

TS1.0 THOUSAND SONS ARMY LIST (VERSION 2.0)

The name of the Thousand Sons was taken from the initial series of genetic imprints made from the tissue of their Primarch, Magnus the Red. Magnus was a ruddy-haired and extremely large Primarch with a single eye set deep in his broad forehead. Because of this he was sometimes known as Cyclopean Magnus or the Red Cyclops. The truth was that his soul had already been touched by Chaos, and Tzeentch insinuated into him a fascination with the occult forces of the warp and the secrets that lay within its fabric. From his imprint a thousand Space Marines were created: the Thousand Sons of Magnus. An entire Legion of many thousands of Space Marines was subsequently raised to take part in the Great Crusade, but the Legion always kept the title of the Thousand Sons.

The path of damnation for the Thousand Sons Legion of Space Marines was longer than most. Even before the Heresy, Magnus led his sons in the study of arcane lore and the practice of sorcery despite the Emperor's warnings to stay clear of such matters. However, they remained loyal to both the Emperor and humanity despite their growing preoccupation with magic.

When Horus gathered his forces against the Imperium, the Thousand Sons at first tried to use their occult powers to warn the Emperor. Mistrustful of anything tinged by Chaos, the Emperor declared the Thousand Sons heretics and sent Leman Russ and the Space Wolves to devastate the Thousand Sons' home world of Prospero. The Thousand Sons were driven into a war against their Emperor and had to fight alongside Chaos to survive and protect their accumulated wisdom. The Thousand Sons sought the patronage of the Chaos Power Tzeentch, Changer of the Ways, greatest wielder of magic among the Chaos gods. Tzeentch favoured them well and the Thousand Sons escaped from the aftermath of the Heresy into the Eye of Terror to find the daemon world which was promised them. This world became known as the Planet of the Sorcerers, where the Thousand Sons established themselves under the rule of Magnus the Red.

The former Primarch of the Thousand Sons was elevated to the rank of daemon prince of Tzeentch, and installed in a volcanic fortress-pinnacle called the Tower of the Cyclops. Like its master, the topmost tower of this fortress has a single living eye which peers over the surrounding landscape, watching over the minions of its lord: the eternal guardian and watchdog of the Sorcerer King. Beneath the gaze of the Cyclops the Thousand Sons continued their study of magic and many became mighty sorcerer-lords of Tzeentch.

But as time passed many of the Thousand Sons declined into mutation and madness under the warping influence of the Lord of Change. The sorcerers became increasingly disturbed by the degeneration of their brethren until a cabal lead by Ahriman, the greatest among them, risked the wrath of their daemon primarch by undertaking the drastic spell, the Rubric of Ahriman, and purging the Thousand Sons.

It is said that even the daemons fled before the roaring maelstrom of magic Ahriman and the others sent against their world. Crackling clouds of multi-coloured energy descended from the skies and enveloped the great silver towers of the Thousand Sons, forking bolts of blue and yellow lightning struck down the corrupted Space Marines one after another. No sorcerous protection or physical defence could keep the powers at bay. The storm of magic raged for an eternal night which could have been days or centuries until finally Magnus the Red himself used his unearthly powers to end it.

In the aftermath it was clear that the Rubric of Ahriman had both surpassed his expectations and failed horribly. Those of the Thousand Sons with sorcerous powers had either survived, and had their knowledge and powers greatly augmented, or they had been utterly destroyed.

The battle brethren whose powers had been slight or non-existent had been changed. Their armour was sealed shut as if every clasp and joint had been welded together. Inside the heavy shell of ceramite and adamantium the physical bodies of the Chaos Space Marines had been reduced to a handful of dust, but their spirits remained, trapped inside their ornate battle armour for all eternity.

The battle brethren had been reduced to little more than automata, but Ahriman was satisfied. The physical corruption of the Thousand Sons had been halted, even if it was at a terrible price. The cyclopean eye of Magnus soon fell upon Ahriman and his cabal as the culprits. The daemon Primarch was furious and summoned Ahriman and the others before him in order to destroy them utterly. But, as he raised his fist to crush the unrepentant sorcerers Magnus heard a distant, sibilant voice: "Magnussss, you would smash my pawns too readily."

Tzeentch, Changer of the Ways had guided the plot to its fruition for its own purposes. Who can say what the most enigmatic of the Chaos Powers planned to bring about? Whatever the dark god's reasoning, Ahriman had been its unknowing puppet. Magnus was secretly pleased by the arcane skills exercised by his cabal. But still they had to be punished, and so the daemon Primarch banished Ahriman and the others from the Planet of the Sorcerers for all eternity. He doomed them to forever wander the Eye of Terror and beyond in an eternal search for perfect understanding.

