

AHRIMAN



Ahriman is a unit that contains 1 model. It is equipped with: The Black Staff of Ahriman. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Ahriman	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Black Staff of Ahriman	Melee	Melee	User	7+	8+	-
Tzeentchian Blades	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can have a Disc of Tzeentch (**Power Rating +2**). If this unit has a Disc of Tzeentch, it:
 - Has a Move characteristic of 12".
 - Is also equipped with Tzeentchian Blades.
 - Has the following additional keywords: **FLY, CAVALRY, DAEMON**.
 - Loses the following keywords: **INFANTRY**.

ABILITIES

Master Psyker: Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Thousand Sons Command Asset of your choice that is a psychic power, or the Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

Lord of the Thousand Sons: Re-roll hit rolls of 1 for attacks made by friendly **THOUSAND SONS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS
KEYWORDS: LIGHT, INFANTRY, PSYKER, CHARACTER, SORCERER, AHRIMAN

DAEMON PRINCE OF TZEENTCH



A Daemon Prince of Tzeentch is a unit that contains 1 model. It is equipped with:
Daemonic Weapons.

	M	WS	BS	A	W	Ld	Sv
Daemon Prince of Tzeentch	8"	2+	2+	2	2	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Daemonic Weapons	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- This unit can have Wings (**Power Rating +1**). If this unit has Wings, it:
 - Has a Move characteristic of 12".
 - Has the following additional keywords: **FLY**.

ABILITIES

Prince of Tzeentch: Re-roll hit rolls of 1 for attacks made by friendly **THOUSAND SONS** and **TZEENTCH DAEMON** units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS
KEYWORDS: HEAVY, MONSTER, PSYKER, CHARACTER, DAEMON, DAEMON PRINCE

EXALTED SORCERER



6



An Exalted Sorcerer is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Exalted Sorcerer	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-
Tzeentchian Blades	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can have a Disc of Tzeentch (**Power Rating +2**). If this unit has a Disc of Tzeentch, it:
 - Has a Move characteristic of 12".
 - Is also equipped with Tzeentchian Blades.
 - Has the following additional keywords: **FLY, CAVALRY, DAEMON**.
 - Loses the following keywords: **INFANTRY**.

ABILITIES

Lord of the Thousand Sons: Re-roll hit rolls of 1 for attacks made by friendly **THOUSAND SONS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, INFANTRY, PSYKER, CHARACTER, SORCERER, EXALTED SORCERER

SORCERER



4



A Sorcerer is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Sorcerer	6"	3+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-
Tzeentchian Blades	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.
 - Disc of Tzeentch (**Power Rating +2**). If this unit has a Disc of Tzeentch, it:
 - Has a Move characteristic of 12".
 - Is also equipped with Tzeentchian Blades.
 - Has the following additional keywords: **FLY, CAVALRY, DAEMON**.
 - Loses the following keywords: **INFANTRY**.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, PSYKER, CHARACTER, INFANTRY, SORCERER

RUBRIC MARINES



5



Rubric Marines are a unit that contains 5 models. It can contain 10 models (**Power Rating 9**), 15 models (**Power Rating 13**) or 20 models (**Power Rating 17**). It is equipped with: Inferno Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Rubric Marines (5 models)	5"	3+	3+	1	1	6	5+
Rubric Marines (10 models)	5"	3+	3+	2	2	6	5+
Rubric Marines (15 models)	5"	3+	3+	3	3	6	5+
Rubric Marines (20 models)	5"	3+	3+	4	4	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Soulreaper Cannon	Heavy	24"	1	6+	8+	-
Inferno Boltguns	Small Arms	24"	User	6+	8+	Rapid Fire
Warpflamers	Small Arms	8"	User	5+	8+	Inferno
Close Combat Weapons	Melee	Melee	User	6+	9+	-

WARGEAR OPTIONS

- For every 10 models this unit contains, it can also be equipped with 1 Soulreaper Cannon (**Power Rating +1** per weapon).
- Instead of Inferno Boltguns, this unit can be equipped with Warpflamers.

