



IMPERIUS DOMINATUS

Thousand Sons

THOUSAND SONS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

- **The Sekhmet.** The Sekhment Terminator Cabal, known as the Scarab Occult often form Magnus personal honor guard. They also bear deadly Asphyx shells.
- **The Ammintara Occult.** The militant arm of the Order of the Blind employ powerful psychic powers of stealth and fast strike.
- **The Khenetai Occult.** Mystic sect of the Order of the Jackal. Wielders of psychically attuned blades they are deadly swordsmen.

THOUSAND SONS

Characteristics

The Thousand Sons Legion has the following characteristics:

Prosperine Lore. Every commander of each formation level possesses psychic powers and may use psychic power cards. The levels of psychic power correspond to the command level. Decurion [P1], Centurion [P2], Praetor [P3].

Thousand Sons Infantry automatically pass morale checks when holding an objective.

Thousand Sons terminators on the turn of deploying by Deepstrike [T] gain fear [FR], +2 CAF to hit bonus and +1 bonus to their invulnerable saves.

Thousand Sons player may not spend more points on vehicles than infantry formations.

Thousand Sons players' fortification cards count as special cards.

Thousand Sons may use robotic detachments.

Thousand Sons must spend more points on Company Cards than Support and Special Cards.

Librarius. As a legion of psykers they adamantly support the librarius.



Infantry Formation gains -1 Save modifier to small arms



Point Value 50/100
+1 VP



Upgrade Contemptor Dreadnoughts to Osirion Dreadnoughts.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Osirion Dreadnought	15	3+	3/-3	Multi-melta	25	1	-3	[P1], [AW], Special*
				Heavy Flamer [FW] OR	10	2	-1	
				Anti-personnel	25	2	-1	
				CC Weapon	-	-	-	

* Can re-roll failed armor saves (second result stands).



Point Value 50/100
+1 VP



CASTELLA-ACHEA BATTLE AUTOMATA

The Castellax-Achea Battle Automata consists of 3 Castellax-Achea Battle Automata Stands

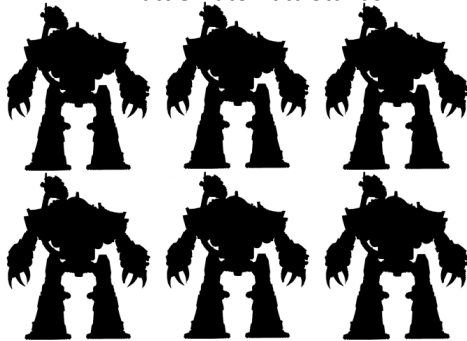


Point Value 150



CASTELLA-ACHEA BATTLE AUTOMATA

The Castellax-Achea Battle Automata consists of 6 Castellax-Achea Battle Automata Stands



Point Value 300



CASTELLA-ACHEA BATTLE AUTOMATA

Break Point 2: Castellax-Achea are broken if it has lost 2 stands.

Morale Value -: Castellax-Achea never tests for Morale but if required to test he automatically passes the test.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax-Achea Battle Automata	15	5+	2/-2	Aether fire cannon [VK]	35cm	1	-3	[RC], [IWD], Special*
				Anti-personnel	25cm	2	-1	

* Can re-roll failed armor saves (second result stands).

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

CASTELLA-ACHEA BATTLE AUTOMATA

Break Point 4: Castellax-Achea are broken if it has lost 4 stands.

Morale Value -: Castellax-Achea never tests for Morale but if required to test he automatically passes the test.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax-Achea Battle Automata	15	5+	2/-2	Aether fire cannon [VK]	35cm	1	-3	[RC], [IWD], Special*
				Anti-personnel	25cm	2	-1	

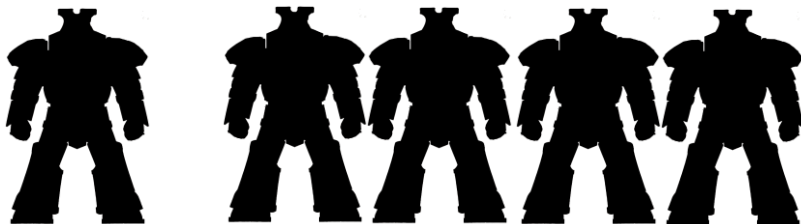
* Can re-roll failed armor saves (second result stands).