TS1.1 Thousand Sons Special Rules

The following special rules apply to Chaos formations and units.

TS1.1.1 Strategy Rating

Even before the Heresy, the Thousand Sons were known for tactics centered around diversion and misdirection. Millennia under the guidance of Tzeentch have only improved their ability. Further, Thousand Sons armies contain potent seers to foresee the future and plan attacks. Thousand Sons armies have a strategy rating of 5.

IMPORTANT: Tzeentch is quick to punish or reward Thousand Sons champions. In the strategy phase if the Thousand Sons player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemons to add to the Daemon Pool. If the Chaos player rolls 1 their patron Powers withdraw their support and the Thousand Sons player must remove 1D3 daemons from their Daemons Pool. If the Thousand Sons player has no remaining Daemon Pool they must remove a Thrall Wizard. If there is no Daemon Pool or Thrall Wizard then there is no further effect.

TS1.1.2 Initiative Rating

Thousand Sons Aircraft formations (Doomwings and Firelords) have an initiative of 2+. All other formations have an initiative rating of 1+.

TS1.1.3 Factions

All Thousand Sons are followers of Tzeentch.

TS1.1.4 Summoned Units

Certain units may be summoned to appear at the start of a Chaos formation's action through the use of the Daemonic Pact upgrade. Formations that purchase the Daemonic Pact as an upgrade (see the army list below) are capable of summoning daemons to the battlefield. In order to have daemons to summon players must purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon from. Players should either write down the contents of their Daemon pool or use tokens to indicate the number of each type of Daemon they have available. The Chaos player's opponent is always able to view the number of daemons (and their type) remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a rule of thumb Greater Daemons cost four summoning points and all other units one summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Formations that have not bought a Daemonic Pact may not summon daemons.

Summoned units must be set up with their entire base within 5cm of any unit from their formation, apart from other summoned units that have already been placed (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The types of units that can be summoned by Thousand Sons are: *Lord of Change, Flamers*

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the rally phase, after a formation has attempted to rally, all summoned units in the formation vanish back to the warp and are removed from play unless the formation has a unit with Daemonic Focus (see BL 1.1.5 below). Summoned units that are removed from play in this manner are put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. Any summoned units will vanish back to the warp when a formation breaks.

Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Lord of Change you are not allowed to summon another until that first Greater Daemon has been removed from play.

TS1.1.5 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see BL 1.1.3 Summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

TS1.1.6 Daemonic Focus

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.

TS2.0 Thousand Sons Units

THOUSAND SONS SORCERER CABAL - A Thousand Sons force is usually led by a Cabal of sorcerers, attended by a personal bodyguard of their automaton brothers.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+		
Psychic Powers	15cms	MW5+		
AND	(15cm)	Small Arms	Extra Attack (+1), Macroweapon	

Notes: Supreme Commander, Reinforced Armor, Fearless, May use Thrall Wizards.

THOUSAND SONS SORCERER LORD

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Psychic Powers	(15cm)	Small Arms	Extra Attack (+1), Macroweapon	

Notes: Character, Leader, Commander, May use Thrall Wizards.

RUBRIC TERMINATORS - Just as with the rest of the legion, the majority of Thousand Sons veterans granted the privilege of using Terminator Armor succumbed to the Rubric of Ahriman. These empty hulks are commonly led into battle by some of the few Thousand Sons sorcerers that have access to that same Terminator armor.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Combi-Bolters	(15cms)	Small Arms		
Power Weapons	(base contact)	Assault Weapons	Extra Attack (+1), Macroweapon	
Sorcerous Powers	30cm	2xAP4+/AT6+		

Notes: Reinforced Armour. Thick Rear Armour. Fearless, Teleport

THOUSAND SONS MARINES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms		

Notes: Reinforced Armour, Fearless

SILVER TOWERS OF TZEENTCH

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
3xTzeentch Cannons	45cm	AP4+/AT4+		
Beam of Power	60cm	MW5+		

Notes: Skimmer, Invulnerable Save, Fearless

WARP PALACE OF TZEENTCH

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
4xTzeentch Cannons	45cm	AP4+/AT4+		
2xBeam of Power	60cm	MW5+		
Warp Fire of Tzeentch	30cm	3BP	TK(d3), Ignore cover	

Notes: DC 4, Skimmer, Reinforced Armor, Invulnerable Save, Fearless, May use Thrall Wizards

Critical: One of the Silver Runes that channel the power of the warp is shattered, releasing a storm of warp energy. Warp Palace takes an extra point of damage; each unit within 5cm takes a MW hit on a roll of 6.

