н	CHAC eretic Astartes - 7		Sons		MAG	NUS TI	HE RED	- Magnus	the Red	, The Cri	mson Kir	ng, The C	yclopean	Giant	42	0 Pts
1		*	, N		TEN TO						X	14		0		
Full HP	14"		2+	2+	7	11				16	6	6	5+	6	2+	3++/3++
Mid HP	13"		3+	3+	6	10				10	5	6	6+	5	2+	3++/3++
Low HP	12"		4+	4+	5	9				5	4	6	7+	4	2+	3++/3++
						\mathbf{U}	nit Aptitu	des								
Sire of the Thousan	d Sons			nt that incluer er reserve ro						the purpose	of Morale	checks and	Pinning te	sts. Moreov	er, any D	eep Strike,
Arch-Sorcerer		This unit	suffers Per	ils of the W	arp only if	three or n	nore 6s are	rolled.								
Impossible Form (P	sychic)	Each time	e an attack i	s made agai	nst this un	it (except I	Psychic Atta	cks), subtra	act 1 from t	that attack's	Damage cl	naracteristic.				
Treason of Tzeentcl	h (Psychic)			pponent's S in that unit					nit within 2	24" of and vi	sible to thi	s Psyker. Uı	ntil the end	of the pha	se, ranged	weapons
Time Flux (Aura, Ps	sychic)	While a fi	riendly unit	t is within 6'	of this Psy	ker, add 2	" to the Mo	ve characte	ristic of mo	odels in that	t unit.					
The Horned Raime	nt	If this uni	t is struck l	oy a weapon	with the Γ	D estroyer s	pecial rule,	the amoun	t of wound	s it inflicts is	s reduced b	y 1.				
Lord of the Planet o	of the Sorcerers (Aur	a) While a fi	riendly uni	t is within 6'	, each time	e it makes :	a Psychic A	ttack, it gai	ns +1 to Hi	it and to Wo	ound.					
The Eye of the Crin	nson King			ets for his ps Witchfire po					ssumed to	be in line of	f sight (exce	ept those ins	side transpo	ort vehicles	or buildin	gs). All
						Uni	t Special	Rules								
Independent Charac	cter / Eternal Warrio	r / Very Bulk	y / Fear / F	leet / Fearle	ess / It Will	Not Die /	Deep Strik	e / Daemo	n / Lone C	Operative / A	\ damantiur	n Will / Psy	yker (5)			

Psychic Domains

Biomancy - Change - Dæmonology (Malefic) - Dark Hereticus - Divination - Ectomancy - Fulmination - Geomortis - Heretech - Machinamantia - Malefic - Noctic - Obscuration - PanDæmoniac Tzeentch - Pyromancy - Scriptumantia - Sinistrum - Telekinesis - Telepathy - Terramancie - Tzeentch - Vengeance

Weapons	☆	(3			© 7	Pts
Gaze of Magnus	24"	3 D 3	9	-2	3	Psychic - Devastating Wounds	
Psyfire Serpenta	15"	D 3	8	-4	1	Psychic - Assault - Soul Blaze	
The Blade of Ahn-Nunurta - Strike	Melee	User	x2	-3	3	Melee - Psychic - Master-crafted - Two Handed - Devastating Wounds	
The Blade of Ahn-Nunurta - Sweep	Melee	x2	User	-1	1	Melee - Psychic - Master-crafted - Two Handed	
Tzeentch's Firestorm	24"	2	5	-1	D 6+3	Psychic - Blast	



Rubric Lord While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

Arch-Sorcerer This unit suffers Perils of the Warp only if three or more 6s are rolled.

