

## THOUSAND SONS CORE FORMATIONS

| FORMATION             | UNITS  | UPGRADES  | POINTS COST |
|-----------------------|--|---|-------------|
| Thousand Sons Retinue | One Cabal of Sorcerers unit and five Thousand Sons units | Champion, Daemon Prince, Land Raiders, Rhinos, Icon Bearer, Defilers, Warlord<br>Add three Thousand Sons units for 175 points | 275         |

## THOUSAND SONS SUPPORT FORMATIONS

(Up to two for each Thousand Sons Retinue taken)

| FORMATION                  | UNITS   | UPGRADES   | POINTS COST                             |
|----------------------------|---|--|---|
| Thousand Sons Terminators  | One Chaos Space Marine Lord character and four Thousand Sons Terminator units               | Champion, Daemonic Pact, Daemon Prince, Dreadnoughts, Defilers, Icon Bearer, Land Raiders, Warlord | 400                                     |
| Armoured Company           | Four to nine Chaos Space Marine vehicles chosen from the following: Predators, Land Raiders | Vindicators, Defilers  | 50 each Predator<br>75 each Land Raider |
| Thousand Sons Defiler Pack | Four Thousand Sons Defilers   | Dreadnoughts   | 275                                     |
| Disc Riders                | One Chaos Space Marine Lord character and eight Thousand Sons Disc Rider units              | Warlord, Daemonic Pact, Icon Bearer  | 275                                     |
| Silver Towers              | 4 Chaos Silver Towers   | -  | 300                                     |

## THOUSAND SONS UPGRADES

(Up to four allowed upgrades may be taken by each formation, each different allowed upgrade may be taken once)

| UPGRADE           | UNITS  | POINTS COST |
|-------------------|--|-------------|
| 0-1 Warlord       | Replace one Chaos Space Marine Lord character with a Thousand Sons Warlord character <u>or</u><br>Add a Thousand Sons Warlord character to a Cabal of Sorcerers unit   | 50          |
| Champion          | Add one Chaos Space Marine Champion character associated with the formation's faction  | 50          |
| Land Raiders      | Add up to four Chaos Space Marine Land Raiders   | 75 each     |
| Vindicators       | Add up to three Chaos Space Marine Vindicators   | 35 each     |
| 0-1 Daemon Prince | Replace the unit in the formation that includes a Chaos Space Marine Lord or Thousand Sons Warlord character with a Thousand Sons Daemon Prince unit. If a Warlord character is replaced the Thousand Sons Daemon Prince gains the Supreme Commander ability | 50          |
| Daemonic Pact     | Allows the formation to summon daemons and adds one lesser daemon to the lesser daemon pool  | 25          |
| Defilers          | Add up to three Thousand Sons Defilers   | 75 each     |
| Dreadnoughts      | Add up to three Chaos Dreadnoughts   | 50 each     |
| Icon Bearer       | Add one Icon Bearer character  | 25          |
| Rhinos            | Add up to five Chaos Space Marine Rhinos. You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible  | 10 each     |

## AIRCRAFT, SPACECRAFT AND TITANS

| FORMATION      | UNITS   | POINTS COST |
|----------------|---|-------------|
| Doomwings      | Three Chaos Doomwings   | 150         |
| Firelords      | Two Chaos Firelords <u>or</u><br>Three Chaos Firelords                                | 250<br>350  |
| 0-1 Spacecraft | One Chaos Devastation Class Cruiser <u>or</u><br>One Chaos Despoiler Class Battleship | 150<br>250  |
| Warhound Titan | One Chaos Warhound Titan  | 300         |
| Mutator Titan  | One Chaos Mutator Titan   | 650         |
| Warlord Titan  | One Chaos Warlord Titan   | 800         |

## DAEMONS OF CHAOS

| FORMATION           | UNITS                             | POINTS COST |
|---------------------|-----------------------------------|-------------|
| Lesser Daemon Pool  | Add any number of Lesser Daemons  | 15 each     |
| Greater Daemon Pool | Add any number of Greater Daemons | 50 each     |

### USING THE ARMY LIST

- A maximum of up to a third of the points available to the army may be spent on Aircraft, Spacecraft and Titans.

