



CODEX: THOUSAND SONS

Indomitus Version 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

DESIGNER'S NOTES

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.

Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have also decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.

PSYCHIC FOCUS

Many veteran Thousand Sons players are unclear whether or not a matched play rule called *Psychic Focus*, which was published in the previous edition of the game and enabled their **PSYKERS** to ignore the increasing Warp Charge cost of *Smite*, should continue to apply or not. For clarity, this rule is not a feature of the 9th edition of Warhammer 40,000, and **THOUSAND SONS PSYKERS** manifest *Smite* just like any other **PSYKER** unit. Rest assured that the psychic might of this army can be reflected using the additional updates and rules found within *Psychic Awakening: Ritual of the Damned*, and we will be building upon this even more in the 9th edition version of Codex: Thousand Sons.

UPDATES & ERRATA

All THOUSAND SONS datasheets (excluding CHAOS CULTISTS and Tzaangor)

Add the following ability:

'Hateful Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

Page 68 – Daemon Prince of Tzeentch

Add **'PSYKER'** to the keywords line.

Page 73 – Tzaangors, Wargear Options

Add the following bullet point:

• One Tzaangor can take an Icon of Flame (pg 90)'

Page 74 – Horrors, Power Rating

Change the Power Rating to read '4'.

Page 74 – Horrors, unit description

Change the second sentence to read:

'It can include up to 10 additional Horrors (**Power Rating +4**) or up to 20 additional Horrors (**Power Rating +8**).'

Page 74 – Horrors, Abilities, Magic Made Manifest

Change this ability to read:

'Magic Made Manifest: A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors can't roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the *Smite* psychic power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.'

***Page 79** – Chaos Spawn, Abilities, Mutated Beyond Reason, Designer's Note

Change the last sentence to read:

'Each has a points value of 23 (this includes all of its weapons).'

***Page 82 and 91** – Chaos Vindicator and Ranged Weapons list, demolisher cannon

Change Type characteristic to Heavy D6 and Abilities to 'Blast'.

***Page 83** – Chaos Land Raider, Abilities, Daemonic Machine Spirit

Delete this ability.

Page 96 – Stratagems, Fire Frenzy, rules text

Change the first sentence to read:

‘Use this Stratagem in your Shooting phase, just before a **THOUSAND SONS** Helbrute from your army shoots.’

Page 96 – Stratagems, Cabalistic Focus

Change to read:

‘Use this Stratagem before attempting to manifest a psychic power with a **THOUSAND SONS PSYKER** from your army that is within 6" of at least two other friendly **THOUSAND SONS PSYKER** units. Add 2 to the Psychic test.’

Page 96 – Stratagems, Killshot, rules text

Change the second sentence to read:

‘Add 1 to the wound rolls and damage for all of the Predators’ attacks that target **MONSTERS** or **VEHICLES** this phase.’

***Page 97** – Boon of Tzeentch, Spawndom

Change the third sentence to the following:

‘If you do so, set up the Chaos Spawn within 6" of the **CHARACTER** and not within Engagement Range of any enemy units before removing them as a casualty.’

Page 97 – Stratagems, Warpflame Gargoyles, rules text

Change the second sentence to read:

‘Pick a **THOUSAND SONS VEHICLE** from your army (but not a **HELBURTE** or **Heldrake**) and roll a D6 for each other unit (friend or foe) within 3" of it, subtracting 2 from the roll if the unit being rolled for is a **CHARACTER** or **VEHICLE**.’

***Page 98** – Stratagems, The Flesh-Change, rules text

Change the fourth sentence to the following:

‘If you do so, set up the Chaos Spawn within 6" of the **CHARACTER** and not within Engagement Range of any enemy units before removing them as a casualty.’

***Page 99** – Sorcerous Arcana, Seer’s Bane

Change the Strength characteristic of this weapon to ‘+1’.

***Page 99** – Sorcerous Arcana, The Prismatic Staff

Change the Strength characteristic of this Relic to ‘+3’.

