



THOUSAND SONS

FACTION PACK: VERSION 1.0

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

This is the first iteration of this Faction Pack, collecting pre-existing documents into one convenient place. The next time it is updated, this box will summarise what has been added or changed.

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HEXWARP THRALLBAND

The empyric ritualists who lead these thrallbands wield magic without restraint. They seek to shatter the veil between reality and the Warp, empowering their arcane arts and unleashing daemonic energies upon their weak-minded foes. Directing their mindless Rubricae to seize sites of power, these Sorcerers tap into the wellspring of potential power, weaving obscuring rituals and killing spells. As the tide of arcane energy builds in strength, the battlefield comes alive with mutagenic Warp energy, enhancing the Sorcerers' magical power and haloing their thralls in fulminating coronae of uncontrolled arcane force. With warpflame and hellfire, they sweep the enemy from the field of battle, and Tzeentch claims the souls of the dead.

DETACHMENT RULE



FLOW OF MAGIC

With each site seized by the thrallband's warriors, the flow of arcane energies increases, and the veil between reality and the Warp erodes. The resultant influxes of Warp energy are potent enough to invoke the flesh-change and must be channelled carefully by the thrallband's Sorcerers. With masterful skill, they wield these mutagenic energies, expertly syphoning excess magic to empower themselves and the warriors at their command while maintaining control of their ever-expanding ritual.

Certain areas of the battlefield are within your army's Flow of Magic, as follows:

- Your deployment zone is always within your army's Flow of Magic.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Flow of Magic.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Flow of Magic.

Each time a **THOUSAND SONS** model from your army makes a Psychic Attack, re-roll a Wound roll of 1. If such a model is wholly within your army's Flow of Magic, each time it makes a Psychic Attack, add 1 to the Wound roll instead.

ENHANCEMENTS



ARCANE MIGHT

Drawing upon the rampant Warp energies coursing across the battlefield, this sorcerous champion imbues their weapons and those of their talented underlings with soul-shattering force.

THOUSAND SONS model only. Add 1 to the Strength characteristic of Psychic weapons equipped by models in the bearer's unit. While the bearer's unit is wholly within your army's Flow of Magic, add 2 to the Strength characteristic of Psychic weapons equipped by models in that unit instead.

EMPOWERED MANIFESTATION

The many eyes of this witch lord blaze with barely contained arcane might. Whilst the spells they unleash are rendered far more lethal, such destructive power comes at significant risk.

THOUSAND SONS model only. While the bearer's unit is wholly within your army's Flow of Magic, you can add 6" to the range of Psychic abilities the bearer has that specify a range (including Rituals) and each time a model in the bearer's unit takes a Hazardous test for a Psychic weapon, you can re-roll the result.

EMPYRIC ONSLAUGHT

Suffused with boundless empyric force, this ritualist unleashes overwhelming torrents of destructive magic upon their enemies.

THOUSAND SONS model only. While the bearer's unit is wholly within your army's Flow of Magic, add 3 to the Attacks characteristic of ranged Psychic weapons equipped by the bearer.

NOCTILITH MANTLE

With this crest, wrought from empyrically charged blackstone, this warrior becomes a mobile locus of unchecked Warp power.

THOUSAND SONS model only. While the bearer's unit is on the battlefield, it is wholly within your army's Flow of Magic. Models in that unit cannot be selected to use any Rituals.



1CP

WARDING HEX

HEXWARP THRALLBAND – EPIC DEED STRATAGEM

Thousand Sons Sorcerers draw upon tide swells of Warp energy to weave spells of binding and warding, thereby shackling sites of arcane power to their own arrogant will.

WHEN: Command phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army within range of an objective marker you control, if that objective marker is wholly within your army's Flow of Magic.

EFFECT: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



1CP

WRATH OF THE DOOMED

HEXWARP THRALLBAND – STRATEGIC PLOY STRATAGEM

Forewarned of the moment of their demise, the followers of Tzeentch allow the flood of magic to run rampant through their forms, providing them with a final burst of killing energy before unbound arcane force rips their bodies asunder.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **THOUSAND SONS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if your unit is wholly within your army's Flow of Magic: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.



1CP

STRANDS OF TIME

HEXWARP THRALLBAND – STRATEGIC PLOY STRATAGEM

By drawing upon their expanding nexus of magic, this disciple of Tzeentch can tear strands of temporal energy from the Warp and wind them around themselves and their thralls. Lent speed by this garland of stolen time, they melt away from their foes' desperate strikes before lashing out again.

WHEN: Your Movement phase, just after a **THOUSAND SONS PSYKER** unit from your army Falls Back.

TARGET: That **THOUSAND SONS PSYKER** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Fell Back. If your unit is wholly within your army's Flow of Magic when it is targeted with this Stratagem, then until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.



1CP

THROUGH THE VEIL

HEXWARP THRALLBAND – EPIC DEED STRATAGEM

With arcane energy flooding the battlefield, the veil between Warp and reality rapidly collapses. From yawning rifts emerge Rubricae reinforcements to ensure their thrallband's victory.

WHEN: Start of the Reinforcements step of your Movement phase.

TARGET: One **RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** unit from your army that is in Strategic Reserves.

EFFECT: If it is a **RUBRIC MARINES** unit, until the end of the phase, it has the Deep Strike ability. When your unit is set up on the battlefield using the Deep Strike ability, if it is a **SCARAB OCCULT TERMINATOR** unit it can be set up anywhere on the battlefield that is wholly within your army's Flow of Magic and more than 6" horizontally away from all enemy models.