## CODEX CHAOS SPACE MARINES – THOUSAND SONS

**Strategy Rating: 4**

**Initiative: 1+ (Silver Towers, Doomwings and Firelords 2+)**

| Name                           | Type | Speed       | Armour  | CC  | FF  | Weapons   | Range  | Firepower  | Notes   |
|--------------------------------|------|-------------|---------|-----|-----|---|--|--|---|
| Thousand Sons Warlord          | CH   | n/a         | n/a     | n/a | n/a | Warp Bolt   | (15cm)   | Small Arms, MW, EA (+1)  | Fearless, Invulnerable Save, Supreme Commander  |
| Chaos Space Marine Lord        | CH   | n/a         | n/a     | n/a | n/a | Warp Bolt   | (15cm)   | Small Arms, MW, EA (+1)  | Invulnerable Save, Commander, Leader  |
| Chaos Space Marine Champion    | CH   | n/a         | n/a     | n/a | n/a | Daemonic Bolt   | (15cm)   | Small Arms, EA (+1), First Str   | Augment Summoning (2D3), Invulnerable Save<br>Sacrifice to gain Augment Summoning (6)   |
| Chaos Space Marine Icon Bearer | CH   | n/a         | n/a     | n/a | n/a | -   | -  | -  | Daemonic Focus, Invulnerable Save, Leader   |
| Thousand Sons Daemon Prince    | Inf  | 15cm (30cm) | 3+ (4+) | 3+  | 3+  | Warp Blade<br>Bolt of Change<br><u>and</u><br>Flames of Tzeentch                  | (base contact)<br>30cm<br>(15cm)<br>(15cm)       | Assault Wpns, MW, EA (+1)<br>MW5+<br>Small Arms, MW, EA (+1)<br>Small Arms, EA (+1)              | Commander, Fearless, Leader, Reinforced Armour, Teleport. May have wings for speed 30cm, Armour 4+                                    |
| Thousand Sons Terminators      | Inf  | 15cm        | 4+      | 3+  | 4+  | Combi-Bolters<br>Power Weapons<br>Flames of Tzeentch                              | (15cm)<br>(base contact)<br>(15cm)               | Small Arms<br>Assault Wpns, MW, EA (+1)<br>Small Arms, EA (+1)                                   | Fearless, Reinforced Armour, Teleport, Thick Rear Armour  |
| Cabal of Sorcerers             | Inf  | 15cm        | 4+      | 4+  | 4+  | Sorcerous Powers  | (15cm)   | Small Arms   | Commander, Daemonic Pact, Invulnerable Save, Leader   |
| Thousand Sons                  | Inf  | 15cm        | 4+      | 5+  | 4+  | Bolters   | (15cm)   | Small Arms   | Fearless, Reinforced Armour   |
| Thousand Sons Disc Riders      | Inf  | 30cm        | 4+      | 3+  | 4+  | Sorcerous Powers<br>Claws and Fangs   | (15cm)<br>(base contact)                         | Small Arms<br>Assault Wpns   | Jump Packs  |
| Chaos Dreadnought              | AV   | 15cm        | 4+      | 4+  | 4+  | Power Fist<br>Twin Autocannons  | (base contact)<br>45cm                           | Assault Wpns, MW, EA (+1)<br>AP4+/AT5+   | Fearless, Walker  |
| Chaos Space Marine Rhino       | AV   | 30cm        | 5+      | 6+  | 6+  | Twin Bolters  | (15cm)   | Small Arms   | Transport (up to two: Cabal of Sorcerers, Thousand Sons)  |
| Chaos Space Marine Predator    | AV   | 30cm        | 4+      | 6+  | 5+  | 2 × Heavy Bolter<br>Twin Lascannons   | 30cm<br>45cm                                     | AP5+<br>AT4+   | -   |
| Chaos Space Marine Land Raider | AV   | 25cm        | 4+      | 6+  | 4+  | Twin Heavy Bolters<br>2 × Twin Lascannons   | 30cm<br>45cm                                     | AP4+<br>AT4+   | Reinforced Armour, Thick Rear Armour, Transport (one Thousand Sons Terminator <u>or</u> up to two: Cabal of Sorcerers, Thousand Sons) |
| Chaos Space Marine Vindicator  | AV   | 25cm        | 4+      | 6+  | 4+  | Demolisher Cannon   | 30cm   | AP3+/AT4+, Ignore Cover  | Walker  |
| Thousand Sons Defiler          | AV   | 20cm        | 4+      | 4+  | 3+  | Eye of Magnus<br>Battlecannon<br>Battle Claws<br>Twin Heavy Flamers<br><u>and</u> | 45cm<br>75cm<br>(base contact)<br>15cm<br>(15cm) | 2 × AP5+/AT5+/AA6+<br>AP4+/AT4+<br>Assault Wpns, MW, EA (+1)<br>AP3+<br>Small Arms, Ignore Cover | Fearless, Infiltrator, Invulnerable Save, Walker  |
| Chaos Silver Tower             | AV   | 20cm        | 4+      | 6+  | 4+  | Beam of Power<br>Arcane Cannons   | 60cm<br>45cm                                     | MW5+<br>3 × AP4+/AT4+  | Fearless, Invulnerable Save, Skimmer  |
| Chaos Doomwing                 | Air  | Fighter     | 6+      | -   | -   | Flame Cannon  | 30cm   | AP4+/AT5+/AA5+, Ignore Cover, FF Arc   | Invulnerable Save   |
| Chaos Firelord                 | Air  | Bomber      | 4+      | -   | -   | Incendiary Bombs<br>Flame Cannon<br>Twin Lascannons                               | 15cm<br>30cm<br>45cm                             | 2BP, Ignore Cover, FF Arc<br>AP4+/AT5+/AA5+, Ignore Cover, FF Arc<br>AT4+/AA4+, FF Arc           | Invulnerable Save   |

