MAGISTER [CRUCIBLE]

M	T	SV	W	LD	OC	
6"	4	3+	4	6+	1	5+

AUFSTELLUNG

1x Magister [Crucible]

Equipped with: Arcane Fire, Astral Blast, Autopistol, Baleful Devolution, Fatecaster greatbow, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno bolt pistol, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflame pistol, Warpflamer, ➤ Fires of the Abyss - focused witchfire, ➤ Fires of the Abyss - witchfire, Chainsword, Close combat weapon, Divining spear, Force weapon, Prosperine khopesh, Tzaangor blades

Wargear Options:

- This model can be equipped with one of: Arcane Fire, Astral Blast, Baleful Devolution, Fatecaster greatbow, Fires of the Abyss, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflamer.
- This model can be equipped with up to 2 of: Autopistol, Inferno bolt pistol, Warpflame pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcane Fire IGNORES COVER, PSYCHIC, TORRENT	18"	D6	N/A	6	-2	D3

ABILITIES

CORE - Leader, Leader

RULES - Cabal of Sorcerers, Deep Strike, Leader

KEYWORDS: Character, Infantry, Grenades, Psyker, Chaos, Tzeentch, Magister

FACTION: Thousand Sons **105 PTS**

Astral Blast BLAST, DEVASTATING WOUNDS, PSYCHIC	18"	D6	2+	6	-2	D3
Autopistol PISTOL	12"	1	3+	3	0	1
Baleful Devolution BLAST, DEVASTATING WOUNDS, PSYCHIC	18"	D6	3+	9	0	1
Fatecaster greatbow IGNORES COVER, LETHAL HITS, PRECISION	30"	2	3+	5	-2	2
Gaze of Hate ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS, PSYCHIC	18"	3	3+	4	-3	2
Heavy warpflamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno bolt pistol PISTOL	12"	1	2+	4	-1	1
Inferno boltgun	24"	2	2+	4	-2	1
Inferno combi-bolter RAPID FIRE 2	24"	2	2+	4	-2	1
Inferno combi-weapon ANTI-INFANTRY 3+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	2+	4	-2	1
Pandaemonic Delusion PSYCHIC, SUSTAINED HITS 3	24"	6	3+	5	-1	1
Soulreaper cannon DEVASTATING WOUNDS	24"	6	2+	6	-2	1
Warpflame pistol IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	-1	1
Warpflamer IGNORES COVER, TORRENT	12"	D6	N/A	4	-1	1

Arcane Shield (Psychic)
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Binding Tendrils (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with a **Psychic** weapon. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2 from its Move characteristic and subtrsact 2 from Charge rolls made for it.

Empyric Guidance (Psychic)
Weapons equipped by models in this unit have the [**LETHAL HITS**] ability.

Malefic Will
Weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability.

Marked by Fate (Psychic)
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made by a **Psychic** weapon. Until the end of the phase, each time a friendly Thousand Sons unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

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.

Rebinding (Psychic)
In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds, on a 2+, you can return 1 destroyed Bodyguard model to that unit.

➤ Fires of the Abyss - focused witchfire HAZARDOUS, PSYCHIC, TORRENT	18"	2D6	N/A	6	-2	1
➤ Fires of the Abyss - witchfire PSYCHIC, TORRENT	18"	D6	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword PRECISION	Melee	6	3+	4	0	1
Close combat weapon	Melee	4	3+	4	0	1
Divining spear LANCE, PRECISION	Melee	3	3+	5	-1	2
Force weapon PSYCHIC	Melee	5	2+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2
Tzaangor blades	Melee	4	3+	5	0	1

Swathed in Illusion
This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Twisted Sorceries (Psychic)
Once per battle, in your Shooting phase or the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristic of **Psychic** weapons equipped by this model by 3.

Leader
This model can lead the following unit: Scarab Occult Terminators

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.