

MACROMUNDA

THOUSAND SONS

HOUSE BOOK

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FACTION

THOUSAND SONS

The spell and the statue

On the worlds the Long War touches, the Thousand Sons come as a silence and a storm. The silence is the Rubricae — Space Marines burned hollow by a sorcery that saved the Legion and damned it in the same breath, their armour walking on without a mind left inside it. Bolt-fire scars the plate and the dust within does not so much as slow; the Rubric Marine advances at a measured, unhurried pace, strikes its single blow, and cannot be made to break, for there is nothing left in it to frighten. The storm is the cabal. Behind the automaton ranks walk the living Sorcerers, the only true minds the Legion still owns, wielding the Wyrd Powers of the Changer of Ways to bend fate itself out of true. This is how the Thousand Sons fight: a slow, unkillable anvil of dead men screening the deadliest casters in the galaxy, trading speed and numbers for reach and endurance. Cut the Sorcerers down and the dust does not flee — it simply stops.

FACTION SPECIAL RULES

CHAOS BOONS

GANG RULE

Chaos Boons. Where the loyal earn honours, the Thousand Sons court the gifts of the Changer of Ways — and no god gives more freely, or more treacherously. When a fighter wins a notable kill or lives through a battle, the controlling player may roll on the Chaos Boons table: the flesh may be rewarded with an extra Attack, a raised characteristic, a daemon-touched weapon, or a knitting-shut of wounds. Tzeentch's blessings run richer than most, for change is his whole nature. Yet every gift is a step down the same slope. Take too many and the mutation runs past the man — the fighter loses himself to Spawndom and degenerates into a mindless Chaos Spawn that answers no order and charges the nearest living thing. Reward and ruin are drawn from one table, and the sorcerers who pray hardest are the ones the Wyrd most delights in unmaking.

THE LONG WAR

GANG RULE

The Long War. Ten thousand years ago the Thousand Sons were cast out of the Imperium they had served, and not one of them has forgotten it. When a friendly fighter shoots at or fights a target drawn from the Imperium or the loyalist Adeptus Astartes, that fighter may re-roll a single failed Hit roll against it. The hatred is standing and needs no declaration — it is simply always present, a cold and patient malice that has outlasted empires. It applies once per activation, to the first failed Hit the fighter would otherwise waste. Against the servants of the Corpse-Emperor the aim of the whole warband sharpens; against any other foe the Legion fights with the same sorcery and the same dust, but without the old, particular hunger that only the Imperium answers for.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	8	18	+1	–	3	–	1	4+	Rapid Fire(1)
Boltgun	12	24	+1	–	4	–1	2	6+	Rapid Fire(1)

☠ Inferno Boltgun	12	24	+1	-	4	-2	2	6+	Rapid Fire(1) Warp
☠ Autopistol	4	9	+1	-	3	-	1	4+	Pistol Rapid Fire(1)
☠ Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire(1)
☠ Inferno Pistol	3	6	+1	-	8	-4	3	6+	Melta Pistol
☠ Warp Pistol	6	12	+1	-	6	-2	2	5+	Pistol Warp
☠ Warplamer	T	T	-	-	4	-2	1	5+	Blaze Template Warp
☠ Soulreaper Cannon	18	36	+1	-	5	-2	2	6+	Rapid Fire(2) Unwieldy Warp
☠ Brutal Ccw	E	-	-	-	+1	-	1	-	Melee
☠ Force Stave	E	-	-	-	+1	-1	2	-	Melee Power Psi
☠ Power Fist	E	-	-	-	+2	-3	2	-	Melee Power Unwieldy
☠ Power Sword	E	-	-	-	+0	-2	1	-	Melee Parry Power
☠ Prosperine Khopesh	E	-	-	-	+0	-2	1	-	Melee Parry Power

☠ APOTHECARION VIALS

MEDICAL

COST 30

FEEL NO PAIN 6+ TO THE BEARER ONLY

Apothecarion gene-vials. A satchel of pain-balms and gene-stabilisers the bearer administers to himself, for the Thousand Sons trust no brother's hands with their wounds. It grants the carrier Feel No Pain 6+ — a slim chance to shrug off a wound that would fell a lesser body — and nothing more: no aura, no mending of a comrade. The Legion heals alone, as it does everything, in silence and only for itself.

☠ AUSPEX

ACCESSORY

COST 25

NEGATE AN ENEMY HIDDEN OR INFILTRATED SETUP

Auspex. A hand scanner that reads the battlefield in wavelengths no eye catches, stripping away the tricks of a foe who thought himself unseen. When the enemy has set up hidden or Infiltrated, the bearer's auspex drags them into the light, negating that concealment. Against ambushers and infiltrators it is worth far more than its plainness suggests; the Thousand Sons, who prize foreknowledge above almost all things, seldom march without one.

✧ COMBAT SHIELD

FIELD ARMOUR

COST 40

5+ FIELD SAVE IN MELEE

Combat shield. A compact warplate buckler bolted to the forearm, offering a 5+ field save that holds only against attacks in melee. It will not turn a bolt from across the field, but in the press of close combat it can be the difference between a Sorcerer reaching the next casting and a Sorcerer bleeding out on the ground. Champions who expect the enemy to come to them carry it as a matter of course.

✧ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT COMBAT SURGE

Combat stimms. A single-use injector of frenzon and battle-chems that floods the body with a brief, violent surge, spent once and then gone. The transhuman frame of a Heretic Astartes rarely needs the crutch, and a Rubric Marine has no living nerve to stir — so the vials are found more often on the mortal cultists and the living Sorcerers, who take what edge they can before the Wyrd decides the day.

✧ DAEMONIC AMMUNITION

ACCESSORY

COST 25

PICK ONE: DAEMONSHHELLS (RENDING), PLAGUE ROUNDS (POISON), OR WARP-FIRE (IGNORE COVER)

Daemonic ammunition. A blessed magazine loaded before battle with one of three curses: Daemonshells that tear with a Rending edge, Plague rounds slick with a poison that works past armour, or Warp-fire that pours around cover as though it were not there. The bearer chooses which when the rounds are prepared, and the ammunition rides in any suitable gun. It is a small piece of the Changer's malice made portable — one battle's worth of a foe's certainties undone.

✧ DAEMONIC IRON

BIONICS

COST 45

OFFSETS A LASTING INJURY

Daemonic iron. An augmetic graft of dark metal worked into a maimed body — and often enough the metal is not dead at all, but a bound thing that remembers being alive. It offsets a Lasting Injury, restoring to a fighter what battle or the Boon table took from him. The Thousand Sons wear such iron without squeamishness; a Legion that has already given its souls to sorcery is untroubled by a limb that whispers.

✧ FAMILIAR

STATUS/COMPANION

COST 35

A BOUND WARP-COMPANION CARRYING A MINOR BUFF

Familiar. A minor warp-thing bound to a character and made to serve — a fluttering, chittering scrap of the Empyrean that carries a small blessing for its master. It bonds to a single Sorcerer or champion and lends its modest gift wherever that fighter goes. Ahriman's hamadrya is the famous example, but any magus of standing keeps some such creature at his shoulder, half servant and half leash.

✧ ICON OF CHAOS

STATUS/COMPANION

COST 40

GANG TOTEM — RE-ROLL A NERVE TEST WITHIN 6 INCHES, MAX 1

Icon of Chaos. A raised standard bearing the eight-pointed star and the sigils of the Changer of Ways, a totem that steadies the warband around it. A friendly fighter within 6" of the icon may re-roll a failed Nerve test, and only one such icon may be carried. Among the Rubricae, who cannot break at all, its worth falls to the living — the cultists and Sorcerers who still know fear, and still take heart from a banner raised over the dust.

✧ LEGION RELIC

STATUS/COMPANION

COST inherent

NAMED SIGNATURE RELIC

Legion Relic. The named treasure of the Legion, carried by one fighter and one alone. For the Thousand Sons it is the Black Staff of Ahriman — a master-crafted force stave that has bent the Wyrd across worlds and reshaped the fate of the Legion itself. It passes to the Sorcerer Lord who commands the warband, the single hand judged worthy to wield it, and its full rules travel with that named relic in the Lord's own entry.

✧ MARK CARAPACE

ARMOUR

COST inherent

5+ SAVE (MORTAL DEFAULT; LIGHT ROBES)

Light robes. The layered robes and light plate of the mortal followers — the cultists and Tzaangors who screen the Legion. It gives a 5+ save, worn as standard by the mortal bodies and nothing more. It will not turn a determined blow, but the mortal screen does not need to endure — only to hold the line while the cabal works, and a robe serves for that.