## THOUSAND SONS – CHAOS TITAN LEGION SUPPORT

| Name                 | Type | Speed | Armour | CC | FF | Strategy Rating: 4  |                | Initiative: 1+                            |  | Notes   |
|----------------------|------|-------|--------|----|----|---------------------|----------------|---|--|---|
|                      |      |       |        |    |    | Weapons             | Range          | Firepower                                 |  |   |
| Chaos Warhound Titan | WE   | 30cm  | 5+     | 5+ | 4+ | Daemon Maw          | (15cm)         | Small Arms, EA (+2), Ignore Cover, FF Arc |  | Fearless, Reinforced Armour, Walker, May step over units and terrain lower than knees and 2cm across.<br>Dam Cap: 3, Void Shields: 2<br>Crit: +1 dam, staggers D6cm in random direction, models contacted hit on 6+.  |
|                      |      |       |        |    |    | Gaze of Tzeentch    | 30cm           | 3 × MW4+, F Arc                           |  |   |
|                      |      |       |        |    |    | Arcane Cannons      | 45cm           | 3 × AP4+/AT4+, F Arc                      |  |   |
| Chaos Mutator Titan  | WE   | 20cm  | 4+     | 4+ | 3+ | Daemon Maw          | (15cm)         | Small Arms, EA (+2), Ignore Cover, FF Arc |  | Fearless, Reinforced Armour, Walker, May step over units and terrain lower than knees and 2cm across.<br>Dam Cap: 6, Void Shields: 4<br>Crit: Roll a D6 every turn: on 1 destroyed, units within 5cm hit on 5+, on 2-3 +1 dam, on 4-6 repaired no further trouble.                    |
|                      |      |       |        |    |    | Gaze of Tzeentch    | 30cm           | 3 × MW4+, FF Arc                          |  |   |
|                      |      |       |        |    |    | Warp Storm          | 45cm           | 3BP, Ignore Cover, F Arc                  |  |   |
|                      |      |       |        |    |    | Arcane Cannons      | 45cm           | 3 × AP4+/AT4+, F Arc                      |  |   |
|                      |      |       |        |    |    | Tail                | 75cm           | AP4+/AT4+                                 |  |   |
|                      |      |       |        |    |    | <u>and</u>          | (base contact) | Assault Wpns, EA (+1)                     |  |   |
| Chaos Warplord Titan | WE   | 15cm  | 4+     | 3+ | 3+ | Daemon Maw          | (15cm)         | Small Arms, EA (+2), Ignore Cover, FF Arc |  | Fearless, Reinforced Armour, Thick Rear Armour, Walker, May step over units and terrain lower than knees and 2cm across.<br>Dam Cap: 8, Void Shields: 6<br>Crit: Roll a D6 every turn: on 1 destroyed, units within 5cm hit on 4+, on 2-3 +1 dam, on 4-6 repaired no further trouble. |
|                      |      |       |        |    |    | Warp Storm          | 45cm           | 3BP, Ignore Cover, FF Arc                 |  |   |
|                      |      |       |        |    |    | Beam of Change      | 60cm           | 3 × MW3+, TK (1), FF Arc                  |  |   |
|                      |      |       |        |    |    | 2 × Tzeentch Cannon | 60cm           | 3 × AP3+/AT4+, F Arc                      |  |   |
|                      |      |       |        |    |    | Tail                | 75cm           | AP4+/AT4+                                 |  |   |
|                      |      |       |        |    |    | <u>and</u>          | (base contact) | Assault Wpns, EA (+1)                     |  |   |

