

THOUSAND SONS WARCOVEN

POINTS: 200 + MODELS

The Thousand Sons were once counted amongst the most loyal of the Emperor's Legions, but that all ended when their Primarch, Magnus the Red, attempted to use forbidden magics to warn the Emperor of Horus's treachery. Exiled from the Imperium by the Emperor, the Thousand Sons now reside in a place of twisted sorcery from where they travel out into the galaxy to gather slaves for their magical experiments.

A Thousand Sons Sorcerer is capable of unleashing a powerful psychic attack known as the Storm of Change. In order for the power to work the Sorcerer must be

supported by a coven of Aspiring Sorcerers who will help him perform the ritual of summoning. The Coven is very vulnerable to attack while they are performing the ritual, and so they will usually be protected by units of Thousand Sons Chaos Terminators.

When the ritual of summoning reaches its climax, one or more of the Aspiring Sorcerers are temporarily drained of all their psychic energy, which is then redirected at the enemy in the form of a devastating psychic attack. The drained Aspiring Sorcerer collapses and will not recover until days later.

AHRIMAN



CHOSEN



TERMINATORS



FORMATION:

- 1 Thousand Sons Chaos Space Marine Sorcerer or Ahriman
- 1 Thousand Sons Chosen Chaos Space Marine Squad
- 0-3 Thousand Sons Chaos Terminator Squads

SPECIAL OPTIONS & UPGRADES

All models in the Warcoven are considered to have the Mark of Tzeentch for free.

All models in the Chosen Squad are Aspiring Sorcerers and cost 60 points each. They all have the Inferno Bolts special rule, and may take psychic powers from the list in the Thousand Sons troops entry in Codex: Chaos Space Marines.

Thousand Sons Chaos Terminator Squads are Fearless, Slow and Purposeful, and their combi-bolters fire Inferno Bolts. They must include one (but only one!) Terminator Champion, who costs +30 points rather than +10 points as would normally be the case. In addition to his other abilities he is an Aspiring Sorcerer, and therefore benefits from the Sorcerer Commands and Inferno Bolts special rules, and may take psychic powers from the list in the Thousand Sons troops entry in Codex: Chaos Space Marines. The Aspiring Sorcerer is the only model in the squad who is allowed to take any other options.

SPECIAL RULES

If Ahriman or the Chaos Sorcerer leading the Warcoven joins the Chosen Squad, then they may choose to drain one or more members of the squad in order to use the Storm of Change psychic power. The unit may not be engaged in close combat at the time, and may not move or shoot on the turn the model is drained other than to unleash the power; they are too busy performing the ritual required to power the spell. The models that are drained are removed from play when the Storm of Change is unleashed – no save of any sort is allowed. The models do not count as casualties, however, and so no Morale check is required if 25% or more are the models in the unit are removed.

Storm of Change: Storm of Change may be used in the model's Shooting phase instead of using another ranged weapon. If the psychic test is successful then the Storm of Change counts as a weapon with the following profile:

RANGE	STR	AP	SPECIAL
48"	8	1	Apocalyptic Barrage (X) (X = number of models drained that turn)