


















CHAOS					MAGNUS THE RED - Magnus the Red, The Crimson King, The Cyclopean Giant												420 Pts	
Heretic Astartes - Thousand Sons																		
1																		
Full HP	14"			2+	2+	7	11					16	6	6	5+	6	2+	3++/3++
Mid HP	13"			3+	3+	6	10					10	5	6	6+	5	2+	3++/3++
Low HP	12"			4+	4+	5	9					5	4	6	7+	4	2+	3++/3++
Unit Aptitudes																		
Sire of the Thousand Sons		Units in a detachment that included this unit may use its Leadership characteristic for the purpose of Morale checks and Pinning tests. Moreover, any Deep Strike, Outflank or any other reserve roll may be re-rolled until this unit is not destroyed.																
Arch-Sorcerer		This unit suffers Perils of the Warp only if three or more 6s are rolled.																
Impossible Form (Psychic)		Each time an attack is made against this unit (except Psychic Attacks), subtract 1 from that attack’s Damage characteristic.																
Treason of Tzeentch (Psychic)		At the start of your opponent’s Shooting phase, you can select one enemy unit within 24" of and visible to this Psyker. Until the end of the phase, ranged weapons equipped by models in that unit have the Hazardous special rule.																
Time Flux (Aura, Psychic)		While a friendly unit is within 6" of this Psyker, add 2" to the Move characteristic of models in that unit.																
The Horned Raiment		If this unit is struck by a weapon with the Destroyer special rule, the amount of wounds it inflicts is reduced by 1.																
Lord of the Planet of the Sorcerers (Aura)		While a friendly unit is within 6", each time it makes a Psychic Attack, it gains +1 to Hit and to Wound.																
The Eye of the Crimson King		When selecting targets for his psychic powers, all models within range are assumed to be in line of sight (except those inside transport vehicles or buildings). All Psychic attacks and Witchfire powers have the Ignores Cover special rule.																
Unit Special Rules																		
Independent Character / Eternal Warrior / Very Bulky / Fear / Fleet / Fearless / It Will Not Die / Deep Strike / Daemon / Lone Operative / Adamantium Will / Psyker (5)																		
Psychic Domains																		
Biomancy - Change - Dæmonology (Malefic) - Dark Hereticus - Divination - Ectomancy - Fulmination - Geomortis - Heretech - Machinamantia - Malefic - Noctic - Obscuration - PanDæmoniac Tzeentch - Pyromancy - Scriptumantia - Sinistrum - Telekinesis - Telepathy - Terramancie - Tzeentch - Vengeance																		

CHAOS
Heretic Astartes - Thousand Sons

10"

 2_+  2_+ 

5



4



6



5



4



6+



1



3+

 $3_{++}/3_{++}$

240 Pts

AHRIMAN - Ahzek Ahriman, Arch-Magister of the Corvidae, Chef Librarian of the Thousand Sons, The Enduring Son

Unit Aptitudes

Rubric Lord	While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.
-------------	--

Arch-Sorcerer	This unit suffers Perils of the Warp only if three or more 6s are rolled.
---------------	---

Arcane Litanies	This unit may ignore the first failed Perils of the Warp test it is subject to.
-----------------	---

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Adamantium Will / Precision Strike / Psyker (4)

Psychic Domains

Biomancy - Change - Dæmonology (Malefic) - Dark Hereticus - Divination - Ectomancy - Fulmination - Geomortis - Heretech - Machinamantia - Malefic - Noctic - Obscuration - PanDæmoniac Tzeentch - Pyromancy - Scriptumantia - Sinistrum - Telekinesis - Telepathy - Terramancy - Tzeentch - Vengeance

CHAOS

Heretic Astartes - Thousand Sons

EXALTED SORCERER - Erevan the Enlightened

185 Pts

1																	
	6"		2+	2+		4	4				4	3	4	6+	1	3+	4++/3++

Unit Aptitudes

Arcane Shield (Psychic)	While this model is leading a unit, models in that unit a 4+ invulnerable save.
Spell Familiar	A model with a Spell Familiar may re-roll one failed Psychic tests each turn.
Rebind Rubricae (Psychic)	In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.
Athenaeon Scrolls	If you roll a double when making a successful Psychic test for the bearer, your opponent cannot attempt to resist that psychic power with a Deny the Witch test or negate it by any means.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

CHAOS

Heretic Astartes - Thousand Sons

EXALTED SORCERER - Kyranos the Cursed

211 Pts

1																	
	12"			2+	2+	4	4				5	3	4	6+	1	3+	4++/3++

Unit Aptitudes







Arcane Shield (Psychic)	While this model is leading a unit, models in that unit a 4+ invulnerable save.
Spell Familiar	A model with a Spell Familiar may re-roll one failed Psychic tests each turn.
Binding Tendrils (Psychic)	At the end of your Movement phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, halve the Move characteristic of models in that unit and halve Advance and Charge rolls made for that unit.
Seer's Bane	The Strength of the attack is doubled when targeting Psyker units or enemy units that include any models with a Leadership characteristic of 9 or higher with this weapon.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