ABILITIES

Legacy of the Rubricae: If this unit is in a Detachment that contains only **THOUSAND SONS** units, its Battlefield Role is Troops instead of Elites.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, INFANTRY, PSYKER, RUBRIC MARINES

TZAANGORS



4



Tzaangors are a unit that contains 10 models. It can contain 20 models (**Power Rating 6**) or 30 models (**Power Rating 9**). It is equipped with: Autopistols; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Tzaangors (10 models)	6"	3+	4+	1	2	5	9+
Tzaangors (20 models)	6"	3+	4+	2	4	5	9+
Tzaangors (30 models)	6"	3+	4+	3	6	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autopistols	Small Arms	12"	User	8+	10+	-
Close Combat Weapons	Melee	Melee	x2	6+	8+	-

ABILITIES

Relic Hunters: You can re-roll hit rolls for attacks made with melee weapons by this unit that target **CHARACTER** units.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, INFANTRY, TZAANGORS

CHAOS CULTISTS



2



Chaos Cultists are a unit that contains 10 models. It can contain 20 models (**Power Rating 6**), 30 models (**Power Rating 9**) or 40 models (**Power Rating 12**). It is equipped with: Autoguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaos Cultists (10 models)	6"	4+	4+	2	2	4	10+
Chaos Cultists (20 models)	6"	4+	4+	4	4	4	10+
Chaos Cultists (30 models)	6"	4+	4+	6	6	4	10+
Chaos Cultists (40 models)	6"	4+	4+	8	8	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Auto Pistols	Small Arms	12"	User	8+	10+	-
Autoguns	Small Arms	24"	User	8+	10+	Rapid Fire
Brutal Assault Weapons	Melee	Melee	x2	7+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- For every 10 models this unit contains, it can also be equipped with 1 Heavy Stubber (**Power Rating +1** per weapon).
- Instead of Autoguns and Close Combat Weapons, this unit can be equipped with Auto Pistols and Brutal Assault Weapons.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, INFANTRY, CHAOS CULTISTS

HORRORS



4



Horrors are a unit that contains 10 models. It can contain 20 models (**Power Rating 8**) or 30 models (**Power Rating 13**) It is equipped with: Coruscating Flames; Capering Limbs.

	M	WS	BS	A	W	Ld	Sv
Horrors (10 models)	6"	4+	4+	2	2	5	8+
Horrors (20 models)	6"	4+	4+	4	4	5	8+
Horrors (30 models)	6"	4+	4+	7	6	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Coruscating Flames	Small Arms	18"	User	7+	9+	-
Capering Limbs	Melee	Melee	User	9+	10+	-

FACTION KEYWORDS: CHAOS, TZEENTCH, DAEMON, LEGIONES DAEMONICA

KEYWORDS: LIGHT, INFANTRY, PSYKER, HORRORS

TZAANGOR SHAMAN



A Tzaangor Shaman is a unit that contains 1 model. It is equipped with: Force Weapon; Tzeentchian Blades.

	M	WS	BS	A	W	Ld	Sv
Tzaangor Shaman	12"	3+	3+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-
Tzeentchian Blades	Melee	Melee	User	7+	9+	-

ABILITIES

Bestial Prophet: Add 1 to hit rolls for attacks made by friendly TZAANGOR units whilst they are within 6" of any friendly units with this ability.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, CAVALRY, FLY, PSYKER, CHARACTER, DAEMON, TZAANGOR, SHAMAN

FLAMERS



4



Flamers are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**) or 9 models (**Power Rating 12**). It is equipped with: Flickering Flames (Ranged); Flickering Flames (Melee).

