



THOUSAND SONS

FACTION PACK: VERSION 1.2

Legal for matched play from 26th August 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- Changes to Rules Updates.

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RITUAL OF REGENERATION

THE THOUSAND SONS UNLEASH AN ANCIENT AND FORBIDDEN RITE OF UNHOLY LIFE UNBOUND



DETACHMENT RULES

SORCEROUS INVIGORATION

The sorcerous workings unleashed by this coven draw upon the energies of the Warp to effect relentless change, reknitting damaged flesh, sealing shattered armour and infusing even the most gruesomely mangled bodies with relentless life.

(Once per turn, per unit) When a friendly **THOUSAND SONS PSYKER** unit (excluding **MONSTER** units) successfully manifests a **Ritual**, that unit **heals** D3 wounds.

ENHANCEMENTS

ERUPTION OF VITALITY

Their carcass consumed in a sudden pyre of warpflame, this champion of Tzeentch steps from the blaze as a mutant parody of their former self.

INFANTRY/MOUNTED THOUSAND SONS PSYKER model only. (Once per battle, per army) When this model is **destroyed**, at the end of the phase, roll one D6:

- On a 2+, set up this model on the battlefield, **unengaged** and as close as possible to where it was **destroyed**. This model is not part of an **attached** unit and its unit has a **starting strength** of 1. This model has 3 wounds remaining.

CURSE OF LIFE

A ghastly torrent of unnatural life force pours through this warrior mystic, which will curse them with animus long after they wish themselves safely dead.

INFANTRY/MOUNTED THOUSAND SONS PSYKER model only. When this model **heals** as a result of the **Sorcerous Invigoration detachment rule**, you can add 3 to the number of wounds **healed**.

RELENTLESS REBIRTH

1CP

RITUAL OF REGENERATION STRATAGEM

As quickly as these warriors are wounded, so their corporeal forms regenerate with supernatural swiftness.

WHEN: Any phase, when a friendly **INFANTRY/MOUNTED THOUSAND SONS PSYKER** unit suffers a mortal wound.

TARGET: That **INFANTRY/MOUNTED THOUSAND SONS PSYKER** unit.

EFFECT: Your unit has **Feel No Pain 5+** against mortal wounds.



MUTAGENIC MAGICKS

1CP

RITUAL OF REGENERATION STRATAGEM

Focusing the unholy energies of their ritual into the bodies of the foe, the champions of Tzeentch cause them to erupt into a riot of gruesome and unstoppable mutation.

WHEN: Start of the Fight phase.

TARGET: One friendly **engaged THOUSAND SONS PSYKER** unit.

EFFECT: Select one enemy unit engaged with your unit. Roll six D6:

- For each 4+, that enemy unit suffers 1 **mortal wound**.



MULTITUDINOUS LIMBS

1CP

RITUAL OF REGENERATION STRATAGEM

So unstoppable is the torrent of life rushing through these warriors that their bodies and even their wargear sprout nests of twitching limbs that move and act with a mind of their own.

WHEN: Your Movement phase, when a friendly **INFANTRY/MOUNTED THOUSAND SONS PSYKER** unit is selected to make an **advance/fall back move**.

TARGET: That **INFANTRY/MOUNTED THOUSAND SONS PSYKER** unit.

EFFECT: That move does not prevent your unit from being **eligible to start an action**.



SEKHETAR COHORT

SEKHETAR ROBOTS MARCH OUT LIKE PUPPETS MOVED BY THE STRINGS OF THEIR SORCEROUS MASTERS



DETACHMENT RULES

ENSORCELLED ANIMUS

Some amongst the sorcerers of the Thousand Sons have learned to channel their wills through the mechanical bodies of Sekhetar Robots, rendering the constructs extensions of their own subtle bodies.

- Friendly **SEKHETAR ROBOTS** units' attacks have **[PSYCHIC]**.
- Friendly **THOUSAND SONS PSYKER** units have the following ability:

Infusion (Aura): While a friendly **SEKHETAR ROBOTS** unit is within 12" of this unit, that unit's melee attacks have +1 **WS**.

ENHANCEMENTS

WALKING RAMPART

This Sorcerer callously employs the Sekhetar Robots as a mobile fortification, pouring sorcery into them to repair their battered forms and maintain his ambulatory shield.

SORCERER/EXALTED SORCERER model only. This model has the following abilities:

- Soul Bound:** In your Movement phase, at the start or end of this unit's move, you can select one friendly **SEKHETAR ROBOTS** unit within 3" of this model. That **SEKHETAR ROBOTS** unit **heals** D3+1 wounds.
- Kine-shielded Guardians:** While this model is within 3" of a friendly **SEKHETAR ROBOTS** unit, this model has **Lone Operative**.