✧ MARK POWER

ARMOUR

COST inherent

3+ SAVE (ASTARTES DEFAULT; THE RUBRIC PLATE)

Power armour. The ceramite plate of the Astartes body, worn as standard by the Rubricae and the Sorcerers alike — for the Rubric Marine it is not merely armour but reliquary, the sealed shell that holds the dust of the man who once wore it. It gives a solid 3+ save. Corruption has not improved the plate; the Legion's endurance lives in the body and the sorcery, never in a thicker skin.

✧ MARK TERMINATOR

ARMOUR

COST 130

2+ SAVE, +1 W, -1 IN MOVE, DEEP STRIKE, 5+ FIELD SAVE; UNLOCKS TERMINATOR WEAPONS

Terminator plate (Scarab Occult). The heaviest armour the Legion still commands — the sealed war-plate of the Scarab Occult, the elite dust of the sorcerer-lords' own cabal. It grants a 2+ save and a 5+ field save, adds a Wound to the body, and carries a teleporter that lets its wearer Deep Strike from the warp, at the cost of a slower stride. It also unlocks the terminator weapons a lighter body cannot bear. It is reserved for the few: no other mark reaches 2+.

✧ MUTATING GIFT

ACCESSORY

COST inherent

ONE-SHOT: GRANT A CHAOS BOON ROLL

Mutating gift. A vial of the Changer's raw favour, spent once and never again. When it is used, it grants the bearer an immediate roll on the Chaos Boons table — a bid for a blessing of flesh, snatched in the middle of a fight rather than earned across a campaign. Like all of Tzeentch's gifts it is a gamble: the same table that raises a fighter can begin his slide into Spawndom. The bold and the desperate reach for it; the wise weigh the god they are trusting.

✧ RAPTOR JUMP PACK

MOBILITY

COST 45

GAIN FLY AND A JUMP MOVE

Raptor jump pack. A screaming assault-pack that grants the wearer Fly and a bounding jump move, carrying a fighter over wall and ruin to fall on the foe from above. The Thousand Sons field them rarely — the Rubricae are too slow of soul and too heavy of tread for such things — but a living Sorcerer or a swift champion may take to the air to close on prey the dust cannot reach in time.

✂ SIGIL OF CORRUPTION

FIELD ARMOUR

COST 65

4+ INVULNERABLE FIELD SAVE (IGNORES AP)

Sigil of Corruption. A daemon-ward graven with the eight-fold star, hung at a character's breast, that turns aside a killing blow no plate could stop. It grants a 4+ invulnerable field save that no AP can diminish — the strike simply fails to land, deflected by the wielder's pact with the warp. It is the surest protection a Sorcerer Lord can carry, and among the most coveted; the Changer's favour, worn openly for all to envy and to fear.

✂ TROPHY RACK

STATUS/COMPANION

COST 30

TERROR TOTEM — THE SPOILS OF THE LONG WAR

Trophy rack. A frame hung with the flayed spoils of ten thousand years — Imperial helms, Astartes pauldrons, the skulls of champions the Legion has broken. It is worn to be seen, a promise of what awaits the foe. The rack spreads terror rather than steadies the bearer's own nerve; those who face it read their fate in another's ruin, and some part of their courage dies before the fighting starts.

✂ WARP STRIDE

MOBILITY

COST 35

A SHORT TELEPORT REPOSITION (SORCERER)

Warp-stride. A minor teleport worked by a Sorcerer's own will — a step into the Empyrean and out again a short distance on, faster than any foot could carry him. It lets the wielder slip a closing enemy, cross broken ground, or reappear where a spell is most needed. Only a psyker may take it, for only a psyker can find the door and, more importantly, find his way back out of it.

☠ WEAPON TRAITS

✂ MELEE

WEAPON TRAIT

The weapon can only be used at ****Engagement range**** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At ****Short range**** the weapon's Damage is ****doubled**** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

⌘ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

⌘ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

⌘ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

⌘ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

⌘ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✧ BOLTER DISCIPLINE HERETIC ASTARTES SET

BOLTER DISCIPLINE. The measured marksmanship of the Astartes survives even in men reduced to dust. When this fighter makes a Shoot (Basic) action with a bolt weapon against a target at half range or less, the attack fires one extra shot. It is the old discipline of the Legion, drilled into the body until the trigger-hand keeps it whether or not a mind remains to command it. At close range the disciplined volley redoubles; beyond half range the drill gives nothing, and the fighter shoots as any other would.

✧ TELEPORT ASSAULT HERETIC ASTARTES SET

TELEPORT ASSAULT. Only a fighter in Terminator plate may learn this drill; the teleporter is built into the elite armour alone. This fighter may be held in reserve rather than deployed at the start of the battle. From the second round onward, at the start of any of the controlling player's turns, the fighter arrives from the warp, set up anywhere more than 6" from an enemy fighter, and may charge in the same activation as though it had begun the round on the table. The Scarab Occult step out of nothing — dust and warp-light — and are among the foe before the air has closed behind them.

VETERANS ✧ OF THE HERETIC ASTARTES SET LONG WAR

VETERANS OF THE LONG WAR. This fighter has hunted the Emperor's servants since before the Heresy had a name, and the old drills never left the body. When this fighter shoots at or fights a target from the Imperium or the loyalist Adeptus Astartes, re-roll a single failed Hit roll and any roll of 1 To Wound against that target. The knowledge is specific and merciless — every weakness in Imperial plate, every gap in a Space Marine's guard, catalogued across ten thousand years of the Long War. Against any other foe the skill lies dormant; it is the hatred of the loyalist, not skill at arms in general, that sharpens the blow.



THOUSAND SONS · HOUSE DOSSIER

THE THOUSAND SONS

The spell and the statue

The Thousand Sons are the great sorcerers of the Long War — a cabal of living psykers who fight from behind an anvil of their own dead. Where other Heretic Astartes trust the bolter, this legion trusts the Wyrd: spells torn from the warp and hurled across the battlefield by minds of terrifying reach, screened by ranks of Rubricae who shrug off bolt-fire and feel nothing. The Rubric Marine is the statue — soulless automaton armour filled with enchanted dust, slow, will-less, and all but impervious to small-arms, yet inert the moment the last Sorcerer falls. The Sorcerer is the spell — the only true mind in the legion, wielding the finest Willpower in the galaxy and the deepest sorcery, always at the risk of the Perils of the Warp. On the table the House plays as caster-control behind a durable wall: hold the centre with the dust, stack the cabal's power, and unmake the enemy with sorcery he cannot answer in kind. Cut the Sorcerers down and the dust does not flee — it simply stops. Here is knowledge bought at the price of the soul: the sorcerer lives, and his brothers are dust in armour.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (Sorcerer Lord / Magus)
- ♦ 0-3 Sorcerers (Tzeentch is the legion of magi)
- ♦ Backbone: Rubric Marines + Cultists/Tzaangors $\geq$ Leaders + Champions (the living are always shielded by the dead)
- ♦ 0-1 Brute (Forgefiend / Mutalith)
- ♦ 0-1 Vehicle (Helbrute - Ash-Wastes vehicle track, resolved through the vehicle rules)
- ♦ Summoned Flickering Flame (Pink Horrors) enters by Reputation via Warp Summons — see Alliances / Support, never a starting roster chassis

A Thousand Sons warband begins with 1500 credits and is built around a single Sorcerer Lord — the Magus who commands the whole. Beneath the Lord the controlling player may raise a cabal of up to three Sorcerers, the widest field of psykers any House musters, for Tzeentch's legion is a legion of magi. The bulk of the warband is the Rubric anvil: Rubric Marines together with a screen of Tzaangors or Tzeentch Cultists must at least equal the number of Leaders and Champions, so the living are always shielded by the dead. A single Brute — a Forgefiend or Mutalith — may be fielded, alongside at most one Vehicle: the Helbrute, a mad walker dreadnought resolved through the Ash-Wastes vehicle rules rather than fought on the fighter grid. The summoned Flickering Flame never begins on the roster; a retinue of Pink Horrors enters only through Warp Summons, called by reputation across the campaign rather than bought at muster.