	M	WS	BS	A	W	Ld	Sv
Flamers (3 models)	12"	5+	3+	1	1	5	8+
Flamers (6 models)	12"	5+	3+	2	2	5	8+
Flamers (9 models)	12"	5+	3+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flickering Flames (Ranged)	Small Arms	12"	User	6+	9+	Inferno
Flickering Flames (Melee)	Melee	Melee	User	8+	10+	-

FACTION KEYWORDS: CHAOS, TZEENTCH, DAEMON, LEGIONES DAEMONICA

KEYWORDS: LIGHT, INFANTRY, FLY, FLAMERS

SCARAB OCCULT TERMINATORS



12



Scarab Occult Terminators are a unit that contains 5 models. It can contain 10 models (**Power Rating 24**). It is equipped with: Inferno Combi-bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Scarab Occult Terminators (5 models)	4"	3+	3+	1	2	7	4+
Scarab Occult Terminators (10 models)	4"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Warpflamer	Heavy	8"	User	5+	9+	Inferno
Hellfyre Missile Rack	Heavy	24"	2	7+	7+	-
Soulreaper Cannon	Heavy	24"	1	6+	8+	-
Inferno Combi-bolters	Small Arms	24"	x2	6+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	6+	10+	-

WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Heavy Warpflamer; 1 Soulreaper Cannon.
- For every 5 models this unit contains, it can also be equipped with 1 Hellfyre Missile Rack (**Power Rating +1** per weapon).

ABILITIES

Deep Strike

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, INFANTRY, PSYKER, TERMINATOR, SCARAB OCCULT TERMINATORS

HELBRUTE



7



A Helbrute is a unit that contains 1 model. It is equipped with: Multi-Melta; Helbrute Fist.

	M	WS	BS	A	W	Ld	Sv
Helbrute	8"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Helbrute Plasma Cannon	Heavy	36"	1	6+	6+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Feet	Melee	Melee	User	9+	10+	-
Helbrute Fist	Melee	Melee	2	6+	6+	-
Helbrute Hammer	Melee	Melee	User	9+	5+	-
Power Scourge	Melee	Melee	x2	5+	9+	-

WARGEAR OPTIONS

- Instead of 1 Multi-melta, this unit can be equipped with one of the following: 1 Helbrute Plasma Cannon; 1 Reaper Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon; 1 Helbrute Fist.
- Instead of 1 Helbrute Fist, this unit can be equipped with one of the following: 1 Helbrute hammer; 1 Power Scourge.
- Instead of 1 Helbrute Fist, this unit can be equipped with 1 Missile Launcher and Armoured Feet.
- For each Helbrute Fist this unit is equipped with, it can also be equipped with 1 Heavy Flamer.

ABILITIES

Crazed: At the end of the Action phase, roll one D6 for each blast marker placed next to this unit that phase; if any of those dice results are a 6, you can make one Shoot action or one Fight action with this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: HEAVY, VEHICLE, HELBRUTE

TZAANGOR ENLIGHTENED



3



Tzaangor Enlightened are a unit that contains 3 models. It can contain 6 models (**Power Rating 5**) or 9 models (**Power Rating 7**). It is equipped with: Divining Spears.

	M	WS	BS	A	W	Ld	Sv
Tzaangor Enlightened (3 models)	12"	3+	3+	1	1	6	9+
Tzaangor Enlightened (6 models)	12"	3+	3+	2	2	6	9+
Tzaangor Enlightened (9 models)	12"	3+	3+	3	3	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fatecaster Greatbows	Heavy	24"	User	6+	9+	-
Autopistols	Small Arms	12"	User	8+	10+	-
Chainswords	Melee	Melee	x2	7+	9+	-
Divining Spears	Melee	Melee	x2	6+	8+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- Instead of Divining Spears, this unit can be equipped with one of the following: Autopistols and Chainswords; Fatecaster Greatbows and Close Combat Weapons.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, CAVALRY, FLY, DAEMON, TZAANGOR, ENLIGHTENED

SCREAMERS



4



Screamers are a unit that contains 3 models. It can contain 6 models (**Power Rating 7**) or 9 models (**Power Rating 11**). It is equipped with: Lamprey Bites.

