

Thousand Sons

18 Points

Name	M	WS	BS	S	T	W	A	Ld	Sv
Aspiring Sorcerer	6"	3+	3+	4	4	1	2	8	3+
Weapon	Range	Type	S	AP	D	Abilities			
Force stave	Melee	Melee	+2	-1	D3	-			
Psybolt	Psybolt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.								
Warpflame pistol	6"	Pistol D6	3	-2	1	This weapon automatically hits its target.			
Abilities:									
Transhuman Physiology	Ignore the penalty to this model's hot rolls from one flesh wound it has suffered.								
Death to the False Emperor	If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.								
Favoured of Tzeentch	This model has a 5+ invulnerable save.								
Specialism: Leader									
Level 1: Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.								

Experience: ☐☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

Name	M	WS	BS	S	T	W	A	Ld	Sv
Twistbray	6"	3+	4+	4	4	1	2	7	6+
Weapon	Range	Type	S	AP	D	Abilities			
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Abilities:									
Aura of Dark Glory	This model has a 5+ invulnerable save.								
Specialism: Combat									
Level 1: Expert Fighter	Add 1 to this model's Attacks characteristic.								

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

21 Points

Name	M	WS	BS	S	T	W	A	Ld	Sv
Rubic Marine	5"	3+	3+	4	4	1	1	7	3+
Weapon	Range	Type	S	AP	D	Abilities			
Icon of Flame	At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Flame. On a 6 inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for.								
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.			
Abilities:									
Death to the False Emperor	If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.								
All is Dust	Add 1 to saving throws for a Rubric Marine or Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners.								
Favoured of Tzeentch	This model has a 5+ invulnerable save.								
Specialism:									

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

Name	M	WS	BS	S	T	W	A	Ld	Sv
Tzaangor	6"	3+	4+	4	4	1	1	6	6+
Weapon	Range	Type	S	AP	D	Abilities			
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Abilities:									
Aura of Dark Glory	This model has a 5+ invulnerable save.								
Specialism:									

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

20 Points

Name	M	WS	BS	S	T	W	A	Ld	Sv
Rubic Marine Gunner	5"	3+	3+	4	4	1	1	7	3+
Weapon	Range	Type	S	AP	D	Abilities			
Soulreaper Cannon	24"	Heavy 4	5	-3	1	-			
Abilities:									
Death to the False Emperor	If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.								
All is Dust	Add 1 to saving throws for a Rubric Marine or Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners.								
Favoured of Tzeentch	This model has a 5+ invulnerable save.								
Specialism: Demolitions									
Level 1: Breacher	You can add 1 to this model's wound rolls against targets that are obscured.								

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

16 Points

Name	M	WS	BS	S	T	W	A	Ld	Sv
Rubic Marine	5"	3+	3+	4	4	1	1	7	3+
Weapon	Range	Type	S	AP	D	Abilities			
Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-			
Abilities:									
Death to the False Emperor	If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.								
All is Dust	Add 1 to saving throws for a Rubric Marine or Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners.								
Favoured of Tzeentch	This model has a 5+ invulnerable save.								
Specialism:									

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

10 Points

Name	M	WS	BS	S	T	W	A	Ld	Sv
Tzaangor	6"	3+	4+	4	4	1	1	6	6+
Weapon	Range	Type	S	AP	D	Abilities			
Brayhorn	Add 1 to Advance and charge rolls made for TZAANGORS within 6" of any friendly models equipped with a brayhorn.								
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Abilities:									
Aura of Dark Glory	This model has a 5+ invulnerable save.								
Specialism: Zealot									
Level 1: Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.								

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