☠ GANG RULES

✂ ALL IS DUST

GANG RULE

All is Dust is the terrible durability of the Rubricae — the rank and file of the legion, dead men whose souls were burned away and whose armour was left standing, animated by sorcery and filled with enchanted dust. A Rubric Marine in Power or Terminator plate ignores AP-1 entirely and gains +1 to saves against any attack of Damage 1, the empty armour barely registering small-arms fire. This is a layer of resilience laid over a soulless body, not a better save against real firepower: a heavy, high-Damage blow still cuts clean through. Because there is no will inside it, the Rubricae has no Cool characteristic at all and can never be Pinned, Broken or panicked. But the dust pays for its endurance in initiative — it moves at 4" and strikes with a single Attack, and it neither hurries nor improvises. It is a wall, patient and unbreakable against volume fire, and only a wall.

✂ AURA OF DARK GLORY

GANG RULE

The Aura of Dark Glory is the ambient ward that hangs about a Sorcerer Lord — a haze of Tzeentch's capricious protection, the Changer's favour bleeding off the most powerful magus in the warband. While a friendly fighter is within 6" of a Sorcerer Lord it gains a 6+ flickering field save, a last flicker of the warp that may turn aside a blow armour could not. It is not a strong ward and not a certain one — the Changer gives grudgingly and takes back at whim — but spread across a ranked line of Rubricae and screening cultists it saves fighters that nothing else would. The aura moves with the Lord: keep the Magus central and the whole warband walks in its shadow. Let the Lord fall, and the flicker goes out with it.

✂ CAPRICIOUS WILL / PERILS

GANG RULE

Capricious Will is the price the legion pays for its power, and the leash that binds the dust to the living. Every time a Sorcerer casts a Wyrd Power, a critical failure invites the Perils of the Warp — the power turns on its wielder, and the caster wounds himself as the thing he reached for bites back. The greater the reach, the greater the risk: a warband that stacks casts stacks its exposure to the warp's spite. And the dust answers only to a living mind. If no Sorcerer remains in command range, the Rubricae fall inert — they may only Shoot or Stand, and can never charge, advance on an objective, or act with any initiative of their own. This is the twin flaw at the heart of the House: the sorcery can consume its own casters, and the anvil is only ever as alive as the magus commanding it. Silence the cabal, and the statue simply stops.

The Sorcerous Cabal is the beating heart of the legion — for where other Heretic Astartes field a lone witch, the Thousand Sons field a cabal of living Sorcerers who channel the warp as one. A Sorcerer knows Wyrd Powers, spells worked through the Great Ocean and cast on a Willpower test; the legion's magi hold the finest Willpower in the galaxy, the Lord testing on a 2+. This is sorcery cast and risked turn by turn on the standard psyker mechanic — not a hoard of points to spend, and not the bartered fate of the Aeldari. The signature Sorcerous Cabal skill lets a Sorcerer attempt a second Wyrd Power each round, doubling its reach and its danger both. Every cast courts the Perils of the Warp on a critical failure. The more magi that take the field, the thicker the sorcery falls — and the House lives or dies by the spells its cabal can land before the enemy silences them.

FIGHTERS

SORCERER LORD

LEADER

✖ 385 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	2+	4	5	4	3+	3	4+	3+	2+	4+

SAVE 3+ POWER

SPECIAL RULES

Psyker (*the legion's supreme psyker — manifests Wyrd Powers of all three disciplines (Change/Prophecy/Destruction) + Smite*)

The Sorcerous Cabal (*the Magus channels the cabal — may attempt a second Wyrd Power each round*)

Aura of Dark Glory (*friendlies within 6" gain a 6+ flickering field*)

Capricious Will / Perils (*every cast risks Perils; the Rubricae go inert if the last Sorcerer falls*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- re-roll Hit

PRIMARY

Cunning

Leadership

Savant

Shooting

Heretic Astartes

Discipline of Change

Discipline of Prophecy

Discipline of Destruction

SECONDARY

Ferocity

Smite

STARTING GEAR Mark Power

FREE SKILL Sorcerous Cabal

EQUIPMENT LIST

PISTOL

Warp Pistol 75 credits

Inferno Pistol 90 credits

CLOSE-COMBAT

Force Stave 45 credits

Power Sword 45 credits

Prosperine Khopesh 50 credits

ARMOUR

Sigil Of Corruption 75 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Disc Of Tzeentch 45 credits

STATUS

✧ *Tutelary*

40 credits

A bound tutelary warp-spirit of the Thousand Sons — a legion-canonical familiar bonded to a Sorcerer, kitbashed from a Chaos familiar sprue with Tzeentchian arcana (not a stock Thousand Sons kit bit). Priced above the Core familiar 35 band.

The Sorcerer Lord is the Magus — the mind that commands the dust and the deepest well of sorcery in the warband. With the finest Willpower in the galaxy, testing to cast on a 2+, and three Attacks behind a force stave and inferno pistol, it is both the cabal's anchor and its apex caster. Through the Sorcerous Cabal it channels a second Wyrd Power each round, doubling its reach at double the risk of Perils. Its very presence wards those around it: the Aura of Dark Glory grants friendly fighters within 6" a 6+ flickering field, Tzeentch's ambient protection draped over the ranks. But it carries Capricious Will like every caster — each cast courts the Perils of the Warp — and it is the linchpin of the whole force: should the last Sorcerer fall, the Rubricae freeze where they stand. Its command carries The Long War to every fighter it leads. The Lord does not merely lead the warband; it animates it. Silence it, and the statue stops.

ASPIRING SORCERER

CHAMPION

✖ 300 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	3+	5+

SAVE 3+ POWER

SPECIAL RULES

Psyker (a living psyker — manifests Wyrd Powers of the legion disciplines (Change/Prophecy/Destruction) + Smite)

The Sorcerous Cabal (a rising magus — may attempt a second Wyrd Power each round)

Capricious Will / Perils (every cast risks Perils of the Warp)

The Long War (gang-wide hatred re-roll vs Imperium)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Cunning Savant

Heretic Astartes

Discipline of Change

Discipline of Prophecy

Discipline of Destruction

SECONDARY

Leadership

Shooting

Smite

STARTING GEAR Mark Power

FREE SKILL Weaver Of Fates

EQUIPMENT LIST

PISTOL

Warp Pistol 75 credits

Inferno Pistol 90 credits

CLOSE-COMBAT

Force Stave 45 credits

Prosperine Khopesh 50 credits

ARMOUR

Mark Power

included

PERSONAL

Disc Of Tzeentch 45 credits

STATUS

✧ Tutelary 40 credits

A bound tutelary warp-spirit of the Thousand Sons — a legion-canonical familiar bonded to a Sorcerer, kitbashed from a Chaos familiar sprue with Tzeentchian arcana (not a stock Thousand Sons kit bit). Priced above the Core familiar 35 band.

The Aspiring Sorcerer is a rising magus — a living psyker climbing toward mastery of the Wyrd. It fights with a force stave and inferno pistol, but its true weapon is the spell: through the Sorcerous Cabal it may attempt a second Wyrd Power each round, and it comes to the warband already knowing Weaver of Fates, lending a friendly fighter a 5+ flickering field. Its Willpower is excellent, if not yet the Lord's, and every cast it makes carries Capricious Will — the ever-present chance that the Perils of the Warp turn the power back on the caster. As one of the few living minds in a legion of the dead it is precious: it commands the nearest Rubricae and holds them from

going inert. It shares the gang-wide hatred of The Long War against the Imperium. Screen it well, for the cabal's reach grows with every Sorcerer on the field — and shrinks with every one silenced.

EXALTED SORCERER

CHAMPION

× 315 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	4+	3+	2+	4+

SAVE 3+ POWER

SPECIAL RULES

Psyker (a living psyker — manifests Wyrd Powers of the legion disciplines (Change/Prophecy/Destruction) + Smite)

The Sorcerous Cabal (an Exalted magus — may attempt a second Wyrd Power each round)

Capricious Will / Perils (every cast risks Perils of the Warp)

The Long War (gang-wide hatred re-roll vs Imperium)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Cunning Heretic Astartes

Discipline of Change

Discipline of Prophecy

Discipline of Destruction

SECONDARY

Ferocity

Leadership

Savant

Shooting

Smite

STARTING GEAR Mark Power

FREE SKILL Weaver Of Fates

EQUIPMENT LIST

PISTOL

Warp Pistol 75 credits

Inferno Pistol 90 credits

CLOSE-COMBAT

Force Stave 45 credits

Prosperine Khopesh 50 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Disc Of Tzeentch 45 credits

STATUS

✧ Tutelary 40 credits

A bound tutelary warp-spirit of the Thousand Sons — a legion-canonical familiar bonded to a Sorcerer, kitbashed from a Chaos familiar sprue with Tzeentchian arcana (not a stock Thousand Sons kit bit). Priced above the Core familiar 35 band.