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

SEKHMET TERMINATOR CABAL

The Sekhmet Terminator Cabal consists of 1 Sekhmet Terminator Decurion Stand 4 Sekhmet Terminator Stands



Point Value 300



SEKHMET TERMINATOR CABAL

Break Point 4: The Sekhmet Terminators Cabal is broken if it has lost 4 stands either the Decurion or Sekhmet Terminators stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Sekhmet Terminators have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

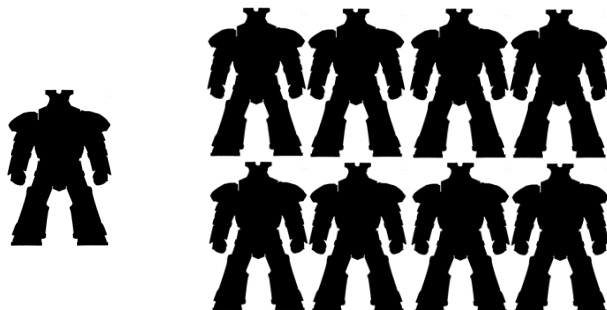
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Combi-weapon	25	2	-2	[HQ1], [V], [P2] (formation), [SU], Special
Sekhmet Terminator Cabal	10[T]	3[5]+	3/-3	Combi-weapon	25	2	-2	[P2] (formation), [SU], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

SEKHMET TERMINATOR GRAND CABAL

The Sekhmet Terminator Grand Cabal consists of 1 Sekhmet Terminator Decurion Stand 8 Sekhmet Terminator Stands



Point Value 500



SEKHMET TERMINATOR GRAND CABAL

Break Point 6: The Sekhmet Terminators Cabal is broken if it has lost 6 stands either the Decurion or Sekhmet Terminators stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Sekhmet Terminators have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Combi-weapon	25	2	-2	[HQ1], [V], [P2] (formation), [SU], Special
Sekhmet Terminator Cabal	10[T]	3[5]+	3/-3	Combi-weapon	25	2	-2	[P2] (formation), [SU], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

KHENETAI OCCULT BLADE CABAL

The Khenetai Occult Blade Cabal consists of 1 Khenetai Occult Blade Decurion Stand and 5 Khenetai Occult Blade Stands

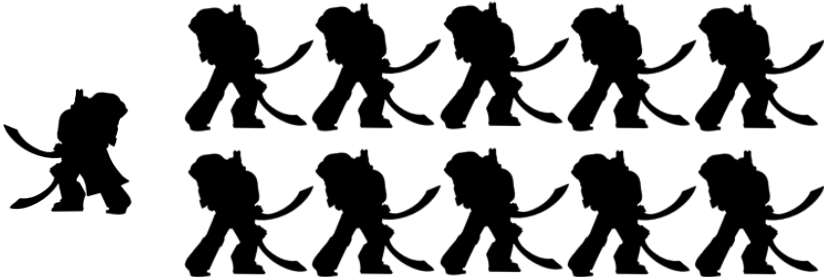


Point Value 200



KHENETAI OCCULT BLADE GRAND CABAL

The Khenetai Occult Blade Grand Cabal consists of 1 Khenetai Occult Blade Decurion Stand and 10 Khenetai Occult Blade Stands



Point Value 350



KHENETAI OCCULT BLADE CABAL

Break Point 4: The Khenetai Occult Blade Cabal are broken if it has lost 4 stands either the Decurion or Khenetai stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Khenetai Occult Blade have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-3	CC special weapons	-	-	-	[HQ1], [V], [MB], [P1] (formation), [FA]
Khenetai Occult Blade Cabal	10	5+	3/-3	CC special weapons	-	-	-	[P1] (formation), [FA]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

KHENETAI OCCULT BLADE GRAND CABAL

Break Point 8: The Khenetai Occult Blade Cabal are broken if it has lost 8 stands either the Decurion or Khenetai stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Khenetai Occult Blade have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-3	CC special weapons	-	-	-	[HQ1], [V], [MB], [P1] (formation), [FA]
Khenetai Occult Blade Cabal	10	5+	3/-3	CC special weapons	-	-	-	[P1] (formation), [FA]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

AMMITARA OCCULT INTERCESSTION CABAL

The Ammitara Occult-Intercession Cabal consists of 1 Fate Stand and 5 Ammitara Occult-Intercession Stands

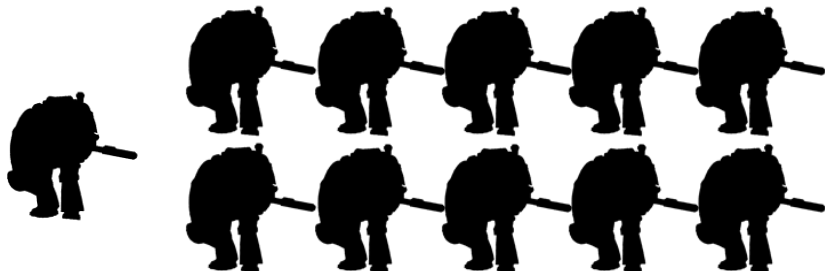


Point Value 250



AMMITARA OCCULT BLADE GRAND CABAL

The Ammitara Occult-Intercession Grand Cabal consists of 1 Fate Stand and 10 Ammitara Occult-Intercession Stands