DOOMWING FIGHTER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	fighter	5+	na	na
Weapons: Flamcannon (FxF)				
Weapon	Range	Firepower	Notes	
Flamcannon	15cm	AP4+/AT5+/AA5+	Ignore Cover, Fixed Forward Arc	

Notes: Invulnerable Save

FIRELORD BOMBER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	bomber	4+	na	na
Weapons: Twin Lascannon (FxF), Flamcannon, (FxF), Firestorm Bomb Rack (FxF)				
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Flamcannon	15cm	AP4+/AT5+/AA5+	Ignore cover, Fixed Forward Arc	
Firestorm Bombs	15cm	d3BP	Ignore cover, Fixed Forward Arc	

Notes: Invulnerable Save

All other units are identical to Black Legion units of the same name.

TS 3.0 SUNS OF DAMNATION

Once the Heresy was under way Grand Master Sarlon Hess of the Burning Stars Titan Legion was one of the first Imperial Commanders to come under the Warmaster's sway. He announced his traitorous intentions by mounting a lightning raid on the important Imperial fuel dump on Stienor IV, immobilising an entire Imperial space fleet for a whole month. His name and all records concerning the Burning Stars were promptly struck from Imperial records and they are now known as the Suns of Damnation.

During the retreat from Terra after the fall of the Warmaster, the Suns of Damnation joined forces with the Thousand Sons as they fought their way to the Eye of Terror. Over their millennia in the Eye of Terror, their alliance with the Thousand Sons has remained constant.

Suns of Damnation titans are now living temples to the glory of Tzeentch. While their appearance has mutated as the Changer of Ways pleased, their weapons remain viciously effective in their god's service. Gifts from Tzeentch have mutated their weapon systems into cannons that belch arcane energy and great gouts of warp flame.

TS1.3.1 Initiative Rating

Suns of Damnation titans have an initiative rating of 1+.

TS1.3.2 Factions

All Suns of Damnation are followers of Tzeentch.

TS 1.3.3 Suns of Damnation Units

SUNS OF DAMNATION WARLORD CLASS BATTLE TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
2xTurbo-Laser Destructor	60cm	4 x AP5+/AT3+	Fixed forward arc	
Inferno Gun	30cm	4BP	Ignore cover, Forward Arc	
Volcano Cannon	90cm	MW2+	Titan killer (D3), Forward Arc	

Notes: 6 Void Shields. Damage Capacity 8. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armour. Thick rear armour. Fearless.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 4+.

SUNS OF DAMNATION REAVER CLASS BATTLE TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
2xTurbo-Laser Destructor	60cm	4 x AP5+/AT3+	Forward Arc	
Inferno Gun	30cm	4BP, ignore cover	Fixed Forward Arc	

Notes: 4 Void Shields. Damage Capacity 6. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armour. Fearless.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 5+.

SUNS OF DAMNATION WARHOUND CLASS SCOUT TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+	Forward Arc	
Inferno Gun	30cm	4BP, ignore cover	Forward Arc	

Notes: 2 Void Shields. Damage Capacity 3. Walker. Reinforced armour. Fearless.

Critical Hit Effect: The titan is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Alternate Suns of Damnation Titan Data Sheets

SUNS OF DAMNATION WARLORD CLASS BATTLE TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Weapon	Range	Firepower	Notes
8xTzeentch Cannons	45cm	AP4+/AT4+	Fixed Forward Arc
2xBeam of Power	60cm	MW5+	Forward Arc
Flames of Tzeentch	30cm	4BP, ignore cover	Forward Arc

Notes: 6 Void Shields. Damage Capacity 8. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armour. Thick rear armour. Fearless.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 4+.

SUNS OF DAMNATION REAVER CLASS BATTLE TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
4xTzeentch Cannons	45cm	AP4+/AT4+	Forward Arc
2xBeam of Power	60cm	MW5+	Forward Arc
Flames of Tzeentch	30cm	4BP, ignore cover	Fixed Forward Arc

Notes: 4 Void Shields. Damage Capacity 6. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armour. Fearless.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 5+.

SUNS OF DAMNATION WARHOUND CLASS SCOUT TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapon	Range	Firepower	Notes
4xTzeentch Cannons	45cm	AP4+/AT4+	Forward Arc
Flames of Tzeentch	30cm	4BP, ignore cover	Forward Arc

Notes: 2 Void Shields. Damage Capacity 3. Walker. Reinforced armour. Fearless.