The Exalted Sorcerer is a master of the cabal — a magus whose command of the Wyrd rivals the Lord's own, with Willpower among the very finest in the galaxy. Armed with a force stave and inferno pistol, it channels the Sorcerous Cabal to cast a second Wyrd Power each round and comes knowing Weaver of Fates, draping a 5+ flickering field over a friendly fighter. Taken in Terminator plate it becomes a Scarab Occult Sorcerer, an armoured caster who anchors the elite dust. Like all who wield the Wyrd it bears Capricious Will, each cast risking the Perils of the Warp, and as one of the few living minds it holds the Rubricae to purpose and shares The Long War's hatred of the

Imperium. Where the Aspiring Sorcerer is a promise, the Exalted is the cabal delivering — the second, deadlier voice in the séance behind the wall.

RUBRIC MARINE

GANGER

≈ 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	3	4+	1	7+	—	5+	9+

SAVE 3+ POWER

SPECIAL RULES

All is Dust (*soulless automaton — ignores AP-1, +1 save vs Damage 1; no Cool, cannot be Broken or panicked*)

Capricious Will / Perils (*inert without a living Sorcerer in command range — may only Shoot or Stand, never charge or advance on objectives*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- +1
- +1
- grant-immunity Pinned
- grant-immunity Broken
- re-roll Hit

PRIMARY

Shooting

SECONDARY

Brawn

Combat

Heretic Astartes

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Inferno Boltgun 65 credits

PISTOL

Inferno Pistol 90 credits

SPECIAL

Warpflamer 150 credits

HEAVY

Soulreaper Cannon 175 credits

CLOSE-COMBAT

Prosperine Khopesh 50 credits

✦ Prosperine Warp Glaive 55 credits

A two-handed ceremonial glaive of the Rubricae honour-guard — a long-hafted khopesh variant built from a khopesh blade on a force-stave haft (not a stock Thousand Sons kit bit). Priced above the stock prosperine khopesh.

ARMOUR

Mark Terminator 130 credits

Mark Power

included

The Rubric Marine is the anvil the whole legion is built on — a soulless automaton, a suit of power armour filled with enchanted dust and animated by the sorcery that burned its occupant's soul away. It feels no fear because it feels nothing: it has no Cool at all, and can never be Pinned, Broken or panicked. All is Dust makes it a wall against volume fire, ignoring AP-1 outright and shrugging small-arms aside, though a heavy, high-Damage blow still bites clean through. But the dust does not hurry and does not brawl — Movement 4", a single Attack, and no initiative of its own. Capricious Will is its leash: with no living Sorcerer in command range the Rubricae go inert, able only to Shoot or Stand, never to charge or seize an objective. It advances behind an inferno boltgun with a prosperine

khopesh at its side, and it carries the gang-wide hatred of The Long War against the Imperium. Rank it to screen the Sorcerers and it will hold a line that would shatter a mortal squad — until the soul commanding it is silenced.

TZAANGOR

GANGER

× 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	1	3+	2	7+	6+	7+	7+

SAVE 5+ LIGHT ROBES

SPECIAL RULES The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Agility

Cunning

SECONDARY

Combat

Ferocity

Savant

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Autogun15 credits	Brutal Ccw15 credits
PISTOL	ARMOUR
Autopistol10 credits	Mark Carapace
	<i>included</i>

The Tzaangor is the mutant-herd of Tzeentch — a beastman twisted by the Changer's gifts into a horned, avian-eyed brawler, cheap and expendable ritual-fodder for the cabal. Quick on its feet with a pair of Attacks, it screens the slow Rubric anvil and swarms forward where the dust cannot hurry, an autogun in its hands and a brutal close-combat weapon for the press. Its worth lies not in its arms but in its numbers: bodies to soak fire, hold ground, and buy the Sorcerers the seconds their spells need. It carries the gang-wide hatred of The Long War against the Imperium. The herd exists to be spent — and in a legion built to preserve its living magi, that is exactly the role it is given.

TZEENTCH CULTIST

GANGER

× 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	1	3+	2	7+	6+	7+	7+

SAVE 5+ LIGHT ROBES

SPECIAL RULES The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Agility

Cunning

SECONDARY

Combat

Ferocity

Savant

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Autopistol 10 credits

CLOSE-COMBAT

Brutal Ccw 15 credits

ARMOUR

Mark Carapace

included

The Tzeentch Cultist is the mortal face of the legion — a robed devotee of the Changer of Ways, cheapest of the warband and first to die. Lightly armoured and lightly armed with autopistol and blade, it exists to screen the dust and the magi behind it: a body to hold a corner, contest an objective, and draw fire that would otherwise fall on something that matters. With two Attacks it can fight at a pinch, but its purpose is arithmetic — cheap ranks to fill the line while the Sorcerers work. It shares the gang-wide hatred of The Long War against the Imperium. The Cultist does not expect to see the ritual completed; it only expects to buy it time.

VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the cabal's battle tank — the Rhino hull up-armoured and up-gunned until it is a different beast, a dedicated armour-killer that anchors the dust-legion's line rather than flanking it. Its heavy front facing shrugs off fire that would gut a transport, bought at the cost of the Rhino's speed. In its Destructor pattern the turret mounts a predator autocannon to crack light armour and heavy infantry; the Annihilator instead twin-links lascannons to burn the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so it engages across three arcs at once. Warding-glyphs of the Changer of Ways are graven into its plating, though it is armour and gunnery, not sorcery, that keeps it fighting. Slow, front-heavy and dear, it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the dust-legion's silent workhorse — the same fast, boxy Tracked transport every Traitor warband rides, ten thousand years weathered and daubed with the eye-and-flame of the Changer. What it carries makes no sound: a cargo bay of Rubricae, animate armour with the ash of dead men sealed inside, borne unhurried across open ground to be spilled into the fight where a Sorcerer wills them. It trades protection for speed, its plating turning small-arms but thin against war-engines, so it lives on its Movement and its six Hull Points rather than on trading blows. A pintle combi-bolter lets the crew rake infantry as the hull closes. Every cabal keeps one in some ancient pattern, one per gang, and it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — a rolling reliquary hauling the unliving to war.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Demolisher Cannon — Turret arc (Crew)
- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Vindicator is the siege bombard built on the Rhino hull — one monstrous demolisher cannon set in a low hull mounting, made to flatten cover and crack armour at knife-range. It keeps the transport's durable body, its facing armour and its seven Hull Points, and gives the cargo bay over to a single devastating gun. Where the cabal's sorcery reaches out from afar, the Vindicator wants to close: its cannon is blind past its short range but annihilating within it, erupting the ground beneath a fireteam and bringing down walls that thought themselves proof. A pintle combi-bolter answers infantry that stray too near. The dust-legion covets one to break a defended position and let the Rubricae walk unhurried into the breach. Slow and short-armed but Rhino-tough, one per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FORGEFIEND

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Hades Autocannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Forgefiend is a daemon-engine of the highest order — a hulking quadruped of possessed metal whose chest and maw are batteries of daemon-fire, and, with the Core-wide reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c walker resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ over eight Hull Points behind a front-weighted daemon hull (Toughness 9 to the fore, 8 to the flank, 7 to the rear), grinding forward at six inches — the warband's apex war-engine, a gun-platform that scours the field at range while the Rubric anvil holds the centre. Twin hades autocannon hammer from its fixed Front arms — or a pair of ectoplasma cannon for the cabal that prefers boiling warp-plasma — while an ectoplasma spitter gouts daemon-fire from the hull; the mounts are forward-fixed, so the bound engine must face its prey to fire. Crazed and blind with the fury of the daemon straining against the iron that shapes it, it lurches toward the nearest enemy without a mind to steer it — its damage, its handling, and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. The heaviest single investment the legion fields, its price provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	8	7	6	6	6+	3+	3+	6+	4+	4+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Helbrute is the 'Thousand Sons' one un-sorcerous horror — a tormented Dreadnought entombing a champion who was neither turned to dust nor granted a sorcerer's mind, only walled alive inside a screaming hull. It is no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ dreadnought plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 to the flank, 6 to the rear), and it grinds forward at a plodding Movement 4" — a Walker that anchors a flank while the cabal works its will behind it. Its lascannon cracks armour at range while the great Helbrute fist tears apart anything that closes; both are fixed Front hardpoints, so the mad walker must face its prey to bring its guns to bear. Crazy and blind with rage, it lurches toward the nearest enemy without a mind to steer it, its damage, handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is a Crazy daemon-engine flyer, a mechanical dragon with a bound warp-thing screaming inside its hull — and in the cabal's hands that bound thing is a servant of the Changer of Ways, a splinter of Tzeentch's own fire given wings and a maw. It is the apex of the Ash-Wastes airspace and the dust-legion's sole master of the sky. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its fixed front maw torches massed infantry with a baleflamer — a torrent of warp-fire that mutates what it does not kill — or strafes with a hades autocannon, and its barbed claws rake fighters and hulls as it stoops on the swoop. Eight Hull Points and quick handling let it shrug the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A cabal fields one to own the sky and hunt what moves below. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

THE DISCIPLINE OF CHANGE

PSYCHIC DISCIPLINE

The Discipline of Change is the sorcery of the flesh-change — the reshaping of living matter that is the Changer's oldest gift and cruellest jest. A magus of Change swells his own body with mutation, drives his herd to frenzy, warps an enemy's limbs mid-stride, and boils the weak into gibbering spawn. These are Wyrd powers worked through the Great Ocean; a Sorcerer courts the warp's price with every working. At creation a Sorcerer with access picks one power from the table below.