RESTRICTIONS: If a **SCARAB OCCULT TERMINATORS** unit is targeted with this Stratagem, it is not eligible to declare a charge in the same turn.



1CP

SCOURING WARPTIME

HEXWARP THRALLBAND – STRATEGIC PLOY STRATAGEM

At a spat curse, Warp-infused ammunition can be made to glow with sulphurous flame, enabling it to burn through solid cover to strike enemies beyond. Those hit by the fusillade find their forms wreathed in illuminating azure fire.

WHEN: Your Shooting phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army that has not been selected to shoot this phase and is wholly within your army's Flow of Magic.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability. After your unit has shot this phase, select one enemy unit hit by one or more of those attacks. Until the end of the phase, models in that unit cannot have the Benefit of Cover.



1CP

KALEIDOSCOPIC TEMPEST

HEXWARP THRALLBAND – BATTLE TACTIC STRATAGEM

As the Thousand Sons solidify their control over sites of magical power, the Immaterium spills into reality in searing torrents, blossoming into a multi-spectral storm of arcane energy that obscures mortal senses and mechanical augury.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **THOUSAND SONS PSYKER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit has the Stealth ability, and, if your unit is wholly within your army's Flow of Magic, each time an attack targets your unit, it has the Benefit of Cover against that attack.



THOUSAND SONS

UPDATES & ERRATA

Page 72 – Warpmeld Pact, Warpmeld Sacrifice Detachment rule

Change to:

‘Each time an enemy unit is selected to shoot or fight and one or more **TZEENTCH MUTANT INFANTRY** or **TZEENTCH MUTANT MOUNTED** units from your army are selected as a target of one or more of those attacks, each of those **TZEENTCH MUTANT** units can make a Warpmeld Sacrifice. If it does, until the end of the phase, each time an attack targets that unit, subtract 1 from the Wound roll. **At the end of the phase, that TZEENTCH MUTANT unit suffers D3 mortal wounds.**

Each time a **TZEENTCH MUTANT INFANTRY** or **TZEENTCH MUTANT MOUNTED** unit from your army is selected to shoot or fight, before selecting its targets, that unit can make a Warpmeld Sacrifice. If it does, until the end of the phase, each time a model in that unit makes an attack, add 1 to the Wound roll. **At the end of the phase, that TZEENTCH MUTANT unit suffers D3 mortal wounds.**

Page 77 – Warpforged Cabal, Ensorcelled Infusion Stratagem

Change the Target to read:

‘One **THOUSAND SONS VEHICLE** unit from your army **that has not been selected to shoot this phase, that is within 6"** of one or more friendly **THOUSAND SONS PSYKER** units.’

Page 82 – Infernal Master, Ranged Weapons table, inferno bolt pistol

Add ‘[PISTOL]’.

Page 84 – Daemon Prince of Tzeentch with Wings, Aetherstride ability

Change to:

‘**Aetherstride (Psychic):** **In your Movement phase,** when this model is set up on the battlefield using the Deep Strike ability, it can perform an aetherstride. If it does:

- It can be set up anywhere on the battlefield that is more than **6"** horizontally away from all enemy units.
- Until the end of the turn, its Dark Blessing has the **[SUSTAINED HITS D3]** ability.
- Until the end of the turn, it is not eligible to declare a charge.’

Page 89 – Chaos Rhino, Core Abilities

Add ‘Firing Deck 2’.

Page 89 – Chaos Vindicator, Profile, Move

Change to 9”.

Page 93 – Defiler, Ranged Weapons table

Delete ‘inferno combi-bolter’ profile.

Page 98 – Mutalith Vortex Beast, Immaterial Flare ability

Change to:

‘**Immaterial Flare (Aura):** While a friendly **THOUSAND SONS PSYKER** model is within 6" of this model, each time that model Channels the Warp (pg 67), add 1 to the Psychic test result. **This is not cumulative with any other modifiers to the Psychic test result.**

Page 101 – Flamers, Profile, Leadership

Change to 7+.

Page 101 – Screammers, Profile, Leadership

Change to 7+.

FAQS

Q: *Do I need to sequence all of my Cabal of Sorcerers Rituals at the start of my Shooting phase?*

A: No, you just pick a model with the Cabal of Sorcerers rule, pick a Ritual to manifest, and attempt it, then repeat the process until you have run out of models or Rituals or both.

Q: *When using the Touched by Tzeentch Stratagem in the Warpmeld Pact Detachment, do I have to declare if my unit will shoot or charge after Advancing as soon as I use the Stratagem?*

A: No, you may decide later in the turn.

Q: *When going second, can a Tzaangor unit that started the game on the battlefield and was placed into Strategic Reserves by its Ambushing Hunters ability then arrive during my first turn using the Twisted Mirage Stratagem?*

A: No.

Q: *Can the Exalted Sorcerer on Disk of Tzeentch and the Tzaangor Shaman lead Tzaangor Enlightened with fatecaster greatbows?*

A: Yes.

Q: *While using the Rubricae Phalanx Detachment, if I attach a CHARACTER to a unit selected using the Risen Rubricae Enhancement, does that CHARACTER also gain the Infiltrators ability?*

A: Yes.

Q: *When using the Cabal of Sorcerers army rule, do I have to choose whether to Channel the Warp before rolling any dice?*

A: No.

Q: *When using the Cabal of Sorcerers army rule, if I roll one or more doubles or triples, does my model only suffer D3 mortal wounds if I chose to Channel the Warp?*

A: Yes.