OCCULUS INFERNUM

It may be the Sekhetar Robots that fire upon the foe, but it is their sorcerous master that aims through their stolen senses.

SORCERER/EXALTED SORCERER model only. In your Movement phase, at the start or end of this unit's move, you can select one friendly **SEKHETAR ROBOTS** unit within 6" of this unit. That unit's ranged attacks have +1 **BS** until the start of your next turn.

ARCANE VENTING

1CP

SEKHETAR COHORT STRATAGEM

Even as they cross the battlefield, so these Sekhetar Robots vent glittering sorcerous residue that contaminates sites of power and importance.

WHEN: End of your Movement phase.

TARGET: One friendly **SEKHETAR ROBOTS** unit.

EFFECT: Select one **objective** your unit is controlling. That **objective** is **secured**.



ECTOPLASMIC EXTRUSION

1CP

SEKHETAR COHORT STRATAGEM

Employing a form of limited astral projection, the Sorcerer possesses these robots and then extrudes ectoplasmic limbs from within their bodies to work his will even as they continue to fight.

WHEN: Your Shooting phase, when a friendly **SEKHETAR ROBOTS** unit within 12" of a friendly **THOUSAND SONS PSYKER** unit starts an **action**.

TARGET: That **SEKHETAR ROBOTS** unit.

EFFECT: That **action** does not prevent your unit from being **eligible to shoot**.



WARP FIELDS

1CP

SEKHETAR COHORT STRATAGEM

Weaving sorcery into a shimmering shield, the sorcerer protects his enslaved automata from harm.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **SEKHETAR ROBOTS** unit within 12" of a friendly **THOUSAND SONS PSYKER** unit.

TARGET: That **SEKHETAR ROBOTS** unit.

EFFECT: Ranged attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.



UNIQUE: MUTANT

SERVANTS OF CHANGE

THE CHANGE-TWISTED HOSTS OF TZEENTCH ARE UNLEASHED, THEIR VERY PRESENCE DISTORTING REALITY



DETACHMENT RULES

ALL-SEEING MUTANT HORDES

Beneath the multitudinous eyes of so many servants of Tzeentch, reality itself shifts and mutates, leaving the foe exposed to the onrushing mutant masses.

- Friendly **TZAANGORS** units have **BATTLELINE**.
- In your Shooting phase, while a friendly **MUTANT** unit is shooting, enemy units have +6" **detection range**.

This **detachment** has the **MUTANT** tag and cannot be taken with another **MUTANT detachment**.

ENHANCEMENTS

UNRAVELLED FATES

How can the foe hope to suppress or drive back the hordes when, with a twist of sorcery, panic turns to courage, and certain doom mutates into burgeoning triumph?

TZAANGOR SHAMAN model only. In your Movement phase, at the start or end of this unit's move, you can select one friendly **battle-shocked MUTANT** unit within 6" of this model. That unit is no longer **battle-shocked**.

THICKET OF BLADED BONE **UPGRADE**

Horrid mutations have rendered this degenerate Spawn especially dangerous at close quarters.

SPAWN unit only. This unit's melee attacks have:

- +1 **AP**.
- **[CLEAVE 1]**.

PRISMATIC DISPLACEMENT

1CP

SERVANTS OF CHANGE STRATAGEM

Flickering light like cast through a many-faceted gem, the skyborne warriors of Tzeentch seem to manifest and fade, then leap back into sharp relief elsewhere with sudden violence.

WHEN: Your Movement phase, when a friendly **INFANTRY/MOUNTED MUTANT** unit is selected to make an **advance/fall back move**.

TARGET: That **INFANTRY/MOUNTED MUTANT** unit.

EFFECT:

- Your unit's ranged attacks have **[ASSAULT]** until the end of the turn.
- That move does not prevent your unit from being **eligible to shoot/declare a charge**.



TEMPORAL INSTABILITY

1CP

SERVANTS OF CHANGE STRATAGEM

Time runs differently around these warriors, allowing them ample space to act while their foes appear to lurch sluggishly on around them.

WHEN: Your Movement phase, when a friendly **INFANTRY/MOUNTED MUTANT** unit is selected to make an **advance/fall back move**.

TARGET: That **INFANTRY/MOUNTED MUTANT** unit.

EFFECT: In a turn your unit made an **advance/fall-back move**, that move does not prevent your unit from being **eligible to start an action**.



THE LAND WRITHES

1CP

SERVANTS OF CHANGE STRATAGEM

The very fabric of reality runs like melting wax before this monstrous abomination, oozing aside to clear its path.

WHEN: Your Movement phase, when a friendly **MONSTER MUTANT** unit is **selected to move**.

TARGET: That **MONSTER MUTANT** unit.