ROLL	POWER
1	Boon of Change. Manifested as a Wyrd power, Boon of Change floods the caster's own flesh with roiling mutation. While the power stays in play the Sorcerer gains +1 Strength and +1 Toughness , its body swollen with the gifts of the Changer. It is the magus turning its sorcery inward, trading the certainty of its own shape for raw, mutable might.
2	Gift of Mutation. Manifested as a Wyrd power against one enemy fighter within 12" and line of sight, Gift of Mutation twists an unwelcome change through the target's flesh — a lolling limb, a clouded eye, a spasming muscle. The stricken fighter suffers –1 to hit on its next activation as it fights its own rebelling body. A curse rather than a killing blow: the magus does not slay the foe, it simply makes it clumsy.
3	Warpflame. Manifested as a Wyrd power, Warpflame vomits a gout of cold blue fire that mutates as it burns. The nearest enemy fighter within Short range and line of sight takes a single hit at Strength 3, AP-1, Damage 1 . The flame finds its mark through smoke and shadow alike — cover offers no protection from it — though armour still turns aside what heat it can.
4	Enthrall the Herd. Manifested as a Wyrd power, Enthrall the Herd pours the caster's will into a beast of the flock. One friendly Tzaangor or mutant fighter within 6" is driven to a mutating frenzy — while the power holds it gains +1 Attack , its flesh sprouting fresh claws and its mind lost to the Changer's song. The magus spends its concentration to make the herd deadlier than it has any right to be.
5	The Flesh-Change. Manifested as a Wyrd power, The Flesh-Change is the legion's oldest terror — the runaway mutation that dissolves a warrior into gibbering spawn. Target one enemy fighter within 12" and line of sight that is already Seriously Injured . On a successful working the target's ruined body collapses into boiling spawn-flesh and it is taken Out of Action . A coup de grace for the already-broken, useless against a hale foe — but merciless against a downed one.
6	Reknit. Manifested as a Wyrd power, Reknit sets the caster's own flesh boiling and remaking itself faster than any blade can part it. While the power stays in play, the Sorcerer ignores the first wound it would suffer each round — the injury simply closes over in a churn of mutating tissue. It is durability bought with the body's own instability, and it lasts only so long as the magus can hold the working.

⌘ THE DISCIPLINE OF DESTRUCTION

PSYCHIC DISCIPLINE

The Discipline of Destruction is raw ruin loosed from the mind — warp-force and warp-fire hurled outward with cold, deliberate malice. This is the sorcery the galaxy fears: the doombolt that punches through armour, the lightning that leaps between packed foes, the firestorm that swallows a strongpoint, and the blast that unmakes a single enemy utterly. These are Wyrd powers worked through the Great Ocean; each cast courts the warp's price. At creation a Sorcerer with access picks one power from the table below.

ROLL	POWER
1	Doombolt. Manifested as a Wyrd power, Doombolt hurls a lance of pure warp-force from the caster's outstretched hand. One enemy fighter within 18" and line of sight takes a single hit at Strength 5, AP-2, Damage 2 . It is the workhorse of the destroyer-magus: reliable, long-ranged, and armour-splitting — the spell a Sorcerer reaches for when it simply needs a thing dead.
2	Warp Lightning. Manifested as a Wyrd power, Warp Lightning arcs from the caster in a forking blue bolt that leaps hungrily between packed foes. Choose a target enemy within 12" and line of sight; that fighter and one other enemy within 2" of it each take a hit at Strength 4, AP-1, Damage 1 . Against a lone enemy it is merely a bolt; against a huddled cluster it is a scourge.
3	Firestorm of Tzeentch. Manifested as a Wyrd power, Firestorm of Tzeentch calls a roaring vortex of blue flame down upon a chosen point within Short range and line of sight. Every fighter — friend or foe — within 2" of that point takes a hit at Strength 4, AP-1, Damage 1 , the fire clinging through cover and smoke alike. A weapon of area denial that punishes the caster who places it carelessly among its own.
4	Temporal Distortion. Manifested as a Wyrd power against one enemy fighter within 18" and line of sight, Temporal Distortion buckles the flow of time around the target — a heartbeat stretched into an age, a footstep frozen mid-fall. On its next activation the stricken fighter cannot make a Move (Simple) action , its limbs lagging seconds behind its will. Ruin worked not with fire but with stolen tempo — the enemy left standing while the battle rushes past it.
5	Pytic Shroud. Manifested as a Wyrd power, Pyric Shroud wreathes the caster in a corona of hungry warp-fire that lashes at anything drawing near. While the power stays in play, at the end of each round the nearest enemy fighter within 6" of the caster takes an automatic hit at Strength 3, AP-1, Damage 1 . It makes the magus itself a hazard to approach — a burning heart the enemy must brave to silence.
6	Sundering. Manifested as a Wyrd power, Sundering gathers raw ruin into a single, world-cracking detonation loosed at one enemy fighter within 12" and line of sight. The target takes a hit at Strength 6, AP-3, Damage 3 — the deadliest reach a magus can loose upon a single foe. Its short range and its price keep it from being the only spell worth casting: to sunder a thing utterly, the Sorcerer must first walk close enough to be sundered in turn.

⌘ THE DISCIPLINE OF PROPHECY

PSYCHIC DISCIPLINE

The Discipline of Prophecy is the Weaver's art — the reading of the thread of fate and the pulling of it. Where Change reshapes matter, Prophecy bends probability: it foresees the blow and side-steps it, wraps a brother in a

flickering ward, twists an enemy's luck to ash, and lends the cabal the sight to strike true. These are Wyrd powers worked through the Great Ocean; every glimpse of the future is bought at the warp's price. At creation a Sorcerer with access picks one power from the table below.

ROLL	POWER
1	Presage. Manifested as a Wyrd power, Presage unspools the next few seconds before the caster's eyes, so that every blow is half-dodged before it is thrown. While the power stays in play, enemies attacking this fighter suffer –1 to hit , whether with blade or with gun. The magus does not grow tougher — it simply is never quite where the strike expects it to be.
2	Foreseen Ward. Manifested as a Wyrd power, Foreseen Ward wraps one friendly fighter within 9" in a lattice of flickering blue flame that turns the killing blow the magus has already foreseen. While the power holds, the warded fighter gains a 5+ invulnerable (flickering field) save . It is the Weaver's gift lent outward — the same Tzeentchian shield the cabal keeps for itself, spread over a brother in the line.
3	Twist of Fate. Manifested as a Wyrd power against one enemy fighter within 18" and line of sight, Twist of Fate unpicks a single thread of the target's luck. The next time that fighter makes a successful hit roll or save this round, it must re-roll it — the sure blow gone wide, the certain parry fumbled. A small unkindness of probability, aimed at the moment it will hurt most.
4	Glimpse the Thread. Manifested as a Wyrd power, Glimpse the Thread lets the caster read the next instant of the battle before it arrives, so that every shot and stroke lands where the future says it must. While the power stays in play, this fighter gains +1 to hit with all of its attacks. The magus fights not faster but <i>foreknowing</i> , its blade already where the enemy is about to be.
5	Mark of Tzeentch. Manifested as a Wyrd power against one enemy fighter within 18" and line of sight, Mark of Tzeentch brands the target with a burning sigil of doom that only the warp can see. Until the start of the next round, all attacks against the marked fighter re-roll failed wound rolls . The magus does not strike the foe itself — it paints the foe, and lets the cabal and its guns do the rest.
6	The Cabal Sees. Manifested as a Wyrd power, The Cabal Sees spreads the magus's foresight across the warband like a shared dream. While the power holds, friendly fighters within 6" of the caster re-roll natural hit rolls of 1 , guided by whispered warnings only the warp can carry. It is the cabal fighting as one mind — every trooper nudged a fraction truer by the sorcerer who sees for them all.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Wyrd Awakens. Play before the battle. One Sorcerer of your choosing begins the game having already drawn deep on the Wyrd — for the first round it casts with rare surety, the Great Ocean roused early to the cabal's call.	PRE-BATTLE