Arcane Litanies This unit may ignore the first failed Perils of the Warp test it is subject to.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Adamantium Will / Precision Strike / Psyker (4)

Psychic Domains

Biomancy - Change - Dæmonology (Malefic) - Dark Hereticus - Divination - Ectomancy - Fulmination - Geomortis - Heretech - Machinamantia - Malefic - Noctic - Obscuration - PanDæmoniac Tzeentch - Pyromancy - Scriptumantia - Sinistrum - Telekinesis - Telepathy - Terramancie - Tzeentch - Vengeance

Weapons		(P)				Ġ [₹]	Pts
Black Staff of Ahriman	Melee	+1	+3	-1	3	Melee - Psychic - Master-crafted	
Inferno bolt pistol	12"	1	4	-1	1	Pistol	
Psychic Stalk	18"	1	6	-1	D 6	Psychic - Precision Shots	

Unit type **Faction Aptitudes** The Axis of Dissolution and The Guard



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

Spell Familiar A model with a Spell Familar may re-roll one failed Psychic tests each turn.

Rebind Rubricae (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 2-5, you can return 1 destroyed

Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

Athenaean Scrolls

If you roll a double when making a successful Psychic test for the bearer, your opponent cannot attempt to resist that psychic power with a Deny the Witch test or

negate it by any means.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

Weapons	*	(P)				₽	Pts
Astral Blast	18"	D 3	6	-2	1	Psychic - Blast - Devastating Wounds	
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Inferno bolt pistol	12"	1	4	-1	1	Pistol	

Faction Aptitudes Unit type The Axis of Dissolution and The Guard

Signs & Portents Cult Arcana of the Crimson King



Unit	Anti	tudes
	·	Luucs

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

Spell Familiar A model with a Spell Familar may re-roll one failed Psychic tests each turn.

At the end of your Movement phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers

D3 mortal wounds; on a 2+, until the start of your next Movement phase, halve the Move characteristic of models in that unit and halve Advance and Charge rolls

made for that unit.

Seer's Bane

The Strength of the attack is doubled when targeting Psyker units or enemy units that include any models with a Leadership characteristic of 9 or higher with this

weapon.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Binding Tendrils (Psychic)

Psychic Domains

Weapons	以	(₫	Pts
Arcane Fire	Template	1	6	-2	1	Psychic - Ignores Cover	
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	5
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	6
Seer's Bane	Melee	User	+1	-3	D 3	Melee - Master-crafted - Psychic	

Cult Arcana Signs & Portents The Axis of Dissolution and The Guard of the Crimson King

Jetbike



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

Spell Familiar A model with a Spell Familar may re-roll one failed Psychic tests each turn.

Rebind Rubricae (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 2-5, you can return 1 destroyed

Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

Perfidious Tome

In each of your Command phases, if the bearer is on the battlefield, it can read from the Perfidious Tome. If it does, roll one D6: on a 1, your opponent gains 1

Command point; on a 4+, you gain 1 Command point.

Mark of Tzeentch

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

Weapons	*	(\$)			3	ं	Pts
Astral Blast	18"	D 3	6	-2	1	Psychic - Blast - Devastating Wounds	
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Warpflame pistol	Template	1	3	-1	1	Pistol - Ignores Cover	

Unit type **Faction Aptitudes** The Axis of Dissolution and The Guard

Signs & Portents Cult Arcana

of the Crimson King



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

Spell Familiar A model with a Spell Familar may re-roll one failed Psychic tests each turn.

At the end of your Movement phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers

D3 mortal wounds; on a 2+, until the start of your next Movement phase, halve the Move characteristic of models in that unit and halve Advance and Charge rolls

made for that unit.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Binding Tendrils (Psychic)

Psychic Domains

15

Cult Arcana Signs & Portents

The Axis of Dissolution and The Guard of the Crimson King



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

Spell Familiar A model with a Spell Familar may re-roll one failed Psychic tests each turn.

