. On a 4+, this model regains a wound lost earlier in the game. On a 1, it takes a mortal wound.

<i>The following piece of additional wargear may be taken multiple times per team and do not replace anything unless stated in their entry.</i>	
Hypercharger (7 pts)	Choose one of the bearer's ranged weapons. When firing that weapon, you may increase its Strength by up to +2. For each +1 increase in Strength, the bearer takes a -1 penalty to their rolls to Hit. As this requires some careful calibration, you may not use it when firing Overwatch. Cannot be used on weapons from the Armoury or weapons that hit their target automatically..
Censer-Grenade (8pts)	<b>One use only.</b> You may purchase more than one of this item per model. Instead of Shooting, you may choose a point within 8" of the bearer. Until the start of your next turn, all models (friend and foe) within 3" of the chosen point are targeted at -1 to hit by attacks in the Shooting phase. Models can draw line of sight into and out of the affected area, but not through it. These grenades are temperamental and cannot be fired through any kind of Grenade Launcher.
The Awakening (9pts)	<b>May not be taken by Scarab Occult Terminator</b> (they lack the The model is now a Psyker. Generate a Psychic power for it. When attempting to manifest or deny a Psychic power (which it can do once each in the appropriate turn) only roll a single D6.

## TACTICAL POINTS

Thousand Sons teams have exclusive access to some Philosophies and Tactical Actions. Unless a restriction prevents it, you can mix those listed in this Opus with those in the Heralds of Ruin rules. Remember you may only have one Philosophy at a time!

Philosophy: Just As Planned: +1TP	You may never use a Tactical Re-Roll.
Philosophy: For the Crimson King!: +2TP	You may not use the Tactical Actions from the Heralds of Ruin rulebook.
Philosophy: All is Dust: +1TP	Your team contains no models with the TZAANGOR or

	CHAOS CULTIST keywords
Philosophy: The Changer's Hordes :+1TP	Your team contains no models with a Save characteristic better than 4+
Action: Timeslip: -2TP	One use per game. Use at any time to re-roll any single die that has <b>already been re-rolled</b> by <b>either</b> player.
Action: The Galaxy Burns: -2TP	Use at the beginning of any Fight phase. All friendly Thousand Sons units gain +1 Attack until the end of the phase.

Action: The Architect's Favour: -1TP	Use at the end of a Fight phase in which your Team Leader killed an enemy character and/or at least 3 enemy models. Roll on the Boon of Tzeentch table (pg 97) but reroll any instances of Spawndom or Daemonhood. The effects last until the end of the game.
Action: Translocate: -2TP	Use during your movement phase. Choose an Objective marker that has a friendly model, and no enemy models, within 3" of it. Remove and replace that Objective up to 2D6" away from its current position. It may not leave the battlefield in this way, but it does not count as moving.
Action: Suggestion: -1TP	Use when a friendly model becomes the target of a charge. That model may not fire Overwatch. Choose a single enemy model that is making a charge and roll a D6. On a 5+, that model may not charge.

Most recent changes 24-7-18: Shamanic abilities added.

17-12-18: CA2018 points update, Suggestion and Awakening nerf, reduced Soulreaper ability, icon of the inferno improved and cheapened.