CHAOS - THOUSAND SONS

MAGNUS THE RED

Cabal of Sorcerers | Deadly Demise D6 | Deep Strike

M	T	SV	W	LD	OC	RW
14"	11	2+	16	5+	6	4+

455 PTS
Base 100mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Gaze of Magnus — DEVASTATING WOUNDS | PSYCHIC

R	A	BS	S	AP	D
24"	3D3	2+	11	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–10	T11	T12–21	T22+

Tzeentch's Firestorm — BLAST | IGNORES COVER | PSYCHIC

R	A	BS	S	AP	D
24"	D6+3	2+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Treason of Tzeentch (Psychic) (Crimson King)
At the start of your opponent's Shooting phase, select one enemy unit within 24" of this Psyker. Until the end of the phase, ranged weapons equipped by models in that unit have the [HAZARDOUS] ability.

4 ANGRIFF

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5 NAHKAMPF

➤ Blade of Magnus - strike — DEVASTATING WOUNDS | PSYCHIC

R	A	WS	S	AP	D
Melee	7	2+	16	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–8	T9–15	T16	T17–31	T32+

➤ Blade of Magnus - sweep — PSYCHIC

R	A	WS	S	AP	D
Melee	14	2+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Lord of the Planet of the Sorcerers (Psychic)
This model can attempt up to 2 Rituals per turn instead of one, and each time this model attempts a Ritual, add 2 to the Psychic test result.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Unearthly Power
At the start of the battle round, select one of the abilities in the Crimson King section. Until the start of the next battle round, this model has that ability.

Impossible Form (Psychic) (Crimson King)
Each time an attack is made against this Psyker (excluding Psychic Attacks), subtract 1 from the Damage characteristic of that attack.

Time Flux (Aura, Psychic) (Crimson King)
While a friendly Thousand Sons unit is within 6" of this Psyker, add 2" to the Move characteristic of models in that unit.

GEGEN DIESE EINHEIT

W11 · RW 2+ · 4++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12–21	S11	S6–10	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	4++	4++

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Cabal of Sorcerers If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals.

Deadly Demise D6 This ability always takes the form Deadly Demise X.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol…

AUFSTELLUNG

1x Magnus the Red

Ausrüstung: Gaze of Magnus, Tzeentch's Firestorm, ➤ Blade of Magnus - strike, ➤ Blade of Magnus - sweep

KEYWORDS Monster, Psyker, Fly, Character, Epic Hero, Daemon, Chaos, Tzeentch, Primarch, Magnus the Red · **FRAKTION** Thousand Sons