

THOUSAND SONS: CAMPAIGN EXPERIENCE

These tables are meant to represent the fate and destiny of the leaders of the Thousand Sons who are already established. An Aspiring Sorcerer may rule his own cabal one day, but for now they must serve. For a Thousand Sons army taking part in a Campaign, any model with the CHARACTER Keyword is classified as a Character for the purposes of the below tables. As a rule this will be most HQ choices, as well as some Elites choices.

INJURIES

Even the most adept Lord of the Thousand Sons can be laid low, but just because they have fallen in battle does not mean they are truly dead. Some may take some time to recover, others may rise from their injuries, and there are those who manipulate the fates so keenly it only sees them emerge stronger than before.

If a Character is ever removed as a casualty during a game, roll on the below D66 table after the game has finished, and find out what has befallen the character. Any statistic reductions (for example, -1 Strength) are always assumed to be to a minimum of 1.

11-12: All is Dust - *Tzeentch has no need for you any longer, and with nary a thought, your presence in the Tapestry of Fate dissolves away, and all is becomes darkness...* The Character is dead and may not be used again in this Campaign.

13-16: Terrible Injury - *Your wounds are severe and you will need time to recover. Worse still is the feeling that more problems will arise from this blow.*

The Character cannot participate in the next Campaign Game.

Additionally, when they are used again, roll a D6 - 1 = Fickle Fate , 2= Befuddled Mind , 3= Twisted Healing , 4-6= Lingering Damage
The rules for these effects also apply, as below.

21-22: Fickle Fate - *Your recovery is from your wounds appears to have been complete, but Tzeentch takes cruel delight in knowing that good fortune can turn without warning* The Character must re-roll Saving Throws of 6 for the rest of the Campaign.

23-24: Befuddled Mind - *The damage inflicted has caused some of your arcane understanding to fade, making it difficult to manipulate the essence of the Warp.*

The Character suffers -2 to Casting Psychic Powers (Perils of the Warp still occur on a Double 1 or Double 6) for the rest of the Campaign.

25-26: Twisted Healing - *Your injuries miraculously heal, only to wrack you with pain and mutation beneath your armour, such is the capriciousness of Tzeentch.*

The Character suffers -1 Toughness and may only Advance D3" for the rest of the Campaign.

(Results 21-26 do not stack. If you get the same result again later in the Campaign, including if via the Terrible Injury result, treat it instead as 31-36 Lingering Damage, as detailed below.)

31-36: Lingering Damage - *Even your enhanced Astartes form is liable to break, even if only for a moment.*

Roll a further D6: 1-2= -1 Attack, 3-4= -1 Strength, 5-6= -1 Toughness This effect lasts for the duration of the next game.

41-46: Recovered - *As you had foreseen, your foes did not finish you off when they had the chance- a foolish mistake.*

The Character makes a full recovery, and may otherwise be used in the next game.

51-52: Zealous Foresight - *You are eager to repay blood with blood, but you have the advantage of knowing where your foe will move, and move to them you shall.*

The Character can reroll any failed to Hit rolls, however you must always end your Movement phase at least 3" closer to the nearest visible enemy unit.

At the end of each subsequent game, you may keep this effect, or decide the debt is repaid, causing the effect to end.

53-54: Psychic Overload - *During your recovery you gained a glimpse of tremendous power, fuelling you with destructive energy that threatens to overwhelm you if not controlled.*

When the Character casts *Smite*, its range increases to 24" and it inflicts D3+1 Mortal Wounds, or D6+2 when cast above 10, however if you do not attempt to cast *Smite* in your Psychic Phase, or fail to cast it, you suffer a Mortal Wound instead

At the end of each subsequent game, you may keep this effect, or choose to forgo this power, causing the effect to end.

55-56: Warp Infusion - *The Empyrean flows through your body restoring your vigor and granting great strength, however being a direct link to the Warp holds terrible danger.*

The Character gains +1 Strength, +1 Toughness and +1 Attack, but you will suffer Perils of the Warp on any roll of a double, not just Double 1 or Double 6.

At the end of each subsequent game, you may keep this effect, or close this conduit to the Warp, causing the effect to end. (Results 51-56 do not stack. If you roll the same result again later in the Campaign, AND their effects are still active, treat the roll instead as result 41-46 Recovered, as detailed above. You can however regain the effect if you recovered from it previously.)

61-64: Dark Fate - *Your rise is a sure sign of a glorious destiny that awaits you, one which you will exert over your legion with reassured strength.*

The Character makes a full recovery, and may otherwise be used in the next game. Additionally, for the next game any friendly unit within 12" of the Character can roll a

D6 any time they suffer a Mortal Wound, ignoring the Mortal Wound on a 6.

65-66: The Prophecy Fulfilled - *You have completed a grim task, to straddle the line of life and death and from this interim state steal a power long coveted, twisting it to your own ends. Those who felled you will soon reap their just reward.*

The Character makes a full recovery, and may otherwise be used in the next game. Additionally, the Character gains +1 to Casting and Denying Psychic Powers when facing the Army that slew them for the rest of the Campaign. Furthermore, for the next game all Friendly models with the PSYKER Keyword can re-roll any single die per Psychic Phase whilst the Character is alive.

LORDS OF MAGIC

Characters are powerful components of an army, and they are capable of learning and adapting from their experiences in the field, should they survive of course. However, merely surviving is not enough, they must do something of note to grow from the battle.

If a Character survives a game during the Campaign, AND achieves one of the below Tasks, they can roll on the D6 table further down. The bonus provided lasts for the rest of the Campaign. Note that Unique Characters are NOT eligible for rolls on the Lords of Magic table below - Their legendary status is already reflected in their own rules!

Tasks -

- *The opposing army cannot have achieved their Mission Objective. Alternatively in Eternal War or Maelstrom Missions, they must not achieve Victory*
- *Inflict at least 15 wounds throughout the game*
- *Successfully cast at least 1 Psychic Power every turn*

Lords of Magic:

1: Etheric Power - *Your physical prowess is only enhanced by the Immaterium.*

Roll a further D6 - 1-3= +1 Strength 4-6 = +1 Attack

2: Dark Constitution - *The Warp bolsters your resilience to injury.*

Roll a further D6 - 1-3= +1 Toughness 4-6 = +1 Wound

3: Peerless Sorcerer - *Your mastery of the arcane is almost unrivalled.*

Roll a further D6 - 1-3= You know one more Psychic Power than normal, 4-6 = You can Deny one more Psychic Power than normal.

4: Fate Reader - *With precognitive skill your blows strike true and your foes are turned aside.*

Roll a further D6- 1-3 = The Character may reroll to Wound rolls of 1 , 4-6 = Any rolls of 6 to Hit the Character must be rerolled.

5: Deceitful Planning - *Your enemies can only look on in despair as your layered foresight comes to fruition.*

Whilst the Character is alive, roll a D6 at the start of each Battle Round. On the roll of a 6, any Stratagem used by your opponent in this Battle Round costs an additional Command Point .

6: Tzeentch Favour - *A small portion of your patrons power gives you precisely what you need.*

Choose any of the above results. You must still roll any further D6 required.

If you roll the same result on the Lords of Magic (including any sub rolls) at a later date, you must re-roll.



THESE RULES ARE UNOFFICIAL AND IN NO WAY ENDORSED BY GAMES WORKSHOP LTD. PERMISSION TO USE AND DISTRIBUTE THIS IS GRANTED BY TABLETOP TACTICS. ALL RIGHTS RESERVED TO THEIR RESPECTIVE OWNERS. WRITTEN BY MIKE HEBDITCH.