EFFECT: Your unit has **MOBILE**.



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 WARPFLAME

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:

- Your unit has **Stealth**.
- If your unit is wholly within your army's Flow of Magic, your unit has -3 **detection range**.

DEFILER

M	T	SV	W	LD	OC
12"	11	3+	18	6+	5
5+ INVULNERABLE SAVE					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ectoplasma destructor [BLAST]	36"	D6	3+	12	-3	3
Excruciator cannon	36"	6	3+	6	-2	2
Hades battle cannon [BLAST]	48"	D6+3	3+	10	-1	3
Hades lascannon	48"	2	3+	12	-3	D6+1
Heavy baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	7	-2	2
Heavy missile launcher – krak	48"	2	3+	10	-2	D6+1
Heavy missile launcher – frag [BLAST]	48"	2D6	3+	5	-1	1
Heavy reaper autocannon	48"	4	3+	9	-2	3
[DEVASTATING WOUNDS, SUSTAINED HITS 1]						
Pyraflux magma cutters [MELTA 2]	12"	2	3+	10	-4	D6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Electroscourge [EXTRA ATTACKS, SUSTAINED HITS 2]	Melee	5	3+	12	-2	2
Shearing claws – strike	Melee	5	3+	16	-3	D6+1
Shearing claws – sweep	Melee	10	3+	6	-2	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHAOS, TZEENTCH, DAEMON, DEFILER

ABILITIES

CORE: **Deadly Demise D6**

Scuttling Walker: Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding **TITANIC** models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Destroyer of Futures (Once per phase, per unit): You can target this unit with the **Counteroffensive stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.

FACTION KEYWORDS:
THOUSAND SONS

DEFILER

These hulking masses of sorcery-wreathed mechanisms and daemon-bound flesh advance upon mechanical limbs that crush and rend even as the monstrosity's heavy guns rain death on the foe, while shrugging off enemy fire by transmuting incoming projectiles or reknitting their flesh to repair damage.

WARGEAR OPTIONS

- This model's Hades battle cannon can be replaced with 1 ectoplasma destructor.
- This model's excruciator cannons can be replaced with 2 pyraflux magma cutters.
- This model's heavy baleflamer can be replaced with one of the following:
 - 1 Hades lascannon
 - 1 heavy reaper autocannon
 - 1 electroscourge (a model cannot be equipped with more than one electroscourge)
- This model's heavy missile launcher can be replaced with one of the following:
 - 1 Hades lascannon
 - 1 heavy reaper autocannon
 - 1 electroscourge (a model cannot be equipped with more than one electroscourge)



DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

■ 1 Defiler

This model is equipped with: 1 Hades battle cannon; 2 excruciator cannons; 1 heavy missile launcher; 1 heavy baleflamer; 1 shearing claws

KEYWORDS: VEHICLE, WALKER, CHAOS, TZEENTCH, DAEMON, DEFILER



FACTION KEYWORDS:
DEATH GUARD



THOUSAND SONS

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Cabal of Sorcerers

Change first paragraph to:

'If your Army Faction is **THOUSAND SONS**, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals from those listed on the right. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a Psychic test for that model by following the sequence below.'

Destiny's Ruin (Psychic)

Change to:

'Select one enemy unit within 24" of and visible to the manifesting model. Until the end of the phase, each time a **THOUSAND SONS** or **SCINTILLATING LEGIONS** model from your army makes an attack that targets that unit, re-roll a Hit roll of 1. If the Psychic test result for this Ritual was 10+, you can re-roll the Hit roll instead.'

Temporal Surge (Psychic)

Change to:

'Select one friendly **THOUSAND SONS** or **SCINTILLATING LEGIONS** unit that is not within Engagement Range of one or more enemy units and is within 24" of and visible to the manifesting model. That unit can make a Normal move of up to D6". If the Psychic test result for this Ritual was 10+, that unit can make a Normal move of up to 6" instead. In either case, until the end of the turn, that unit is not eligible to declare a charge.'

Twist of Fate (Psychic)

Change to:

'Select one enemy unit within 24" of and visible to the manifesting model. Until the end of the phase, each time a **THOUSAND SONS** or **SCINTILLATING LEGIONS** model from your army makes an attack that targets that unit, improve the Armour Penetration characteristic of that attack by 1. If the Psychic test result for this Ritual was 12+, improve the Armour Penetration characteristic of that attack by 2 instead.'

CHANGEHOST OF DECEIT DETACHMENT

Ethereal Phantasm Stratagem, Target Section

Change 9" to 8".

Chronosorcerous Bleed Stratagem

Change to:

WHEN: Start of your opponent's Charge phase.

TARGET: One friendly **unengaged THOUSAND SONS PSYKER/SCINTILLATING LEGIONS** unit.

