

MAGNUS THE RED - CHAOS - THOUSAND SONS

455 PTS

M	T	Sv	W	LD	OC
14"	11	2+	16	5+	6

INVULNERABLE
SAVE



AUFSTELLUNG

1x Magnus the Red

Equipped with: 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

FACTION KEYWORDS: Thousand Sons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gaze of Magnus DEVASTATING WOUNDS, PSYCHIC	24"	3D3	2+	11	-2	3
Tzeentch's Firestorm BLAST, IGNORES COVER, PSYCHIC	24"	D6+3	2+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Blade of Magnus - strike DEVASTATING WOUNDS, PSYCHIC	Melee	7	2+	16	-3	3
► Blade of Magnus - sweep PSYCHIC	Melee	14	2+	8	-1	2

ABILITIES

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.

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.

WEAPON ABILITIES

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.

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).

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).

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FACTION RULES

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. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CRIMSON KING

Impossible Form (Psychic)

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

Treason of Tzeentch (Psychic)

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.

Time Flux (Aura, Psychic)

While a friendly Thousand Sons unit is within 6" of this Psyker, add 2" to the Move characteristic of models in that unit.