

# Escalation Phase 1 (Warhammer 40,000 9th Edition) [45 PL, 6CP, 736pts]

## Patrol Detachment 0CP (Chaos - Thousand Sons) [45 PL, 6CP, 736pts]

Rules: *Daemonic Ritual*

### Configuration [6CP]

#### Battle Size [6CP]

**Selections:** 2. IncurSION (51-100 Total PL / 501-1000 Points) [6CP]

**Categories:** CONFIGURATION

#### Cults of the Legion

**Selections:** Cult of Time

**Categories:** CONFIGURATION

#### Detachment Command Cost

**Categories:** CONFIGURATION

### HQ [10 PL, 200pts]

#### Daemon Prince of Tzeentch [10 PL, 200pts]

**Selections:** 3. Aetherstride, Dark Matter Crystal, Diabolic Strength, Malefic talon, Malefic talon [15pts], Prescience, Smite, Warlord, Wings [2 PL, 35pts]

**Categories:** HQ, CHARACTER, DAEMON, MONSTER, FACTION: HERETIC ASTARTES, PSYKER, FACTION: THOUSAND SONS, FACTION: TZEENTCH, DAEMON PRINCE, FACTION: CHAOS, CULT OF TIME, CULT OF TIME WARLORD, FLY, WARLORD

**Rules:** *Brotherhood of Sorcerers, Hateful Assault, Malicious Volleys*

**Abilities:** *Aetherstride, Dark Matter Crystal, Death to the False Emperor, Ephemeral Daemon, Prince of Tzeentch*, **Psychic Power:** *Diabolic Strength, Prescience, Smite, Time Flux*, **Psyker:** *Daemon Prince of Tzeentch*, **Unit:** *Daemon Prince of Tzeentch (Wings)*, **Weapon:** *Malefic talon*

Abilities	Description	Ref
<b>Aetherstride</b>	Your Warlord can Advance and charge in the same turn, and can re-roll failed charge rolls.	
<b>Dark Matter Crystal</b>	Once per battle, at the end of your Movement phase, you can select the bearer or a friendly THOUSAND SONS INFANTRY unit within 12" of him. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy models. This does not count as Falling Back if the unit was within 1" of any enemy models.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>Ephemeral Daemon</b>	This unit has a 4+ invulnerable save.	
<b>Prince of Tzeentch</b>	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS and TZEENTCH DAEMON units within 6" of this model.	

Psychic Power	Warp Charge	Range	Details	Ref
<b>Diabolic Strength</b>	6	12"	If manifested, select a HERETIC ASTARTES model within 12" of the psyker. Until the start of your next Psychic phase, add 2 to the model's Strength characteristic and 1 to its Attacks characteristic.	
<b>Prescience</b>	7	18"	If manifested, select a HERETIC ASTARTES unit within 18" of the psyker. You can add 1 to all hit rolls made for that unit until the start of your next Psychic phase.	
<b>Smite</b>	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
<b>Time Flux</b>	5	6"	If manifested, select one friendly CULT OF TIME INFANTRY unit within 6" of this psyker. You can return one destroyed model from that unit to the battlefield with all its wounds remaining, placing it in unit coherency. If the unmodified result of the Psychic test was 9+, you can instead return up to D3 destroyed models from that unit to the battlefield with all of their wounds remaining, placing them in unit coherency.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Daemon Prince of Tzeentch</b>	2	1	Smite and two powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Daemon Prince of Tzeentch (Wings)</b>	12"	2+	2+	7	6	8	4	10	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Malefic talon</b>	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	

**Troops [15 PL, 222pts]**

### Chaos Cultists [3 PL, 60pts]

**Categories:** TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: THOUSAND SONS, FACTION: TZEENTCH, FACTION: CHAOS, CHAOS CULTISTS