12	Cabbalistic Focus. Play before the battle. Your cabal channels as one from the outset, bending its focus behind a single working — for the coming fight one of your Sorcerers casts its chosen Wyrđ Power with a steadied hand and the concentration of the whole cabal behind it.	PRE-BATTLE
13	Weaver Of Fates. Play at any time. A Sorcerer reaches into the skein and knots a flickering ward around an ally in need — for a moment the dust or the magus you choose walks under Tzeentch's stolen protection, a blow turned aside that armour could not.	ANY
14	Tzaangor Ambush. Play during deployment. A knot of your Tzaangors was already in place, hidden among ground the enemy thought clear — set them down beyond your deployment zone, the mutant-herd springing the trap the cabal foresaw.	DEPLOYMENT
15	Sorcerous Backlash. Play in reaction to an enemy attack on one of your Sorcerers. The Wyrđ recoils on the aggressor — the warp lashes back at the one who dared strike the cabal, a portion of its own violence turned against it.	REACTION
16	All Is Dust. Play at any time. For a moment the Rubric wall shrugs off everything the enemy throws — one of your Rubric Marines stands utterly unmoved by an incoming volley, the dust barely registering a storm that would have felled a mortal squad.	ANY
21	The Statue Holds. Play in reaction when a Rubric Marine would be taken Out of Action. The dust refuses to fall — the sorcery binding the empty armour holds it upright a moment longer, the statue keeping the line it was set to keep.	REACTION
22	Flickering Ward. Play before the battle. Tzeentch's ambient protection burns brighter across your warband for the coming fight — the flickering fields your cabal radiates hold with rare, fickle consistency.	PRE-BATTLE
23	The Architect S Gift. Play after the battle. The Changer rewards a design well served — one fighter of your choosing draws the Architect's eye, and Tzeentch's regard follows it into the campaign to come.	POST-BATTLE
24	Warp Step. Play at any time. A Sorcerer folds space in a heartbeat, stepping through the warp from one point to another — a sudden reposition that carries your magus clear of a closing enemy or into the exact place the casting is needed.	ANY
25	Rubric Discipline. Play at any time. The dust holds its fire with inhuman patience, then looses as one — your Rubric Marines' gunnery finds its mark with the machine-cold discipline of the soulless, a volley no living hand could steady so well.	ANY
26	Prosperine Cunning. Play before the battle. The old cunning of Prospero guides your deployment — you read the field as a magus reads a strand of fate, and the enemy finds you already positioned for the fight it meant to force.	PRE-BATTLE
31	The Long Foreknowing. Play before the battle. The cabal has already seen how this begins — you take the enemy's opening as though forewarned, the Great Ocean having whispered the shape of the first blows to your Sorcerers.	PRE-BATTLE
32	Tide Of Change. Play at any time. The Changer's tide turns beneath the battle — a moment of luck shifts from the enemy to you, fortune re-flowing the way the Architect wills as change washes across the field.	ANY
33	Aura Of Dark Glory. Play at any time. The Sorcerer Lord's ward flares wide — for a moment the Aura of Dark Glory reaches further than it should, and fighters who stood beyond its shadow are caught under Tzeentch's flickering protection.	ANY

34	Cast Into Silence. Play in reaction to an enemy psyker's casting. Your cabal smothers the working before it lands — the enemy's sorcery is drowned in the Wyrd your Sorcerers command, cast into silence by a legion that owns the Great Ocean.	REACTION
35	The Dust Advances. Play at any time. The Rubric wall takes a step it should not be able to — for a moment the dust moves with purpose beyond its slow pace, the cabal's will driving the anvil forward when the enemy thought it fixed.	ANY
36	Ahriman S Insight. Play before the battle. A fragment of the Arch-Sorcerer's foresight reaches your cabal — you glimpse a strand of what is to come and prepare for it, the deepest reach in the galaxy lending your magi a moment of its sight.	PRE-BATTLE
41	Warp Fire Overload. Play at any time. A Sorcerer floods a working with more power than it can hold — a warp-fire weapon or cast surges beyond its usual fury for a single devastating moment, though the Great Ocean rarely lends such excess for free.	ANY
42	Screen Of Mutants. Play during deployment. Your mutant-herd forms a living wall before the dust — arrange your Tzaangors and cultists as a screen ahead of the Rubricae, cheap bodies set exactly where the enemy's fire will fall first.	DEPLOYMENT
43	The Cabal Channels. Play at any time. The whole cabal bends its will behind one magus — for a single working your chosen Sorcerer casts with the strength of many, the legion's psykers channelling through it as one.	ANY
44	Fate Denied. Play in reaction to an enemy's successful roll against you. A Sorcerer unpicks the strand before it can bind — the enemy's stroke of fortune is unwoven, denied by a legion that trades in probability itself.	REACTION
45	Enlightened Herd. Play before the battle. The Changer's gifts stir in the herd — your Tzaangors go to war touched by a flicker of the Wyrd, mutants sharpened past their usual worth for the fight to come.	PRE-BATTLE
46	The Unbroken Rank. Play at any time. The Rubric line will not be moved — for a moment your ranked Rubricae stand utterly unshakeable, an unbroken wall of the patient dead that the enemy breaks against rather than through.	ANY
51	Coruscation. Play at any time. Warp-fire flares from a magus's hand and finds what hides — a searing cast ignores the cover and wards the enemy trusted to, burning through to a target that thought itself safe.	ANY
52	Summon The Flame. Play before the battle. The cabal opens the way early — a retinue of the Flickering Flame answers the summons ahead of the fight, Pink Horrors arriving to split and warp-burn alongside the dust from the first round.	PRE-BATTLE
53	Mutalith S Shadow. Play at any time. The warp-vortex of a Mutalith bleeds across the field — raw change washes over the enemy near it, reality itself turning unreliable in the beast's mutating shadow.	ANY
54	Patient Sorcery. Play before the battle. Your cabal takes the long view, holding its power for the moment that matters — a Sorcerer banks its focus rather than spending it early, the patient magus waiting for the cast that will decide the fight.	PRE-BATTLE
55	The Warded Site. Play during deployment. The cabal claims a place of power before a shot is fired — mark a warded site on the field where your Sorcerers cast more surely, its ley-lines bound to your will from the outset.	DEPLOYMENT

56	Backlash Of The Deep. Play in reaction when a Sorcerer of yours suffers the Perils of the Warp. Turn the deep's fury outward — the warp that bit your magus lashes the enemy nearest it too, the Great Ocean's spite shared rather than swallowed alone.	REACTION
61	Foreseen Blow. Play in reaction to an incoming attack. Your cabal saw it coming — the targeted fighter shifts as though it already knew, the blow foreseen and its worst turned aside by a warning pulled from the Wyrd.	REACTION
62	Dust And Ashes. Play after the battle. Even the fallen dust serves — a Rubricae lost in the fight leaves behind sorcery-soaked remains the cabal can turn to account, ash gathered toward the legion's slow, patient renewal.	POST-BATTLE
63	The Changer S Luck. Play at any time. Tzeentch's fickle fortune falls your way — a roll turns as the Changer wills, luck bending to the god of change at the exact moment you need it, as unreliable to lean on as it is sweet to receive.	ANY
64	Wyrd Sight. Play before the battle. Your Sorcerers see through the coming fight before it begins — you read the enemy's intent in the strands of fate, the cabal's foresight stripping away the surprises the enemy hoped to spring.	PRE-BATTLE
65	Immutable. Play at any time. For a moment nothing can change the dust's course — one of your Rubricae becomes utterly fixed in its purpose, immune to the shove and disruption the enemy would use to move it, immutable as the sorcery that binds it.	ANY
66	The Spell Lands. Play in reaction to one of your Sorcerers casting a Wyrd Power. The Great Ocean parts for it — the working lands with rare, clean surety, the spell you most needed finding its mark when the cabal could least afford it to fail.	REACTION

ALLIANCES

THE FLICKERING FLAME

ALLIANCE

WHO	a Tzeentch daemon gang — the Flickering Flame (tzeentch.md, any Tzeentch-aligned daemon warband the pact is struck with; generic, never a fixed named gang)
TERMS	campaign-only, phase-gated Changer-of-Ways pact: once the campaign reaches its declared middle phase, while both gangs hold ground on the same world the Thousand Sons may summon the Flickering Flame via Warp Summons — a Pink Horror retinue tears into a shared battle and fights under its own splitting, warp-flame rules. No shared roster and no daemon fighters enter a normal battle list except by that summon; this is the Changer's court answering its favoured mortals, not a combined gang

The Flickering Flame is Tzeentch's own daemon-court — any Tzeentch-aligned daemon warband the cabal strikes its pact with, never a fixed gang. The bond is a campaign-only, phase-gated Changer-of-Ways pact. Once the campaign reaches its declared middle phase, and while both forces hold ground on the same world, the Thousand Sons may summon the Flickering Flame through Warp Summons: a retinue of Pink Horrors tears into a shared battle and fights under its own splitting, warp-flame rules. No daemon enters a normal battle list, and there is no shared roster — this is the Changer's court answering its favoured mortals for the length of a fight, not a combined warband.