	M	WS	BS	A	W	Ld	Sv
Screamers (3 models)	16"	4+	3+	2	2	5	8+
Screamers (6 models)	16"	4+	3+	4	4	5	8+
Screamers (9 models)	16"	4+	3+	6	6	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lamprey Bites	Melee	Melee	User	10+	6+	-

ABILITIES

Slashing Attack: When this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll a number of D6 equal to this unit's Attacks characteristic, subtracting 1 from each result if that unit is a **CHARACTER**; for each result of 5+ place one blast marker next to that unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, DAEMON, LEGIONES DAEMONICA

KEYWORDS: LIGHT, BEAST, FLY, SCREAMERS

CHAOS SPAWN



3



Chaos Spawn are a unit that contains 1 model. It can contain 2 models (**Power Rating 4**), 3 models (**Power Rating 7**), 4 models (**Power Rating 9**) or 5 models (**Power Rating 11**). It is equipped with: Hideous Mutations.

	M	WS	BS	A	W	Ld	Sv
Chaos Spawn (1 models)	7"	4+	-	1	1	7	10+
Chaos Spawn (2 models)	7"	4+	-	2	2	7	10+
Chaos Spawn (3 models)	7"	4+	-	3	3	8	10+
Chaos Spawn (4 models)	7"	4+	-	4	4	8	10+
Chaos Spawn (5 models)	7"	4+	-	5	5	8	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hideous Mutations	Melee	Melee	User	6+	7+	-

ABILITIES

Terror Troops

Mutated Beyond Reason: When this unit makes a Fight action, before picking targets, roll one D3 on the table below to determine what mutation it gains until the end of that action.

D3	MUTATION
1	Razor Claws: Add 1 to wound rolls for attacks made by this unit with melee weapons.
2	Grasping Pseudopods: Add 1 to this unit's Attacks characteristic.
3	Toxic Haemorrhage: Re-roll wound rolls of 1 for attacks made by this unit with melee weapons.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: LIGHT, BEAST, CHAOS SPAWN

MUTALITH VORTEX BEAST



A Mutalith Vortex Beast is a unit that contains 1 model. It is equipped with: Betentacled Maw; Enormous Claws.

	M	WS	BS	A	W	Ld	Sv
Mutalith Vortex Beast	8"	4+	4+	1	3	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Betentacled Maw	Melee	Melee	x3	7+	8+	-
Enormous Claws	Melee	Melee	User	6+	7+	-

ABILITIES

Warp Vortex: When you select this unit's Detachment to carry out its order, but before any units in that Detachment make an action (excluding free actions) that phase, roll one D3, and apply the result from the following table:

D3	VORTEX POWER
1	Warp Flare: Place one blast marker next to each enemy unit within 9" of this unit.
2	Temporal Flux: Select one friendly TZEENTCH unit within 9" of this unit. Until the end of the turn, add 1 to that unit's Attacks characteristic.
3	Beam of Unreality: Place four blast markers next to the closest enemy unit within 18" of this unit and visible to it. If multiple enemy units are equally close, select one and place four blast markers next to it instead.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSANDS SONS
KEYWORDS: HEAVY, MONSTER, MUTALITH VORTEX BEAST

CHAOS PREDATOR



A Chaos Predator is a unit that contains 1 model. It is equipped with: Predator Autocannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Predator	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Predator Autocannon	Heavy	48"	2	7+	7+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Predator Autocannon, this unit can be equipped with 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: HEAVY, VEHICLE, CHAOS PREDATOR

CHAOS VINDICATOR



A Chaos Vindicator is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Vindicator	10"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can have a Siege Shield (**Power Rating +1**). If this unit has a Siege Shield, it has a Save characteristic of 4+.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: HEAVY, VEHICLE, CHAOS VINDICATOR

CHAOS LAND RAIDER



13



A Chaos Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Land Raider	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

TRANSPORT

This unit can transport up to 10 friendly **THOUSAND SONS INFANTRY** models. Each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS
KEYWORDS: HEAVY, VEHICLE, TRANSPORT, CHAOS LAND RAIDER

DEFILER



A Defiler is a unit that contains 1 model. It is equipped with: Battle Cannon; Reaper Autocannon; Twin Heavy Flamer; Defiler Claws.

