**Thousand Sons**

via **Garro**

THOUSAND SONS

* warlord must be a psyker
* any independant character HQ choice can purchase mastery level one and exchange a power weapon for a force weapon for an additional fee
* cult arcana, each squad chooses a cult (troops choices must be same as warlord) and gain access to a specfic psychic discipline and an additional bonus, there are 5 cults listed.
* if any 1Ksons unit suffers an a wound (unsaved) due to perils, every 1kson unit in the army must take a pinning test
* if all indepedant characters in the army are killed the rest of the force suffers -1LD

GENERAL UNITS

* praetors may take up to 1-3 mastery levels
* veteran squads and terminator squads can purchase brotherhood of the pysker

wargear

* item that can ignore the first perils caused wound
* plasma cannon with soul blaze
* Asphyx rounds (bolter type weapons)
* weapon gains shred, various points causes for certain units

UNITS

Osiron dreadnought

* contemptor upgrade, gains psychic pliot (lv1), admanitum will, and repaces dreadnought close combat weapon with force blade with combi-bolter (aphyx shells)
* special type of castellax
* basically plain castellax which uses pyskers instead of cybernetic cortex. only has mauler cannons

SEKHMET terminators

* basically terminators with force weapons instead of power weapons, also brotherhood (lv2)
* Khenetai occult blade squad
* twin force swords, bonuses for more models in squad
* brotherhood (lv1)

Ammitara occult intercession cabal

* super scouts with access to melta and plasma guns
* brotherhood (lv1) with their own special power which gives rerolls to hit and wound, plus ignores cover

RITES OF WAR

number 1

* passes all morale and pinning tests while in 6" of an objective
* overwatch at BS2
* reroll to hit and wound against enemy units which are falling back
* all troops choices must be max size

number 2

* roll 2d6 for warp charges, and take the highest
* terminator armed models may deepstrike, gain fear and may reroll failed invuln saves of 1's until the begaining of their next turn
* Sekhmet terminators are complusory troops for this rite
* magnus the red is a HQ choice (complusory) not a lord of war as usual
* warlord must be magnus, arihman, or praetor with mastery level 3
* no allies or fortification
* must have less vehicles than units with LA:thousand sons

CHARACTERS

ahriman

* mastery level 4
* 3 1kson units gain scout as his warlord trait
* his command squad may take brotherhood of the psyker
* mastercrafted force axe

Magistus Amon

* master of spies, mastery level 3, allows a single non-superheavy non-flyer unit to deploy by outflank on a predetermined turn

MAGNUS

* just under 500pts
* mastery level 5
* passes warp charge on 3+, must roll 3 6's or more to perils, and rerolls 1's on the perils damage chart
* terminators and sekhmet terminators are troops
* 2+/4++ armour with -1 on the strD damage chart
* any unit in range, is considered to be in sight for psyhic powers, and all said attacks have ignores cover
* enemy attacks are -1 to hit against him, and barrage weapons scatter +1.
* when manifesting a witchfire attack, can choose to do it with 'mind wrath' if chosen, the required Warp charge is +2 to before but adds +2d6 str, and doubles the range. if str11 is reached, it becomes strD.

WOLVES FROM GARRO:

**SPACE WOLVES**

* gain +1WS if they are successfully charged, and also have counterattack
* models without jump packs or terminator armour gain +1 to run and consolidation moves
* ignore night fighting, may reroll outflank, and infiltrators may not deploy within 18" regardless of line of sight
* consuls may not be chosen as compulsory HQ choices
* must take at less 1HQ for each 1,000pts (1,500pts etc must take 2)
* champlain, libraran and primus medicae are not allowed (replaced)
* all existing troops choices gain 'support squad'
* space wolves have their own Warlord traits (sagas) can ONLY take these, not others.

