



CODEX: THOUSAND SONS

Indomitus Version 1.0

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

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

Designer's Note: *If you are playing a matched play game, or a game that otherwise uses points values, please use the points values for Thousand Sons units presented in the Munitorium Field Manual 2021 Mk II.*

UPDATES & ERRATA

Page 48 – Capricious Crest

Change this ability to read:

'Once per battle round, when a Psychic test is taken for a model within 18" of the bearer, after any re-rolls have been made, you can change the result of that Psychic test as follows: if that model is from your army, you can change any dice result of 1 to a roll of 6; if that model is from your opponent's army, you can change any dice result of 6 to a roll of 1.'

Page 53 – Arcane Smokescreen

Change the first sentence to read:

'Use this Stratagem in your opponent's Shooting phase, when a **THOUSAND SONS SMOKESCREEN** unit from your army is selected as the target of an attack.'

Page 57 – Conniving Plate

Add the following to the end of the second bullet point:

'(rounding up)'

Page 57 – The Prism of Echoes

Change to read:

'Each time the bearer successfully manifests a Blessing psychic power, double the first range specified in that power's effects.'

Page 73 – Infernal Master, Pacts

Change the second sentence to read:

'In your Command phase, if this model is on the battlefield, it can attempt to make one pact it knows that has not already been attempted by a friendly model that battle round.'

Page 78 – Rubric Marines, Psyker

Change the second sentence to read:

'It knows *Smite* and one psychic power from the Discipline of Change (pg 58) or the Discipline of Vengeance (pg 59).'

Page 79 – Helbrute, Abilities

Remove the Malicious Volleys ability from this datasheet.

Page 82, 92 – Fatecaster greatbow, Abilities

Change the second sentence to read:

'Each time an attack is made with this weapon (including when firing *Overwatch*), an unmodified hit roll of 2+ is always successful.'

Page 95 – Malicious Volleys

Remove the **HELBRUTE** keyword from this reference entry.

FAQS

Q: Can the Dilettante Legion Command upgrade be used to give a Relic to a model that doesn't already have one?

A: Yes. Note that the cost of this upgrade includes the value of the Relic, and you are not required to pay any additional cost (e.g. 1 Command point for the Sorcerous Arcana Stratagem) for that Relic.

Q: Can you use the Schemes of Change Stratagem multiple times to replace more than one secondary objective?

A: Yes, as long as each use is before the end of the Select Secondary Objectives step of the mission sequence.

Q: When using the Pact From Beyond Cabbalistic Ritual, if the minimum value required is enough to trigger an effect that requires a particular unmodified value on the Psychic test, does this effect trigger? (e.g. If Pact From Beyond is used on the fifth attempt during that Psychic phase to manifest Smite, where the warp charge value would be 9, could I then use the Warped Regeneration Stratagem?)

A: Yes.

Q: Can I wait until after a Deny the Witch attempt has been made to decide whether to use the Kindred Sorcerers or Wrath of the Immaterium Cabbalistic Rituals to adjust the Psychic test above the value of the Deny the Witch roll?

A: No.

Q: If a unit has an ability that allows it to be set up in a location other than the battlefield, or is eligible for a Stratagem that allows a unit to be set up in a location other than the battlefield (such as Webway Infiltration or Risen Rubricae), can this be done when they are selected by the Master Misinformator Warlord Trait?

A: Yes, unless the mission specifies that units cannot be set up in that manner. For example, the mission may specify that units must be set up on the battlefield.

Q: Does the Conniving Plate Relic affect abilities that generate any additional hits, or allow multiple hit rolls to be made for each attack?

A: These abilities are unaffected. The Conniving Plate only affects the initial number of attacks made by a model when these are allocated during the Select Targets step of the Make Close Combat Attacks sequence (including any additional attacks granted by abilities of weapons such as an Astartes chainsword).

*Example: A player's whole army is from the Space Wolves Chapter. Logan Grimnar on Stormrider has charged in a turn in which the Assault Doctrine is active, and he is within Engagement Range of a **THOUSAND SONS** model with the Conniving Plate Relic. When Logan Grimnar is selected to fight, that model's Attacks characteristic grants 5 attacks, the Shock Assault ability grants 1 additional attack, and that model is also permitted to make 6 additional attacks with its flurry of teeth and claws weapon, for a total of 12 attacks. The Conniving Plate therefore only allows up to 6 of these attacks to be allocated to the model with that Relic. Because the profile for The Axe Morkai is stronger than that of the flurry of teeth and claws, the Space Wolves player makes 6 attacks against the bearer of the Conniving Plate using that weapon (and can still allocate the 6 attacks granted by the flurry of teeth and claws to a different enemy unit if there is one within Engagement Range). When making the attacks with The Axe Morkai, the Space Wolves player is able to use the ability on that weapon's 'one-handed' profile to make two hit rolls instead of one for each attack made with that weapon, and elects to use that profile for all 6 of the attacks being made with that weapon. As such the Space Wolves player makes 12 hit rolls against the bearer of the Conniving Plate. Because the Assault Doctrine is active, the Savage Fury ability means that any unmodified hit rolls of 6 for these attacks will also score one additional hit.*