## THOUSAND SONS – CHAOS NAVY SUPPORT

| Name                             | Type  | Speed | Armour | CC  | FF  | Strategy Rating: 4   |       | Initiative: 2+ |  | Notes  |
|----------------------------------|-------|-------|--------|-----|-----|----------------------|-------|----------------|--|--|
|                                  |       |       |        |     |     | Weapons              | Range | Firepower      |  |  |
| Chaos Devastation Class Cruiser  | Space | n/a   | n/a    | n/a | n/a | Pin-point Attack     | n/a   | MW2+, TK (D3)  |  | May carry up to twenty units to deploy in Dreadclaws                 |
|                                  |       |       |        |     |     | Orbital Bombardment  | n/a   | 3BP, MW        |  |  |
| Chaos Despoiler Class Battleship | Space | n/a   | n/a    | n/a | n/a | 3 × Pin-point Attack | n/a   | MW2+, TK (D3)  |  | May carry up to forty units to deploy in Dreadclaws. Slow and Steady |
|                                  |       |       |        |     |     | Orbital Bombardment  | n/a   | 3BP, MW        |  |  |

## THOUSAND SONS – CHAOS DAEMONS

| Name  | Type | Speed | Armour | CC | FF | Weapons            | Range          | Firepower                | Notes |  |
|---|------|-------|--------|----|----|--------------------|----------------|--------------------------|-------|--|
| Lord of Change – Greater Daemon of Tzeentch | WE   | 30cm  | 4+     | 5+ | 3+ | Bedlam Staff       | (base contact) | Assault Wpn, MW, EA (+1) |       | Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker, Summoning Cost (8)<br>Dam Cap: 3<br>Crit: Destroyed, daemons within 5cm destroyed on 6+. |
|   |      |       |        |    |    | Withering Gaze     | 45cm           | 2 × MW3+                 |       |  |
|   |      |       |        |    |    | <u>and</u>         | (15cm)         | Small Arms, MW, EA (+1)  |       |  |
| Flamers – Lesser Daemons of Tzeentch        | Inf  | 15cm  | 5+     | 5+ | 3+ | Flames of Tzeentch | (15cm)         | Small Arms               |       | Invulnerable Save, Summoning Cost (1)  |
| Screamers – Lesser Daemons of Tzeentch      | Inf  | 30cm  | 4+     | 3+ | -  | Claws              | (base contact) | Assault Wpns             |       | Invulnerable Save, Jump Packs, Summoning Cost (1)  |