rites of war

* number 1
	+ +1 to reserves
	+ all units without terminator armour gain hit and run, but only run 2d6 rather than 3d6 as usual
	+ successful charges gain an additional +1 to attack (stacks with rage, regular charge bonus, etc)
	+ no artillery or drop pods of any kind
	+ only a single Heavy support choice
* number 2
	+ all grey slayer and assault squads must attempt a charge if in range
	+ +1 to combat resolution if in enemy deployment zone
	+ gains a certain warlord trait that allows all units to reroll all charges and run rolls for a single turn, warlord can still get this trait allowing for 2 turns
	+ no allied space marines, and no immobile. artillery or slow and purposeful units allowed either

equipment

* fernisan wolves can be purchased for praetors or centurions for cost
* frost blades are in, blade, axe, claw and great blade are choices
* aether-rune armour gives +1W and reroll deny the witch

Deathsworn pack

* comes with power axe and bolt pistol, may take rad grenades,
* are fearless while in combat, also any model killed before it attack in closecombat, may still attack, instead at I1 as long as the squad isn't wiped out.

Varagyr wolf guard terminators

* terminators all with frost weapons
* if charges over 6", makes a str5 hammer of wrath attack, chosen warriors, gains +1 to combat resolation if enemy challenger is killed

grey slayers

* 10-20 man troops choice
* 1in5 can swap out for power fists etc
* start with just CCW and bolt pistol, but can buy bolter, combat shield, heavy chainblade, or power weapon for price
* can not go to ground.
* may charge after runnning or firing bolters, but has -1" to charge range

Geigor fellhand (from burning of prospero boxset)

* ap2 mastercrafted lightning claw,may charge after runnning or firing bolters, but has -1" to charge range

Hvarl Red-blade

* up to 3 infantry units gain scout
* ap2 +2str axe, not unwieldy
* in tartarus terminator armour

priest of fernis

* general consul upgrades,
* must choose to be a 'speaker of the dead' or 'caster of runes' gaining abilites depending

Leman russ

* wolf guard and veteran tactical squads are troops,
* all wolves gain +1leadership
* sword is ap2 with shred, Sever Life - Every wound leads to a 2D6 Toughness test, failures cause another D3 + 1 wound (not sure on the plus 1)
* axe is +2str ap2 sunder non unwieldy

wolfkin of russ

* 1 model units, take must start within 6" of russ, then run off. pretty nasty against small units or stragglers.

**Talons of the Emperor**

* HQ: Legio Custodes Shield Captain
* HQ: Sisters of Silence Oblivion Knight-Centura
* HQ: Sisters of Silence Excruciatus Cadre
* HQ: Constantin Valdor
* HQ: Jenetia Krole
* Elites: Legio Custodes Hetaeren Guard Squad
* Elites: Legio Custodes Aquilon Terminator Squad
* Elites: Legio Custodes Contemptor-Achillus Dreadnought
* Elites: Sisters of Silence Oblivion Knight Cadre
* Troops: Legio Custodes Custodian Guard Squad
* Troops: Legio Custodes Sentinel Guard Squad
* Troops: Sisters of Silence Prosecutor Cadre
* Troops: Sisters of Silence Vigilator Cadre
* Dedicated Transport: Legio Custodes Coronus Grav-Carrier
* Dedicated Transport: Sisters of Silence Kharon Pattern Acquistor
* Fast Attack: Sisters of Silence Pursuer Cadre
* Fast Attack: Legio Custodes Agmatus Jetbike Squadron
* Fast Attack: Legio Custodes Pallas Grav-Attack Squadron
* Heavy Support: Sisters of Silence Seeker Cadre
* Heavy Support: Legio Custodes Sagittarum Guard Squad
* Heavy Support: Legio Custodes Caladius Grav-Tank
* Heavy Support: Legio Custodes Contemptor-Galatus Dreadnought
* Lords of War: Warlord-Sinister Pattern Battle Psi-Titan

