

WARHAMMER 40,000

CODEX: THOUSAND SONS

Official Update Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 68 – Daemon Prince of Tzeentch
Add 'PSYKER' to the keywords line.

Page 69 – Exalted Sorcerer, Wargear Options
Add the following bullet point:
• This model may replace its force stave with two power swords (if this model does so, increase its Attacks characteristic by 1).'

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, 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, 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 96 – Fire Frenzy
Change the first sentence of rules text to read:
'Use this Stratagem in your Shooting phase, just before a **THOUSAND SONS** Helbrute from your army shoots.'

Page 97 – Warpflame Gargoyles
Change the second sentence of rules text to read:
'Pick a **THOUSAND SONS VEHICLE** from your army (but not a **HELBRUTE** 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 101 – Discipline of Tzeentch, Bolt of Change
Change the first sentence of rules text to read:
'*Bolt of Change* has a warp charge value of 8.'

FAQs

Q: Do I score a victory point for Slay the Warlord if my opponent targets their Warlord with The Flesh-Change?
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.