**Rules:** *Disciples of Tzeentch*

**Unit:** *Chaos Cultist*

### 9x Chaos Cultist w/ Autogun [54pts]

**Selections:** 9x Autogun

**Weapon:** *Autogun*

### Cultist Champion [6pts]

**Selections:** Autogun

**Unit:** *Cultist Champion*, **Weapon:** *Autogun*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autogun	24"	Rapid Fire	1	3	0	1 -	

### Rubic Marines [12 PL, 162pts]

**Categories:** PSYKER, INFANTRY, FACTION: HERETIC ASTARTES, FACTION: TZEENTCH, TROOPS, FACTION: THOUSAND SONS, RUBRIC MARINES, FACTION: CHAOS, CULT OF TIME

**Rules:** *Brotherhood of Sorcerers, Disciples of Tzeentch, Hateful Assault, Malicious Volleys*

**Abilities:** *All is Dust, Death to the False Emperor, Favoured of Tzeentch*, **Psychic Power:** *Time Flux*, **Unit:** *Rubic Marine*

### Aspiring Sorcerer [18pts]

**Selections:** Force sword, Glamour of Tzeentch, Inferno Bolt Pistol, Smite

**Psychic Power:** *Glamour of Tzeentch, Smite*, **Psyker:** *Aspiring Sorcerer*, **Unit:** *Aspiring Sorcerer*, **Weapon:** *Force sword, Inferno Bolt Pistol*

### 8x Rubric Marine w/ Inferno Boltgun [144pts]

**Selections:** 8x Inferno boltgun

**Weapon:** *Inferno boltgun*

Abilities	Description	Ref
<b>All is Dust</b>	Add 1 to the saving throws for Rubric Marines if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting with a Heavy weapon does not apply to Rubric Marines.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>Favoured of Tzeentch</b>	This model has a 5+ invulnerable save.	

Psychic Power	Warp Charge	Range	Details	Ref
<b>Glamour of Tzeentch</b>	7	12"	If manifested, select a friendly THOUSAND SONS unit within 12" of the psyker. Until your next Psychic phase, your opponent must subtract 1 from any hit rolls they make for models that target that unit.	
<b>Smite</b>	5	18"	If manifested, the closest visible enemy unit within 18" of the psyker suffers 1 mortal wound. If the result of the Psychic test was more than 10 the target suffers D3 mortal wounds instead.	
<b>Time Flux</b>	5	6"	If manifested, select one friendly CULT OF TIME INFANTRY unit within 6" of this psyker. You can return one destroyed model from that unit to the battlefield with all its wounds remaining, placing it in unit coherency. If the unmodified result of the Psychic test was 9+, you can instead return up to D3 destroyed models from that unit to the battlefield with all of their wounds remaining, placing them in unit coherency.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Aspiring Sorcerer</b>	1	1	Smite and one power from the Discipline of Change	When an Aspiring Sorcerer manifests the Smite psychic power, he inflicts 1 mortal wound instead of D3, or D3 mortal wounds instead of D6 if the Psychic test is more than 10.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Aspiring Sorcerer</b>	6"	3+	3+	4	4	1	2	8	3+	
<b>Rubric Marine</b>	5"	3+	3+	4	4	1	1	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Force sword</b>	Melee	Melee	+1	-3	D3	-	
<b>Inferno Bolt Pistol</b>	12"	Pistol	1	4	-2	1	-
<b>Inferno boltgun</b>	24"	Rapid Fire	1	4	-2	1	-

## Elites [20 PL, 314pts]

### Scarab Occult Terminators [20 PL, 314pts]

**Selections:** Hellfyre Missile Rack [15pts]

**Categories:** ELITES, INFANTRY, FACTION: HERETIC ASTARTES, PSYKER, TERMINATOR, FACTION: THOUSAND SONS, FACTION: TZEENTCH, SCARAB OCCULT TERMINATORS, FACTION: CHAOS, CULT OF TIME