**so army wider stuff.**

* preternatural skill, the sodality, and inviolable psyche are unchanged from their WD rules.
* custodian armour doesn't give an invuln save, but all units have refractor field so meh.
* praesidum shield confers a rerolll to invuln saves (against shooting and in combat), but doesn't give a 4+ anymore, just a -1 to hit them while in combat.
* custodes terminator armour
	+ 2+/4++, relentless, can't run but can overwatch and sweeping advance
* all custodes infantry can buy teleportation transponders
* Vexilla can be taken 1 per squad, confers fear, reroll failed leadership tests, and +1 to combat resolution to all friendly units within 12" (doesn't stack for multiples)
* new wargear option called "arae-shrikes" any enemy unit attempting to deepstrike within 12" of a model with one of these (before scatter) must roll a d6, on a 4+ it suffers a mishap, even if it has rules otherwise (internal guidance systems etc). also causes barrage weapons fired against the squad to roll 3d6 scatter taking the highest.
* guardian spear has 3 versions, plain, melta and Adrathic
* custodes can have paragon spear (paragon blade meets guardian spear)
* cusodes have access to solarite power gaunlets and talons (what imperial fists have, with a lightning claw version)
* Adrathic weapons are a set of guns
	+ str5-6 ap, instant death, armourbane, gets hot
* adrastus bolt caliver (what the new 'bolter' guys have on the cover)
	+ two versions
	+ 30" range heavy bolter, or a disintegration beam which is 12" str5 ap2 instant death, armourbane, gets hot. not a combi-weapon
* the arachus blaze cannon has two profiles
	+ burst fire 36" str6 ap5 3shots
	+ concemtrated 48" str8 ap1 1shot, exoshock

**talons of the emperor part 2: custodes units**

just putting it here squads are all 3-10 men unless stated otherwise.

HQ

* shield captain,
* standard captain type, full access to armoury, can be upgraded to tribune giving fearless and eternal warrior, may also pick warlord trait.

Valdor

* kicks ass as expected.
* tons of special rules including but not limited to: eternal warrior, crusader and fearless, his spear is ap2 basic with +1/+2str
* bolter rounds in his spear is str5 ap2 concussive
* his spear also inflicts instant death on a +4 roll to wound, all successful invuln saves must be rerolled (instant death or not)
* gives all custodes get free teleport transponders,and can reroll steal the initiative.
* Valdor apparently has 5W 5A and ID on 4+ on wounding

ELITES

hetaron guard squad

* basically veterans, 3 attacks base, can mix and match practically any wargear options available to 'infantry' custodes. also have crusader and counterattack.

Custoder Aquilon Terminator Squad

* Stat wise, they're slightly better than the average Custode, but other squads have better stat lines (specifically the Hetaeron Guard).
* Their Aquilon Terminator Armour is based on Cataphractii Terminator Armour that has been "redesigned by the mind of the Emperor Himself for His elite forces"... yeah...
* Aquilon pattern Terminator Armour is 2+ / 4++ and has Hammer of Wrath. Models in this armour can fire Heavy and Salvo weapons, counting as stationary, even if they have moved in the movement phase. They may also charge after firing Rapid Fire, Heavy or Salvo weapons. They can't Run, but they can make Sweeping Advances and fire Overwatch. That's some pretty decent armour right there.
* Weapon wise, standard armament is a Lastrum Storm Bolter (24", S:5 AP:4 Assault 2, Heliothermic Detonation) and a Solarite Gauntlet (S:x2 AP:1, Master Crafted, Unwieldy). Solarite Gauntlet can go to a Solarite Talons (S:+1, AP:3,Shred Specialist Weapon, Master Crafted). Storm Bolter can be swapped for TL Adrathic Destructor (12", S:5, AP:2, Assault 1, Instant Death, Armourbane, Gets Hot) or a Infernus Firepike (Template, S:6, SP:6, Heavy 1, Torrent)
* Oh, by the way, Heliothermic Detonation on the Lastrum, if a model takes an unsaved wound and is not killed must take an immediate Toughness test or suffer Instant Death. Vehicles suffering a Penetrating Hit add 1 to the result on the damage table.
* Teleportation Transponders just grant Deep Strike (nice to have on the cheap). Arae-Shrikes are a bit different and have two effects. Enemy models attempting to Deep Strike within 12" must roll a D6 before they determine the result of the Deep Strike - on a 4+ they suffer a Mishap (and this happens for all models, even those that can't Mishap). Plus any unit with a model with a Arae-Shrike targeted by a Barrage weapon, the attacking player must add another D6 to their scatter roll and pick the highest two results. A Hit remains a Hit however.
* Don't ask me what Misericordia is, I haven't found it yet.
* These guys are nasty...

contemptor-achillus

* twin lastrum bolters on wrists, refractor field, standard contemptor bar str8 and side 13. can take a spear which is mastercrafted, and which any to hit rolls of a 6, on the turn it charges are strD.