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 2-5, you can return 1 destroyed Rebind Rubricae (Psychic)

Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Psyker (3)

Psychic Domains

Weapons	森	(\$)				ं	Pts
Astral Blast	18"	D 3	6	-2	1	Psychic - Blast - Devastating Wounds	
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Warpflame pistol	Template	1	3	-1	1	Pistol - Ignores Cover	

Unit type **Faction Aptitudes** The Axis of Dissolution and The Guard

Signs & Portents Cult Arcana of the Crimson King



Implacable Guardians

While this unit contains one or more PSYKER models, each time an attack is made against this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Deep Strike / Fearless / Stubborn / Brotherhood of Psykers / Psyker (2)

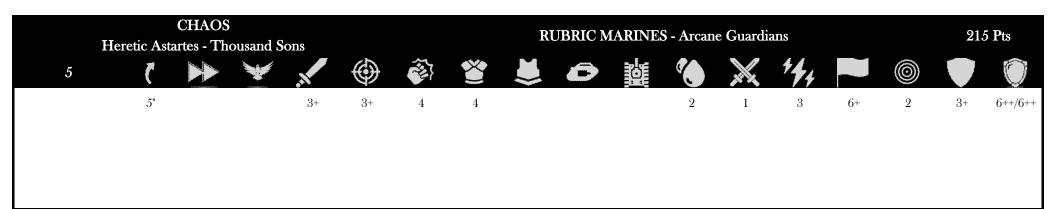
Psychic Domains

Weapons	*	(₫	Pts	
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15	
Hellfyre missiles rack	36"	2	10	-2	3	Heavy	21	
Prosperine khopesh	Melee	User	+1	-3	1	Melee - Psychic	52	
Inferno combi-bolter	24"	2	4	-1	1	Assault - Rapid Fire 2		

Faction Aptitudes

Unit type

The Axis of Dissolution and The Guard



You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Fearless / Slow and Purpseful / Psyker (1)

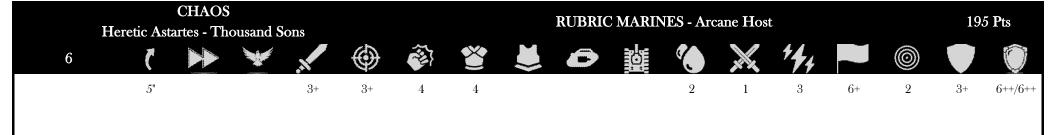
Bringers of Change

Psychic Domains

Weapons	群	(© 7	Pts
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Inferno bolt pistol	12"	1	4	-1	1	Pistol	
Warpsmite	18"	1	4	-1	1	Psychic - Pistol - Anti-Infantry - Devastating Wounds	
Close combat weapon	Melee	User	User	0	1	Melee	
Inferno boltgun	24"	2	4	-1	1	Rapid Fire 1	

Cult Arcana Signs & Portents

The Axis of Dissolution and The Guard of the Crimson King



Bringers of Change

You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.

Each time a model in the bearer's unit makes a ranged attack, Critical Wound AP is improved by 1.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Fearless / Slow and Purpseful / Psyker (1)

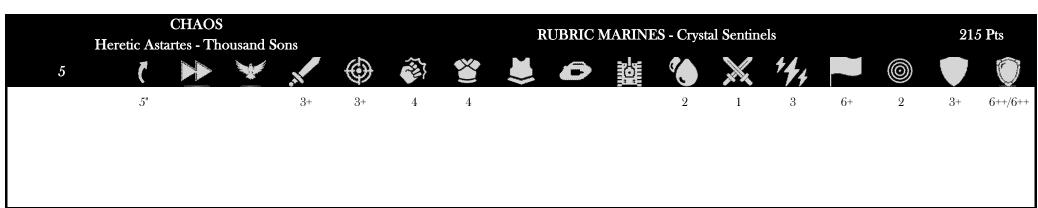
Icon of Flame

Psychic Domains

Weapons	群	(© 7	Pts
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Inferno bolt pistol	12"	1	4	-1	1	Pistol	
Warpsmite	18"	1	4	-1	1	Psychic - Pistol - Anti-Infantry - Devastating Wounds	
Close combat weapon	Melee	User	User	0	1	Melee	
Inferno boltgun	24"	2	4	-1	1	Rapid Fire 1	

Cult Arcana Signs & Portents

The Axis of Dissolution and The Guard of the Crimson King



You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Fearless / Slow and Purpseful / Psyker (1)