THE KIN OF THE LONG WAR

ALLIANCE

WHO	another Heretic Astartes cult legion warband — a looser war-pact among the traitor Legions of the Long War (generic; any allied Chaos Space Marines gang, never a fixed named one)
TERMS	campaign-only, phase-gated war-pact: while both gangs hold ground on the same contested world in the campaign's later phase, they may declare a shared front — coordinating in a multi-gang scenario or lending a single specialist to one another's battle by agreement. Looser than the Flickering Flame summoning: no daemon rules, no shared roster, just two heretic warbands turning their guns the same way for a while

The Kin of the Long War are the other traitor Legions — any allied Heretic Astartes warband, never a fixed named one, bound to the Thousand Sons only by the ancient grudge they all share. The pact is campaign-only and phase-gated. While both warbands hold ground on the same contested world in the campaign's later phase, they may declare a shared front: coordinating in a multi-gang scenario, or lending a single specialist to one another's battle by agreement. It is looser than the summoning of the Flickering Flame — no daemon rules, no shared roster, only two heretic warbands turning their guns the same way while the grudge aligns.

ROLL	FAVOUR	PATRON
2	The Price Of Knowledge. The lowest whisper of the Architect's regard comes with a bill. Tzeentch grants your cabal a fragment of forbidden insight for the coming battle, and one of your Sorcerers casts a little more surely for it — but the Changer never gives freely. The knowledge is bought in the same coin the legion has always paid: a little more of a magus's self, spent to know a little more. Take the favour and its edge, and accept that the Great Ocean is owed.	TZEENTCH, THE ARCHITECT OF FATE, AND THE FLICKERING FLAME (TZEENTCH.MD – THE DAEMON-COURT OF THE CHANGER THE THOUSAND SONS ANSWER TO)
3	A Whisper Of The Wyrd. The Changer grants the barest breath of foresight — a whisper of what is to come, carried on the Great Ocean's tide. For the coming battle a Sorcerer of your choosing casts a shade more surely, the Wyrd bending to its will where before it fought. It is a small favour, as the Architect's gifts go, but on the right cast it is the difference between the spell that lands and the spell that dies.	TZEENTCH, THE ARCHITECT OF FATE, AND THE FLICKERING FLAME (TZEENTCH.MD – THE DAEMON-COURT OF THE CHANGER THE THOUSAND SONS ANSWER TO)
4	Flickering Favour. The Changer's ambient ward burns a shade brighter this cycle. For the coming battle the flickering fields your cabal weaves and radiates hold a little more surely, Tzeentch's fickle protection lent with rare consistency. It is never certain — the Changer gives and takes at whim — but for one fight your dust walks under a stronger flicker.	TZEENTCH, THE ARCHITECT OF FATE, AND THE FLICKERING FLAME (TZEENTCH.MD – THE DAEMON-COURT OF THE CHANGER THE THOUSAND SONS ANSWER TO)
5	The Herd Grows. The mutant-herd swells with the Changer's blessing. A fresh press of Tzaangors and cultists gathers to your banner for the campaign's next battle — cheap bodies to screen the dust and buy the cabal its seconds. Tzeentch is generous with the expendable; it is the living magi the Changer prices dear.	TZEENTCH, THE ARCHITECT OF FATE, AND THE FLICKERING FLAME (TZEENTCH.MD – THE DAEMON-COURT OF THE CHANGER THE THOUSAND SONS ANSWER TO)

6	Foreseen Fortune. Tzeentch shows one of your magi a glimpse down a favoured strand of fate. Once in the coming battle that Sorcerer may act as though it already knew what was coming, turning a moment of ill luck aside before it falls. The Architect trades in probability, and for this battle a little of it runs your way.	TZEENTCH, THE ARCHITECT OF FATE, AND THE FLICKERING FLAME (TZEENTCH.MD – THE DAEMON-COURT OF THE CHANGER THE THOUSAND SONS ANSWER TO)
8	Loaned Horrors. The Flickering Flame lends its own to the cause. For the coming battle a retinue of Pink Horrors is placed at your cabal's disposal without the usual toll of Warp Summons, Tzeentch's daemons splitting and warp-burning alongside the dust. The loan is the Changer's, and the Changer collects — but for one fight the warp itself fights beside you.	TZEENTCH, THE ARCHITECT OF FATE, AND THE FLICKERING FLAME (TZEENTCH.MD – THE DAEMON-COURT OF THE CHANGER THE THOUSAND SONS ANSWER TO)
10	A Page Of Prospero. A single salvaged page of the legion's lost lore finds its way into a magus's hands. The knowledge it holds sharpens your whole cabal for the campaign to come — a deeper reach into the Wyrld, bought back from the ashes of Prospero. Few favours the Architect grants are so lasting; fewer still are so bitterly earned.	TZEENTCH, THE ARCHITECT OF FATE, AND THE FLICKERING FLAME (TZEENTCH.MD – THE DAEMON-COURT OF THE CHANGER THE THOUSAND SONS ANSWER TO)
12	The Architect S Regard. The Changer of Ways turns its full attention upon your warband — the highest favour Tzeentch bestows, and the most dangerous to hold. For the campaign's next battle your cabal casts with rare surety, its fields hold, and fortune bends around the dust as the Architect's design momentarily aligns with your own. Regard such as this is never given without purpose; Tzeentch has plans for those it favours, and none of them are kind.	TZEENTCH, THE ARCHITECT OF FATE, AND THE FLICKERING FLAME (TZEENTCH.MD – THE DAEMON-COURT OF THE CHANGER THE THOUSAND SONS ANSWER TO)

☠ SUB-PLOTS

✂ THE PRICE OF THE WYRD

SUB-PLOT

Reward: That Sorcerer may take the Master of the Wyrd legendary name at half the usual XP cost, or gain a permanent re-roll to one Willpower test per battle — but it may never again refuse a Boon offered by the Chaos Boons layer. Claimable once per campaign.

When one Sorcerer of your warband suffers the Perils of the Warp in three separate battles across the campaign and survives each time, the Great Ocean has marked it and will not let it go cheaply. That Sorcerer may take the Master of the Wyrd legendary name at half the usual XP cost, or gain a permanent re-roll to one Willpower test each battle — but from then on it may never again refuse a Boon offered by the Chaos Boons layer, the warp's claim on it made permanent. Claimable once per campaign.

✂ THE RUBRIC PERFECTED

SUB-PLOT

Reward: That Rubricae may take the Unbroken Rubricae legendary name at half the usual XP cost, or permanently extend its All-is-Dust bonus by one AP step. Claimable once per campaign.

When a single Rubric Marine survives three separate battles across the campaign without ever being taken Out of Action, the cabal begins to believe this dust is warded by the Architect himself. That Rubricae may take the Unbroken Rubricae legendary name at half the usual XP cost, or permanently extend its All-is-Dust bonus by one AP step. Claimable once per campaign — a single suit of the dead raised, by attrition and sorcery, into something the whole warband forms around.