TROOPS

guardian squad

* spear guys, can mix and match the three different spears, 1 can take a vexilla

sentinel guard squad (now troops)

* shield barracade confers a 4+ cover save not defensive grenades
* may swap swords for solarite gaunlets or talons for price.

DEDICATED TRANSPORT

Coronus

* troop capacity 12 (so 6 custodes)
* 12,12,11,hp4
* flare shield and machine spirit

FAST ATTACK

jetbike squad

* 3-6 models, spilt fire, sweeping fire (allows them to fire each of their weapons)
* jetbike has a ilastus bolt cannon built in, can be upgraded
* fancy power lance

Pallas grav-attack

* 12,11,11,hp2
* flare shield and machine spirit, in squads of 1-3

HEAVY SUPPORT

Sagittarum squad

* custodes with 'bolters' guns stats back in other post about armoury. nasty as hell.
* For the guys wondering about the Saggitarum Custodes - their guns are dual profile: Heavy Bolters and Disintegration Beam (12" Assault 1, Instant Death, Armourbane, Gets Hot). You can fire the Disintegration Beam as many times as you like, but the squad must fire all the same...

Caladius

* as on PDF rules, but can upgrade turret to new weapon (heavy blaze cannon)

contemptor-galatus

* same as other dreadnought, but with the sword and shield.
* shield confers a reroll to his invuln against all attacks against his front arc (and all close combat attacks)
* sword is X2str, ap2 shred, rampage, flamer is basically a str6 heavy flamer.

**now for part 3: the sisters of silence**

sisters of silence

* two levels of psychic nulling, best bits reserved for elites and HQs won't go into it here, too much.
* all sisters are fearless and have hatred (psykers)
* all sisters belong to a cadre, all sisters in a detachment are from the same cadre, gain one of the follow (your pick)
	+ -infilrate
	+ -crusader
	+ -stealth
	+ -overawe (+1 to combat resolution)
* execution blade is only ap3, but has duelists edge (+1i in challenges) and is ap2 on rolls to hit of 5 or 6.
* have access to needle pistols and an assault2 gun version

HQ

oblivion knight-centura

* standard captain type, basic weapon options
* 4++, improved to 3++ against templates and blasts (including large etc)

Excrusiatus cadre

HQ command squad

* higher end wargear options, 2 attacks base

Jenetia Krole

* high end stats (for a non-modified human), rage, preferred enemy(characters & psykers) eternal warrior, sword is +2str ap2 twohanded, muderous strike (5 and 6s) and duelists edge.
* can upgrade a single oblivion knight squad into her raptor cadre gaining +1ws.
* warlord trait allows her to reroll seize the initiative, and give D3 infantry units scout.

ELITES

oblivion knights

* general veterans squad, can swap excuationer blades for power axes for a few points

TROOPS

prosectuor cadre

* bolter girls, may swap for twin bolt pistols

Vigilator cadre

* excutioner blades, must declare a single enemy infantry unit or IC, all vidilator squads gain preferred enemy against that squad/model.

DEDICATED TRANSPORT

Kharon pattern Acquistor

* 12,11,10,hp4
* carries 12 models
* 2 TL missile launchers with frag,krak, and psk-out missiles
* tank shocks with this vehicle causes D6 str5 hammer of wrath attacks before any death or glory attacks.
* vehicle has stealth, and -1BS to any shooting attack that orginates more than 12" away from it.
* assault vehicle

FAST ATTACK

pursuer cadre

* 3-6 sisters include sergeant
* 3-6 'beasts' either cyber-jackels or bird flock
* 1in3 cyber-jackels can take flamers or meltaguns in their mouths.

HEAVY SUPPORT

seeker cadre

* flamer squad, can swap for grenade launcher with frag, krak, and psk-out grenades

**Worst:**

* Wellllll Rumor has it Inferno will be out in the next two months and not immediately....so you may have a bit more time to save......