	M	WS	BS	A	W	Ld	Sv
Defiler	8"	4+	4+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Defiler Claws	Melee	Melee	User	6+	5+	-
Defiler Scourge	Melee	Melee	x2	5+	5+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Flamer, this unit can be equipped with 1 Defiler Scourge.
- Instead of 1 Reaper Autocannon, this unit can be equipped with one of the following: 1 Twin Heavy Bolter; 1 Twin Lascannon.

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: HEAVY, VEHICLE, DAEMON, DAEMON ENGINE, DEFILER

FORGEFIEND



6



A Forgefiend is a unit that contains 1 model. It is equipped with: 2 Ectoplasma Cannons; Daemon Jaws.

	M	WS	BS	A	W	Ld	Sv
Forgefiend	8"	4+	4+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ectoplasma Cannon	Heavy	24"	1	5+	5+	-
Hades Autocannon	Heavy	36"	2	5+	7+	-
Armoured Feet	Melee	Melee	User	9+	10+	-
Daemon Jaws	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of Daemon Jaws, this unit can be equipped with Armoured Feet and 1 Ectoplasma Cannon (**Power Rating +1**).
- Instead of 2 Ectoplasma Cannons, this unit can be equipped with 2 Hades Autocannons (**Power Rating +1**).

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: HEAVY, VEHICLE, DAEMON, DAEMON ENGINE, FORGEFIEND

MAULERFIEND



A Maulerfiend is a unit that contains 1 model. It is equipped with: Magma Cutters; Maulerfiend Fists.

	M	WS	BS	A	W	Ld	Sv
Maulerfiend	10"	4+	4+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lasher tendrils	Melee	Melee	x3	6+	8+	-
Magma cutters	Heavy	6"	2	10+	4+	-
Maulerfiend fists	Melee	Melee	User	5+	5+	-

WARGEAR OPTIONS

- Instead of Magma Cutters, this unit can be equipped with Lasher Tendrils (**Power Rating +1**).

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: HEAVY, VEHICLE, DAEMON, DAEMON ENGINE, MAULERFIEND

CHAOS RHINO



5



A Chaos Rhino is a unit that contains 1 model. It is equipped with: Combi-Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Combi-bolter	Small Arms	24"	1	9+	10+	Rapid fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

TRANSPORT

This unit can transport up to 10 friendly **THOUSAND SONS INFANTRY** models. It cannot transport **TERMINATORS** or **JUMP PACK** units.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, CHAOS RHINO

HELDRAKE



10



A Heldrake is a unit that contains 1 model. It is equipped with: Hades Autocannon; Heldrake Claws.

	M	WS	BS	A	W	Ld	Sv
Heldrake	30"	3+	4+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hades Autocannon	Heavy	36"	2	5+	7+	-
Baleflamer	Heavy	18"	2	6+	8+	Inferno
Heldrake Claws	Melee	Melee	User	9+	10+	Anti-air

WARGEAR OPTIONS

- Instead of 1 Hades Autocannon, this unit can be equipped with 1 Baleflamer (**Power Rating +1**).

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS: HEAVY, VEHICLE, FLY, DAEMON, DAEMON ENGINE, HELDRAKE

MAGNUS THE RED



22



Magnus the Red is a unit that contains 1 model. It is equipped with: The Blade of Magnus; Gaze of Magnus. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Magnus the Red	16"	2+	2+	2	4	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gaze of Magnus	Heavy	18"	2	6+	6+	Destroyer, Witchfire
The Blade of Magnus	Melee	Melee	User	4+	5+	Destroyer

ABILITIES

Master Psyker: Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Thousand Sons Command Asset of your choice that is a psychic power, or the Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

Primarch of the Thousand Sons: You can re-roll hit rolls and wound rolls for attacks made by friendly THOUSAND SONS units whilst they are within 9" of this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS
KEYWORDS: SUPER-HEAVY, TITANIC, CHARACTER, MONSTER, DAEMON, PRIMARCH, FLY, PSYKER, MAGNUS THE RED