Critical Hit Effect: The titan is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

TS1.4.0 Thousand Sons Army List

TS1.4.1 Using The Army List

Thousand Sons Marines are organised around core formations called companies or retinues which are supported by smaller formations of specialised troops. Each formation is made up of four or more units, and may also include a number of extra units called upgrades. The chart below shows the company, support formations, what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the company or detachment, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

Thousand Sons armies may be supported by Suns of Damnation Titans, Aircraft and Spacecraft. Up to a third of the points available to the army may be spent on these formations.

Thousand Sons Sorcerer Cabal

One Thousand Sons Sorcerer Lord character in the army must be upgraded to a Thousand Sons Sorcerer Cabal. This upgrade replaces the existing Sorcerer with the Cabal unit depicted above. It does not cost any additional points.

Thousand Sons Core Formations			
Formation Type	Units	Upgrades Allowed	Points Cost
Thousand Sons Retinue	1 Thousand Sons Sorcerer Lord and 9 Thousand Sons units	Rhinos, Dreadnought, Defiler, Dreadclaws, Chaos Land Raiders, Daemonic Pact, Thrall Wizards, Icon Bearer, Daemon Prince, Champion	400 points
Thousand Sons Armour	4 to 9 Chaos Predators and/or Land Raiders	Warp Flame	50 points per Predator and 75 points per Land Raider
Silver Tower Company	4 to 6 silver Towers		90 points each
Daemon Pool			20 points per Lesser Daemon 75 points per Greater Daemon

Thousand Sons Support Formations – Up to one may be taken for each Thousand Sons Retinue			
0-2 Thousand Sons Rubric Terminators	1 Thousand Sons Sorcerer Lord and 4 to 6 Rubric Terminator units	Dreadnought, Defiler, Dreadclaws, Chaos Land Raiders, Daemonic Pact, Thrall Wizards, Icon Bearer, Daemon Prince	80 points each
0-2 Thousand Sons Disc Riders	1 Thousand Sons Sorcerer Lord and 9 raptor units	Daemonic Pact <Note: Represents Chosen riding discs, Possessed riding discs, and/or Possessed with the wings mutation.>	325 points
Warp Palaces of Tzeentch	1 or 2 Warp Palaces	Daemonic Pact, Thrall Wizards	400 points each

Thousand Sons Upgrades		
Upgrade	Units	Cost
Rhinos	Up to 5 rhinos.	10 points each
Chaos Land Raider	Up to 4 land Raiders	75 points each
Defiler	Up to three Defilers	75 points each
Dreadnought	Up to three Dreadnoughts	50 points each

Thrall Wizards	Up to two thrall wizards Thrall Wizards can serve two purposes. Either use expends the thrall wizard and it is of no further use during the battle. A Thrall may be used to 1) Augment Summoning (+1d3), or 2) add the following weapon to any Thousand Sons Sorcerer Lord, Sorcerer Cabal, or Warp Palace: Weapon Range Firepower Sorcerous Power na Asslt Wpn, +1 Attk, MW OR (15cm) Small Arms, +1 Attk, MW	25 points each
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25 points each
Icon Bearer	One Icon Bearer Upgrade	50 points
Dreadclaws		10 points per unit in the formation
Warp Flame	Warp Flame assault weapon with the following statistics is added to each vehicle in the unit: Weapon Range Firepower Warp Flame na Assault Wpn, +1 Extra Attack, First Strike	5 points per vehicle in the formation
0-1 Daemon Prince	Replace the unit in the formation that includes the Sorcerer Lord character or the Sorcerer Cabal unit with a Daemon Prince Unit. A Daemon Prince which replaces the Sorcerer Cabal gains the Supreme Commander ability.	50 points
Champion of Tzeentch	Add one Chaos Champion of Tzeentch	50 points

Suns of Damnation and Aerospace Units

Suns of Damnation Warlord Titan (850 points each)
Suns of Damnation Reaver Titan (650 points each)
Suns of Damnation Warhound Titan (250 points each)

Doomwing Interceptors (150 points for three)
One to three Firelord Bombers (150 points each)
Devastation Class Cruiser (150 points)
Despoiler Class Battleship (250 points)

Appendix Models

TZEENTCH HORRORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	4+
Weapon	Range	Firepower		
Daemonic Fire	(15cm)	Small Arms		
Doom Bolt	15cm	AP4+/AT6+		

Notes: Invulnerable Save. Costs one point to summon.

TZEENTCH SCREAMERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	none
Weapon	Range	Firepower		
Claws & Fangs	(15cm)	Assault Weapons		

Notes: Jump Packs. Invulnerable Save. Costs one point to summon.