**Rules:** *Brotherhood of Sorcerers, Hateful Assault, Malicious Volleys*

**Abilities:** *All is Dust, Death to the False Emperor, Teleport Strike, Terminator Armour, Psychic*

**Power:** *Time Flux, Unit:* *Scarab Occult Terminator, Weapon:* *Hellfyre Missile Rack*

### Scarab Occult Sorcerer [33pts]

**Selections:** Force stave, Inferno Combi-bolter [3pts], Smite, Weaver of Fates

**Psychic Power:** *Smite, Weaver of Fates, Psyker:* *Scarab Occult Sorcerer, Unit:* *Scarab Occult Sorcerer, Weapon:* *Force stave, Inferno Combi-bolter*

### 7x Terminator [266pts]

**Selections:** 7x Inferno Combi-bolter [21pts], 7x Power sword [35pts]

**Weapon:** *Inferno Combi-bolter, Power sword*

Abilities	Description	Ref
<b>All is Dust</b>	Add 1 to the saving throws for Scarab Occult Terminators if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting with a Heavy weapon does not apply to Scarab Occult Terminators.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>Teleport Strike</b>	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
<b>Terminator Armour</b>	This model has a 5+ invulnerable save.	

Psychic Power	Warp Charge	Range	Details	Ref
<b>Smite</b>	5	18"	If manifested, the closest visible enemy unit within 18" of the psyker suffers 1 mortal wound. If the result of the Psychic test was more than 10 the target suffers D3 mortal wounds instead.	
<b>Time Flux</b>	5	6"	If manifested, select one friendly CULT OF TIME INFANTRY unit within 6" of this psyker. You can return one destroyed model from that unit to the battlefield with all its wounds remaining, placing it in unit coherency. If the unmodified result of the Psychic test was 9+, you can instead return up to D3 destroyed models from that unit to the battlefield with all of their wounds remaining, placing them in unit coherency.	
<b>Weaver of Fates</b>	6	18"	If manifested, select a THOUSAND SONS unit within 18" of the psyker. Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). Models that do not have an invulnerable save instead gain a 5+ invulnerable save.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Scarab Occult Sorcerer</b>	1	1	Smite and one power from the Discipline of Change	When a Scarab Occult Sorcerer manifests the Smite psychic power, he inflicts 1 mortal wound instead of D3, and D3 mortal wounds instead of D6 if the Psychic Test is 10 or more.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Scarab Occult Sorcerer</b>	5"	3+	3+	4	4	2	2	9	2+	
<b>Scarab Occult Terminator</b>	4"	3+	3+	4	4	2	2	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Force stave</b>	Melee	Melee	+3	-1	D3	-	
<b>Hellfyre Missile Rack</b>	24"	Heavy 2	8	-2	D3	-	
<b>Inferno Combi-bolter</b>	24"	Rapid Fire 2	4	-2	1	-	
<b>Power sword</b>	Melee	Melee	+1	-3	1	-	

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## Force Rules

**Daemonic Ritual:** Instead of moving in their Movement phase, any THOUSAND SONS CHARACTER can, at the end of their Movement phase, attempt to summon a TZEENTCH DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn).

Roll up to 3 dice - this is your summoning roll. You can summon to the battlefield one new TZEENTCH DAEMONS unit that has the Daemonic Ritual ability and a Power Rating equal to or less than the total result. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds. ()

## Selection Rules

**Brotherhood of Sorcerers:** If your army is Battle-forged, PSYKER units in THOUSAND SONS Detachments gain the following ability: The ranges of all psychic powers manifested by units with this ability are increased by 6". ()

**Disciples of Tzeentch:** If your army is Battle-forged, Troops units in THOUSAND SONS Detachments gain the following ability. A unit with this ability that is within range of an objective marker (as specified in the mission) controls it even if there are more enemy models in range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models in range as normal. ()

**Hateful Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn. ()

**Malicious Volleys:** Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model belongs to an INFANTRY unit and every model from that unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g. boltgun, Inferno boltgun, inferno combi-bolter, etc.). ()

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