***Page 101** – Dark Hereticus Discipline, Gift of Chaos, rules text

Change the fourth sentence to read:

‘If a **CHARACTER** is destroyed by this power, you can add one Chaos Spawn to your army within 6" of the **CHARACTER** and not within Engagement Range of any enemy units before they are removed as a casualty.’

Page 101 – Discipline of Tzeentch, Bolt of Change rules text

Change the first sentence to read:

‘*Bolt of Change* has a warp charge value of 8.’

***Page 101** – Discipline of Tzeentch, Bolt of Change, rules text

Change the fourth sentence to read:

‘If a **CHARACTER** is destroyed by this power, you can add a Chaos Spawn to your army within 6" of the **CHARACTER** and not within Engagement Range of any enemy units before they are removed as a casualty.’

Page 101 – Discipline of Tzeentch, Gaze of Fate, rules text

Change the second sentence to read:

‘If manifested, until the end of the turn you can re-roll one single dice roll that you have rolled.’

Page 101 – Discipline of Tzeentch, Treason of Tzeentch, rules text

Change the third and fourth sentences to read:

‘If the result is greater than the **CHARACTER**’s Leadership characteristic, until the end of the following Fight phase treat that **CHARACTER** as if it were a friendly model from your army in your Shooting, Charge and Fight phases.’

***Page 101** – Warptime

Change the second sentence to read:

‘If manifested, pick a **HERETIC ASTARTES** unit (excluding **AIRCRAFT**) within 3" of the **PSYKER**.’

FAQs

Q: Can a Tzaangor unit be equipped with both a brayhorn (from Codex: Thousand Sons) and an instrument of Chaos (from Index: Chaos)?

A: No. The brayhorn and instrument of Chaos are intended to be the same wargear option with an updated name.

Q: If I select my WARLORD for the Flesh Change Stratagem, can my opponent achieve any relevant victory conditions or objectives as a result of them being destroyed?

A: Yes.

Q: When a model’s datasheet states that it knows, for example, three psychic powers from the Discipline of Change and/or Dark Hereticus discipline, does this mean I can choose six psychic powers for them in total?

A: No, it means you can choose three psychic powers for them, in one of the following combinations:

- 1) three from the Discipline of Change.
- 2) three from the Dark Hereticus discipline.
- 3) one from one discipline and two from the other.

Q: The Brotherhood of Sorcerers ability increases the range of psychic powers by 6". If a psychic power has a secondary effect that has a range (such as Infernal Gateway, which has an initial range of 12" but then affects all other units within 3"), does the range increase apply to the initial range, the secondary range, or both?

A: It only applies to the initial range; so in the case of *Infernal Gateway*, you would identify the nearest visible enemy model within 18" of the **PSYKER**, rather than within 12". That model’s unit and every other unit within 3" of that model would then suffer D3 mortal wounds.

Q: Can I replace the Smite psychic power when using the Chaos Familiar Stratagem?

A: Yes.

Q: If I manifest the Gift of Chaos psychic power, and target a unit whose models have different Toughness characteristics, which one should I use?

A: Use the highest Toughness characteristic in the target unit.

Q: How should Perils of the Warp be resolved against units led by an Aspiring Sorcerer or Scarab Occult Sorcerer?

A: Any mortal wounds suffered are applied to Sorcerer's unit, so can be applied to another model if you wish (if a model in that unit has already suffered any wounds, it must still be applied to this model first).

*Q: If the Aspiring Sorcerer or Scarab Occult Sorcerer from a unit has been destroyed, is this unit still treated as being a **PSYKER**?*

A: Yes.

Designer's Note: Whilst these units would not be able to manifest or deny any psychic powers, any abilities, objectives or effects which affect **PSYKERS** are still likely to affect these warp-infused, animated suits of armour.

Q: Can the Killshot Stratagem be used to affect Hellforged Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Chaos Predator datasheet.

*Q: If a **CHARACTER** is being treated as part of the opponent's army due to the Treason of Tzeentch psychic power, must units from that **CHARACTER**'s actual army fight it in the Fight phase if they are within Engagement Range of that **CHARACTER**?*

A: Yes.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	6	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-
Power sword	Melee	Melee	+1	-3	1	-