## Thousand Sons Special Rules

|                           |  |
|---------------------------|--|
| <b>Summoned Units</b>     | <p>Formations that purchase the Daemonic Pact upgrade, or units with this ability, allow the Chaos player to summon daemons to the battlefield. To summon Daemons the player must also have a Daemonic pool from which to summon. This pool contains two sections, one for lesser daemons and one for greater daemons and is not faction specific. The size of such pools must be visible to all players at all times and it is suggested that either tokens or dice are used to indicate the size of each pool available. As daemons are summoned the pool must be changed to reflect its current size.</p> <p>To summon daemons the Chaos player chooses a formation with a daemonic pact and declares its intention to summon before any action roll is made. The player then rolls 2D3 to generate the number of summoning points available for this formation. The number of points required to summon each type of daemonic unit will be noted on its data sheet. The formation may then summon daemons up to the number of summoning points generated, up to the number of points left in the daemonic pool. Any points not used are lost.</p> <p>The faction of the summoning formation determines what type of daemons may be summoned; all formations in a Thousand Sons army belong to the Tzeentch faction.</p> <p>Tzeentch:                      Lord of Change, Flamers, Screamers</p> <p>Players may only have one greater daemon for a given faction on the table at a time. Summoned units must be set up within 5cm of a non-summoned unit in the summoning formation. They cannot be placed in enemy zones of control or impassable terrain.</p> <p>Summoned units become part of the summoning formation for all rules purposes as long as they remain on the battlefield. Summoned units do not cause blast markers when they are destroyed, however daemonic units killed in an assault count towards the number of units killed when calculating the modifiers for assault resolution. Summoned units that are destroyed are removed from play and the summoning cost of each unit is lost from the player's daemonic pool.</p> <p>Summoned units remain in play until the end phase of the turn in which they were summoned. After all formations have attempted to rally any summoned units are removed from play and returned to the daemonic pool. This may cause the formation to break as it may now have equal or more blast markers than its number of units. Greater Daemons returned to the Greater daemon pool keep any damage points taken and do not heal these points while off board. When summoned subsequently they maintain this damage.</p> <p>When a formation breaks all of its summoned units are destroyed. When calculating victory points, the Lesser Daemon pool scores half points if the pool has less than or equal to half (round up) its original number of daemons remaining. The Lesser Daemon pool scores full points if the pool has less than or equal to a quarter (round up) its daemons remaining. Treat Greater Daemons as war engines for the purpose of calculating victory points.</p> |
| <b>Favour of the Gods</b> | <p>In the strategy phase of each turn if the Thousand Sons player rolls a 6 they are rewarded with 1D3 summoning points to add to any lesser daemon pool, however, if they roll a 1 then they lose 1D3 summoning points from any lesser daemon pool.</p>   |
| <b>Augment Summoning</b>  | <p>Units with the augment summoning ability add to the dice roll when their formation summons daemons. For example a unit with Augment Summoning (2D3) would give its formation 4D3 summoning points when it summons daemons and a unit with Augment Summoning (6) would give its formation 2D3 + 6 summoning points.</p>  |
| <b>Daemonic Focus</b>     | <p>Any formation with a unit with the daemonic focus ability may elect to keep any or all summoned units in play in the end phase. Broken formations may not use this ability as any daemons summoned by this formation are lost when the formation breaks.</p>  |
| <b>Cabal of Sorcerers</b> | <p>Cabal of Sorcerer units in a Thousand Sons army come with the Daemonic Pact ability, a formation containing a Cabal of Sorcerers unit may summon daemons to the battlefield. If the Cabal of Sorcerers unit is destroyed the formation loses this ability. In addition add one lesser daemon to the lesser daemon pool for each Cabal of Sorcerers unit in the army.</p>  |
| <b>Chaos Lords</b>        | <p>Chaos Space Marine Lord Characters may only be added to core units within a formation. They may not be added to any upgrade units purchased for a formation.</p>  |

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