EFFECT: Select one **visible** enemy unit within 12" of your unit.

When that enemy unit **declares a charge**, that enemy unit has -1 to **charge rolls**.

GRAND COVEN DETACHMENT

Incandaeum Enhancement

Change to:

'EXALTED SORCERER model only. Once per battle, when selecting a Ritual for the bearer to attempt, you can select Doombolt, even if a model from your army have already attempted to manifest that Ritual this phase.

Umbraefic Crystal Enhancement

Change to:

'THOUSAND SONS model only. (Once per battle, per army) In your Command phase, if this unit is **unengaged**, you can use this ability. If you do:

- Place this unit in **strategic reserves**.
- This unit has **Deep Strike** until the start of your next Shooting phase.
- This unit must make an **ingress move** in your next Movement phase (including in your first turn).'

WARPFORGED CABAL DETACHMENT

Hex-marked Armour Stratagem, Effect Section

Change to:

'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

Ensorcelled Infusion Stratagem, Target Section

Change to:

'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.'

Ensorcelled Infusion Stratagem, CP Cost

Change to '2CP'.

WARPMELD PACT DETACHMENT

Bray Lord Enhancement

SORCERER or **INFERNAL MASTER** model only. The bearer has the **Scouts 6"** ability.

Twisted Mirage Stratagem, Effect Section

- Change 3" to 6".
- Change 9" to 8".

Warmmeld 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 Warmmeld 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 Warmmeld 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.'

DATASHEETS

Chaos Land Raider, Chaos Predator Annihilator, Chaos Predator Destructor, Chaos Rhino and Chaos Vindicator – Keywords Section
Add '**FRAME**'.

Heldrake

- **Profile:** Change **M** to 12" and **OC** to '0'.
- **Keywords:** Remove '**AIRCRAFT**'.

Chaos Rhino, Core Abilities

Add 'Firing Deck 2'.

Chaos Vindicator, Profile

Change **M** to 9".

Daemon Prince of Tzeentch with Wings, Aetherstride Ability

Change to:

'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.'

Flamers, Profile

Change **Ld** to 7+.

Infernal Master, Ranged Weapons, inferno bolt pistol

Add '**[PISTOL]**'.

Kairos Fateweaver, One Head Looks Back Ability

Change to:

'Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do, increase the CP cost of that use of that **stratagem** by 1CP.'

Kairos Fateweaver, Ranged Weapons, Infernal Gateway

Change profiles to:

Infernal Gateway - Witchfire

[BLAST, INDIRECT FIRE, PSYCHIC]

RANGE	A	BS	S	AP	D
24"	D6+3	2+	9	-2	D3

Infernal Gateway - Focused Witchfire

[BLAST, INDIRECT FIRE, HAZARDOUS, PSYCHIC]

RANGE	A	BS	S	AP	D
24"	D3+6	2+	9	-2	3

Mutalith Vortex Beast, Immaterial Flare Ability

Change to:

'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.'

Lord of Change, Ranged Weapons

- Change the Bolt of Change profiles to:

Bolt of Change - Witchfire **[PSYCHIC]**

RANGE	A	BS	S	AP	D
18"	9	2+	9	-1	1

Bolt of Change - Focused Witchfire **[HAZARDOUS, PSYCHIC]**

RANGE	A	BS	S	AP	D
18"	9	2+	9	-2	3

- Change the rod of sorcery profile to:

Rod of Sorcery **[PSYCHIC]**

RANGE	A	BS	S	AP	D
18"	6	2+	8	-1	2

Maulerfiend, Snarling Protector Ability

Change to:

- 'You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:
 - That use is -1 CP.
 - That use does not prevent any uses of that **stratagem** on other units this phase.
 - When this unit **declares a charge**, If a friendly **engaged PSYKER** unit is within 12" of this unit, you can use this part of this ability. If you do:
 - This unit can re-roll that **charge roll**.
 - This unit must end that **charge move engaged** with an enemy unit **engaged** with that friendly **PSYKER** unit.

Screamers, Profile

Change **Ld** to 7+.

Sekhetar Robots, Prophetic Sentinels Ability

Change to:

'Once per turn, when you target this unit with the **Fire Overwatch/Heroic Intervention stratagem**, that use is -1 CP.'

Sorcerer in Terminator Armour, Marked by Fate Ability

Change to:

'At the start of your Shooting phase, select one enemy unit that is visible to this **PSYKER** model. Until the end of the phase, each time a model in this unit makes an attack that targets that enemy unit, add 1 to the Hit roll.'

**Tzaangor Enlightened with Fatecaster Greatbows,
Malign Trickery Ability**

Change to:

'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".'

FAQS

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.

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.