Point Value 450



AMMITARA OCCULT BLADE CABAL

Break Point 4: The Ammitara Occult-Intercession Cabal are broken if it has lost 4 stands either the Fate or Ammitara Occult-Intercession stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Ammitara Occult-Intercessors have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	7[8]+	1/-1	Sniper rifle	35	2	-1	[HQ1], [V], [MB], [SN], [IF], [R], [SH]
Ammitara Occult-Intercession Cabal	10	7+	1/-1	Sniper rifle	35	2	-1	[SN], [IF], [R], [SH]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

AMMITARA OCCULT BLADE GRAND CABAL

Break Point 8: The Ammitara Occult-Intercession Cabal are broken if it has lost 8 stands either the Fate or Ammitara Occult-Intercession stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Ammitara Occult-Intercessors have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	7[8]+	1/-1	Sniper rifle	35	2	-1	[HQ1], [V], [MB], [SN], [IF], [R], [SH]
Ammitara Occult-Intercession Cabal	10	7+	1/-1	Sniper rifle	35	2	-1	[SN], [IF], [R], [SH]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SPECIAL FORMATION



AKZEK AHRIMAN

Magnus the Red Primarch of the Thousand Sons consists of one Magnus the Red



Point Value 100



AKZEK AHRIMAN

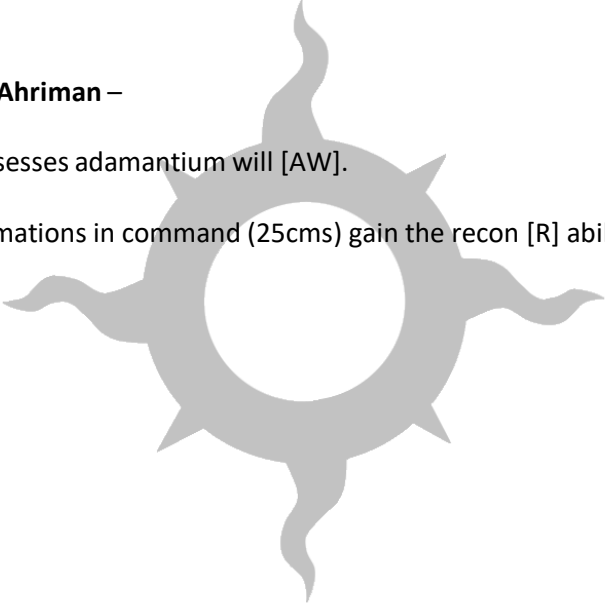
Break Point +1: Akzet Ahriman adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Akzet Ahriman has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	A D	TSM	Notes
Ahzek Ahriman	10	4[6]+	6/-4	CC special weapons	-	-	-	[HQ3], [P3]

Ahzek Ahriman –

- Possesses adamantium will [AW].
- Formations in command (25cms) gain the recon [R] ability.



Victory Points +1

Your opponent gains +1 VP when the Company attached is broken.

SPECIAL FORMATION



MAGISTUS AMON

Magistus Amon consists of 1 Magistus Amon Stand.



Point Value 150



MAGISTUS AMON

Break Point +1: Magistus Amon adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Magistus Amon has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magistus Amon	10	3[5]+	6/-4	CC special weapons	-	-	-	[HQ3], [P3], [IF]

Magistus Amon –

- May automatically win game turn initiative once per game.
- May add +1 to friendly reserve rolls and opponents receive -1 penalty on their reserve rolls.
- Command section elements gain +1 to invulnerable saves.

Victory Points +2

Your opponent gains +2 VP when the Company attached is broken.

SPECIAL FORMATION

MAGNUS THE RED PRIMARCH OF THE THOUSAND SONS

Magnus the Red Primarch of the Thousand Sons consists of one Magnus the Red



Point Value 200



MAGNUS THE RED PRIMARCH OF THE THOUSAND SONS

Break Point 1: Magnus the Red is only broken when Magnus the Red Primarch of the Thousand Sons is Destroyed.

Morale Value 4+: Magnus the Red has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magnus the Red [2]	15[T]	3[4]+	7/-4	Psyfire Serpenta [IC]	20	2	-3	[DR2], Primarch

- **Sire of the Thousand Sons**– Any Thousand Sons formation in command (25cm) gain indomitable [ID] and -1 to hit penalty for shooting at them. Thousands sons gain +1 to reserve rolls.
- **Arch-Sorcerer**– May use 2 psychic powers per game turn. Powers work automatically with no chance of failure or succumbing to the warp.
- **Eye of the Crimson King** – Mangnus’s psychic powers do not need Line of sight to his target.
- **Phantasmal Aura** – -1 penalty to fire (includes artillery as well as direct fire at Magnus the Red.

Victory Points 2

Your opponent gains 2 VP when this model is destroyed.