☠ LEGENDARY NAMES

✂ AHRIMAN ARCH SORCERER

SORCERER LORD

XP cost (random): 6

XP cost (chosen): 12

This Lord is Ahriman, Arch-Sorcerer of the Thousand Sons and author of the Rubric itself — the deepest psychic reach in the galaxy given a name the whole cabal steadies around. It may attempt a second Wyrd Power each round even without the Sorcerous Cabal skill, re-rolls one failed Willpower test to cast each round, and its casts within 6" never risk the Perils of the Warp for any friendly Sorcerer, the Arch-Sorcerer's mastery holding the warp back from the whole cabal. But Ahriman is hunted by every power he has wronged. He may never take a Chaos Boon — the Architect will not gift the one who cheated the Rubric — and should he be taken Out of Action the warband loses all Wyrd-Power casting for the rest of that battle as the cabal reels from his fall.

✧ THE MASTER OF THE WYRD

SORCERER

XP cost (random): 6

XP cost (chosen): 9

This Sorcerer has become a Master of the Wyrd — a magus who has learned to ride the Great Ocean rather than drown in it. It re-rolls failed Willpower tests to cast Wyrd Powers, and once per battle it may cast a Wyrd Power with no risk of the Perils of the Warp, riding the tide clean where others are pulled under. But the Wyrd has hollowed it out. It may never learn a skill outside Cunning and Savant, its mind narrowed to sorcery alone, and it suffers -1 to its Cool for the constant pull of the warp on a mind stretched too thin.

✧ THE UNBROKEN RUBRICAE

RUBRIC MARINE

XP cost (random): 6

XP cost (chosen): 9

This Rubricae is the Unbroken — the single suit of dust the cabal wound its strongest ward into. Its All-is-Dust durability deepens to ignore AP-2 as well as AP-1, and should the last Sorcerer fall it acts normally for one full round before going inert, the sorcery slow to drain from it. But it is a vessel the Wyrd is bound to. It may never leave the wall — it must always deploy within 6" of another Rubric Marine — and if it is taken Out of Action the nearest friendly Sorcerer immediately suffers a flesh wound as the bound will recoils through the cabal.

☠ TERRAIN

✧ THE HIDDEN LIBRARY

TERRAIN

The Hidden Library of Prospero is a buried repository of forbidden lore the Thousand Sons uncover and hold, its warded stacks radiating stolen knowledge across the battlefield. A Thousand Sons Sorcerer that begins its activation within the Library may re-roll one failed Willpower test to cast a Wyrd Power that round, the ley-warded stacks feeding its reach. Any fighter, friend or foe, that ends an activation inside it counts as in cover. It is a board feature and a campaign territory prize, not a source of income — the knowledge is the reward, claimed across the campaign rather than paid in credits.

✧ THE WARDED OBELISK

TERRAIN

The Warded Obelisk is a ley-marker of inscribed Prosperine stone the cabal raises on its battlefields, humming with bound Wyrd. A Sorcerer within 2" of the Obelisk does not risk the Perils of the Warp when it casts, the ley-lines steadying the channel. Any enemy fighter that ends an activation within 2" of it must pass a Willpower test or suffer -1 to Hit the next round as the wards claw at its mind. It is a board feature, not a source of income — it steadies sorcery, it does not earn credits.

THE RITE OF PROSPERO

SCENARIO

ATTACKER	the opposing gang (which must reach and silence the cabal before the ritual completes — cut the Sorcerers and the dust simply stops)
DEFENDER	Thousand Sons (a cabal working a great Wyrd rite at a warded arcane site, the Rubric anvil ranked to screen the living Sorcerers)
DEPLOY	the Thousand Sons deploy around a central warded site with the Sorcerers innermost; the attacker deploys along the outer edges and must break in to reach them
OBJECTIVE	the Thousand Sons win by banking a set number of successful Wyrd casts from the warded site before the game ends; the attacker wins by taking every Sorcerer Out of Action before the tally is reached
VICTORY	the Thousand Sons win if they complete the required casts with at least one Sorcerer alive; the attacker wins if it silences the whole cabal first, or holds the warded site with no Sorcerer able to reach it
REWARDS	the Thousand Sons gain a free Chaos Boon roll and bank the completed rite toward their campaign progression; the attacker gains renown scaled to the Sorcerers it silenced and the arcane site if it is seized
CONTROL TRACK	a Thousand Sons win advances their Control-Track claim on the arcane site and its ley-lines; an attacker win breaks the rite and seizes the marker, the Wyrd guttering out unfinished

A cabal of the Thousand Sons works a great Wyrd rite at a warded arcane site while the enemy races to reach and silence it — for cut the Sorcerers down, and the dust simply stops.

ATTACKER

The opposing gang, which must break in and silence the cabal before the ritual completes.

DEFENDER

The Thousand Sons: a cabal working a great Wyrd rite at a warded arcane site, the Rubric anvil ranked to screen the living Sorcerers.

DEPLOYMENT

The Thousand Sons deploy around a central warded site, the Sorcerers innermost. The attacker deploys along the outer edges and must fight its way in to reach them.

THE RITE

The Thousand Sons must bank a set number of successful Wyrd casts from the warded site before the game ends. The attacker must take every Sorcerer Out of Action before that tally is reached.

ENDING THE BATTLE

The battle ends when the required casts are banked, when the whole cabal is silenced, or when one side is broken.

VICTORY

The Thousand Sons win if they complete the required casts with at least one Sorcerer alive. The attacker wins if it silences the whole cabal first, or holds the warded site with no Sorcerer able to reach it.

REWARDS

The Thousand Sons gain a free Chaos Boon roll and bank the completed rite toward their campaign progression. The attacker gains renown scaled to the Sorcerers it silenced, and the arcane site if it seizes it. A Thousand Sons win advances their claim on the site and its ley-lines on the control-track; an attacker win breaks the rite and seizes the marker, the Wyrd guttering out unfinished.

ATTACKER	Thousand Sons (raiding a hidden repository of forbidden lore, racing to seize the warded tomes before the Wyrd-wards turn on the intruders)
DEFENDER	the opposing gang (holding a library of arcane knowledge the Thousand Sons covet, dug in among traps and ley-warded stacks)
DEPLOY	the defender holds the central library zone with objective markers on the warded tomes; the Thousand Sons deploy along one edge and must cross to seize them
OBJECTIVE	the Thousand Sons win by carrying a set number of warded tomes off the board or holding them at game end; the defender wins by denying the tomes and breaking the raiding cabal
VICTORY	the Thousand Sons win if they secure the required tomes with a Sorcerer surviving to read them; the defender wins if it holds the majority of the tomes at game end or takes the whole cabal Out of Action
REWARDS	the Thousand Sons gain a free Wyrd Power or legion-skill advance for a Sorcerer and add the recovered lore to their progression; the defender gains renown and the library territory if it holds
CONTROL TRACK	a Thousand Sons win claims the library district on the Control-Track and the lore within; a defender win holds the marker and keeps the forbidden knowledge sealed

The Thousand Sons raid a hidden repository of forbidden lore, racing to seize the warded tomes before the Wyrd-wards turn on the intruders.

ATTACKER

The Thousand Sons: a cabal raiding a hidden library, racing to seize the warded tomes.

DEFENDER

The opposing gang, dug in among the traps and ley-warded stacks of a library the Thousand Sons covet.

DEPLOYMENT

The defender holds the central library zone, with objective markers on the warded tomes. The Thousand Sons deploy along one edge and must cross to seize them.

THE RAID

The Thousand Sons must carry a set number of warded tomes off the board or hold them at game end. The defender must deny the tomes and break the raiding cabal.

ENDING THE BATTLE

The battle ends when the required tomes are secured, when the raiding cabal is broken, or when one side quits the field.

VICTORY

The Thousand Sons win if they secure the required tomes with a Sorcerer surviving to read them. The defender wins if it holds the majority of the tomes at game end, or takes the whole cabal Out of Action.

REWARDS

The Thousand Sons gain a free Wyrd Power or legion-skill advance for a Sorcerer and add the recovered lore to their progression. The defender gains renown and the library territory if it holds. A Thousand Sons win claims the

library district and the lore within on the control-track; a defender win holds the marker and keeps the forbidden knowledge sealed.

☠ SPECIAL RULES

⌘ PSYKER

RULE

A fighter with the **Psyker** keyword is a living channel to the Great Ocean — it may manifest the Wyrld Powers of any psychic discipline it has access to. Among the Thousand Sons the keyword belongs to the Sorcerers alone: the Sorcerer Lord, the Exalted Sorcerer and the Aspiring Sorcerer. Each may attempt one of its known Wyrld Powers using the standard psyker rules, and each cast carries the warp's price. Psyker powers are drawn free at creation — the gift is baked into the Sorcerer's cost — and a psyker never loans its keyword to the soulless dust it commands.