



CODEX: THOUSAND SONS

VERSION 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be. **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).

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.