Weapons								Pts
Arcane Fire		Template	1	6	-2	1	Psychic - Ignores Cover	
Plasma pistol - Standard		12"	1	7	-2	1	Pistol	5
Plasma pistol - Supercharge		12"	1	8	-3	2	Pistol - Gets Hot	6
Seer's Bane		Melee	User	+1	-3	D3	Melee - Master-crafted - Psychic	
Faction Aptitudes								Unit type
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King						Jetbike

CHAOS

Heretic Astartes - Thousand Sons

EXALTED SORCERER - Thalrion the Transcendent

185 Pts

1



































6"

2+

2+

4

4

4

3

4

6+

1

3+

4++/3++

Unit Aptitudes

Arcane Shield (Psychic)	While this model is leading a unit, models in that unit a 4+ invulnerable save.
Spell Familiar	A model with a Spell Familiar may re-roll one failed Psychic tests each turn.
Rebind Rubricae (Psychic)	In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.
Perfidious Tome	In each of your Command phases, if the bearer is on the battlefield, it can read from the Perfidious Tome. If it does, roll one D6: on a 1, your opponent gains 1 Command point; on a 4+, you gain 1 Command point.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

CHAOS

Heretic Astartes - Thousand Sons

EXALTED SORCERER - Xanathar the Omniscient

215 Pts

1																	
	12"			2+	2+	4	4				5	3	4	6+	1	3+	4++/3++

Unit Aptitudes

Arcane Shield (Psychic)	While this model is leading a unit, models in that unit a 4+ invulnerable save.
Spell Familiar	A model with a Spell Familiar may re-roll one failed Psychic tests each turn.
Binding Tendrils (Psychic)	At the end of your Movement phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, halve the Move characteristic of models in that unit and halve Advance and Charge rolls made for that unit.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

CHAOS

Heretic Astartes - Thousand Sons

EXALTED SORCERER - Zephyrion the Zealot

185 Pts

1																	
	6"			2+	2+	4	4				4	3	4	6+	1	3+	4++/3++

Unit Aptitudes

Arcane Shield (Psychic)	While this model is leading a unit, models in that unit a 4+ invulnerable save.
Spell Familiar	A model with a Spell Familiar may re-roll one failed Psychic tests each turn.
Rebind Rubricae (Psychic)	In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

CHAOS

Heretic Astartes - Thousand Sons

SCARAB OCCULT TERMINATORS - Crystalbound

388 Pts

5



5"3+3+443346+12+4++/4++

Unit Aptitudes

Implacable Guardians

While this unit contains one or more PSYKER models, each time an attack is made against this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Mark of Tzeentch







Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Deep Strike / Fearless / Stubborn / Brotherhood of Psykers / Psyker (2)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

Weapons								Pts
Force stave		Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Hellfyre missiles rack		36"	2	10	-2	3	Heavy	21
Prosperine khopesh		Melee	User	+1	-3	1	Melee - Psychic	52
Inferno combi-bolter		24"	2	4	-1	1	Assault - Rapid Fire 2	
Faction Aptitudes								Unit type
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King						Infantry

CHAOS

Heretic Astartes - Thousand Sons

RUBRIC MARINES - Arcane Guardians

215 Pts

5



5"



3+



3+



4



4



2



1



3



6+



2



3+



6++/6++



Unit Aptitudes

Bringers of Change

You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.

Mark of Tzeentch

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Fearless / Slow and Purpseful / Psyker (1)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

CHAOS

Heretic Astartes - Thousand Sons

RUBRIC MARINES - Arcane Host

195 Pts

6



5"



3+



3+



4



4



2



1



3



6+



2



3+



6++/6++

Unit Aptitudes

Bringers of Change	You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.
Icon of Flame	Each time a model in the bearer's unit makes a ranged attack, Critical Wound AP is improved by 1.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Fearless / Slow and Purpseful / Psyker (1)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

CHAOS

Heretic Astartes - Thousand Sons

RUBRIC MARINES - Crystal Sentinels

215 Pts

5



5"



3+



3+



4



4



2



1



3



6+



2



3+



6++/6++

Unit Aptitudes

Bringers of Change

You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.

Mark of Tzeentch

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Fearless / Slow and Purpseful / Psyker (1)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

CHAOS	RUBRIC MARINES - Warpflame Host	295 Pts
-------	---------------------------------	---------

6                 

6                 

6                 

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

5"	3+	3+	4	4		2	1	3	6+	2	3+	6++/6++
----	----	----	---	---	--	---	---	---	----	---	----	---------

Unit Aptitudes

Bringers of Change	You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.
--------------------	--

Bringers of Change	You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.
--------------------	--

Icon of Flame	Each time a model in the bearer's unit makes a ranged attack, Critical Wound AP is improved by 1.
---------------	---

Icon of Flame	Each time a model in the bearer's unit makes a ranged attack, Critical Wound AP is improved by 1.
---------------	---

Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.
------------------	---







Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.
------------------	---

Unit Special Rules

Fearless / Slow and Purposeful / Psyker (1)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

Weapons								Pts
Force stave		Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Inferno bolt pistol		12"	1	4	-1	1	Pistol	
Warpsmite		18"	1	4	-1	1	Psychic - Pistol - Anti-Infantry - Devastating Wounds	
Close combat weapon		Melee	User	User	0	1	Melee	
Warpflamer		Template	1	4	-1	1	Assault - Ignores Cover	40
Faction Aptitudes								Unit type
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King						Infantry

CHAOS

Heretic Astartes - Thousand Sons

THOUSAND SONS CULTISTS - Azure Conclave

200 Pts

20



6"



5+



5+



3



3



1



1



3



8+



1



6+



6++/6++

Unit Aptitudes

- Pawns of Fate

Each time this unit destroys an enemy unit, roll one D6: on a 2+, you gain 1CP. When this unit is destroyed, roll one D6: on a 2+, you gain 1CP.
- Mark of Tzeentch

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Frag Grenades / Scout

Psychic Domains

CHAOS
Heretic Astartes - Thousand Sons



1



6++/6++

90 Pts

Malign Trickery

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.

Guided by Fate

Each time you make a hit roll of 6+ for a model in this unit (except for the Disc's blades), do not make a wound roll for that attack - it is automatically successful. Saving throws may be attempted against these attacks as normal.

Mark of Tzeentch

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Move Through Cover

Psychic Domains

[illegible]

CHAOS

Heretic Astartes - Thousand Sons

TZAANGOR ENLIGHTENED - Astral Soothsayers

108 Pts

3



10"



4+



4+



4



4



2



2



3



7+



1



5+



6++/6++

Unit Aptitudes

Malign Trickery

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.

Guided by Fate

Each time you make a hit roll of 6+ for a model in this unit (except for the Disc's blades), do not make a wound roll for that attack - it is automatically successful. Saving throws may be attempted against these attacks as normal.







Mark of Tzeentch

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Move Through Cover

Psychic Domains

Weapons								Pts
Divining spear - Shoot		12"	4	5	-2	1	Assault - Lance - Precision Shots	27
Divining spear - Melee		Melee	User	+2	-2	1	Melee - Lance - Precision Strikes	21

CHAOS

Heretic Astartes - Thousand Sons

TZAANGOR SHAMAN - Stormcaller

110 Pts

1																	
	10"			3+	4+	4	4				4	3	3	7+	1	5+	6++/6++

Unit Aptitudes

Dark Blessing (Psychic)	While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule.
Sorcerous Elixir	You can re-roll the first failed Psychic test you make for this model. This special rule can only be used once per battle.
Bestial Prophet	While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Move Through Cover / Psyker (1)

Psychic Domains

Biomancy - Dæmonology Malefic - Divination - Ectomancy - Geomortis - Heretech - Pyromancy - Sinistrum - Telekinesis - Telepathy - Tzeentch

CHAOS

Heretic Astartes - Thousand Sons

TZAANGORS - Skybound Warband

170 Pts

10



6" 4+ 4+ 5 4 1 2 3 7+ 2 6+ 6++/6++

Unit Aptitudes

Herd Banner You can re-roll Battle-shock tests taken for the bearer’s unit.







Brayhorn You can re-roll Advance and Charge rolls made for the bearer’s unit.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Move Through Cover

Psychic Domains

Weapons								Pts
Tzaangor heavy blades		Melee	-1	+2	-1	1	Melee - Two Handed	70
Faction Aptitudes								Unit type
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King						Infantry

CHAOS

Heretic Astartes - Thousand Sons

TZAANGORS - Sons of the Aether

100 Pts

10



6"

4+

4+

5

4

1

2

3

7+

2

6+

6++/6++

Unit Aptitudes

Herd Banner

You can re-roll Battle-shock tests taken for the bearer's unit.

Brayhorn

You can re-roll Advance and Charge rolls made for the bearer's unit.

Mark of Tzeentch

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Move Through Cover

Psychic Domains

Weapons



Pts

Tzaangor blades

Melee

User

User

-1

1

Melee - Extra Attacks

Faction Aptitudes

Unit type

Cult Arcana

Signs & Portents

The Axis of Dissolution and The Guard
of the Crimson King

Infantry