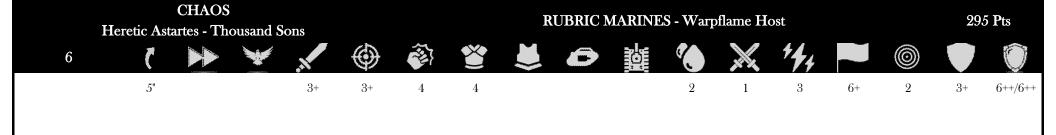
Bringers of Change

Psychic Domains

Weapons	群	(© 7	Pts
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Inferno bolt pistol	12"	1	4	-1	1	Pistol	
Warpsmite	18"	1	4	-1	1	Psychic - Pistol - Anti-Infantry - Devastating Wounds	
Close combat weapon	Melee	User	User	0	1	Melee	
Inferno boltgun	24"	2	4	-1	1	Rapid Fire 1	

Cult Arcana Signs & Portents

The Axis of Dissolution and The Guard of the Crimson King



Bringers of Change

You can re-roll a Wound roll of 1, or if the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead, for ranged attack.

Each time a model in the bearer's unit makes a ranged attack, Critical Wound AP is improved by 1.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Fearless / Slow and Purpseful / Psyker (1)

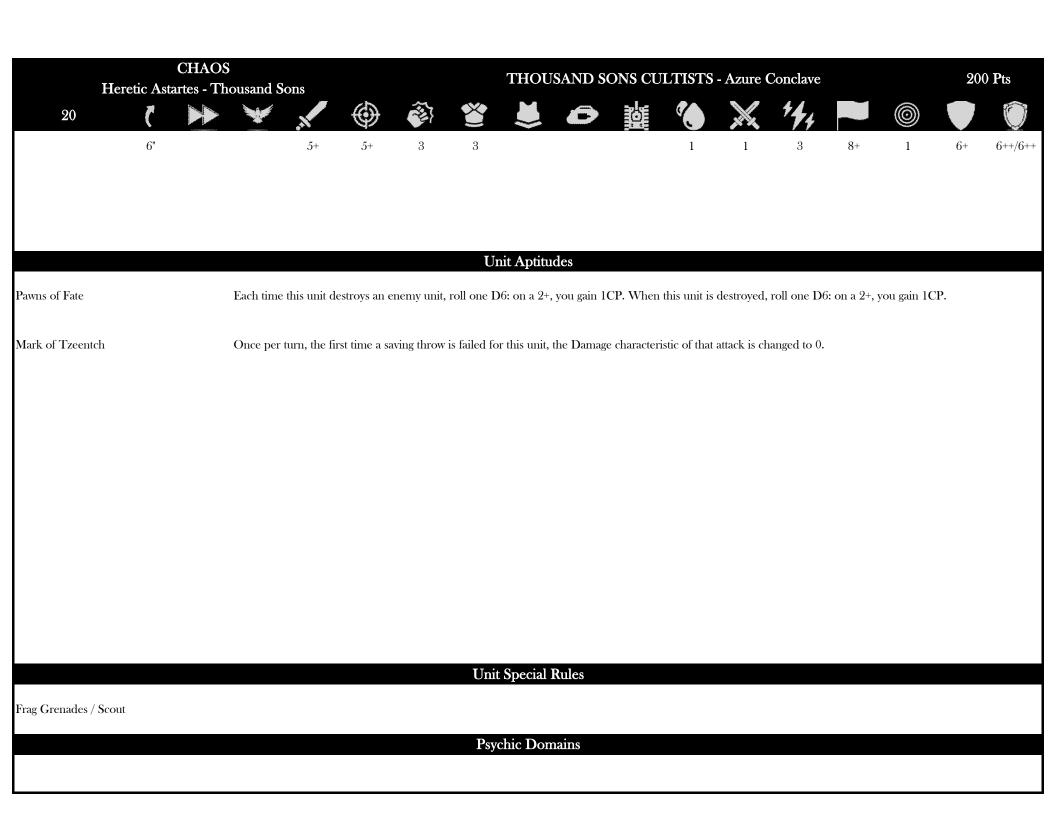
Icon of Flame

Psychic Domains

Weapons	森	(U	9	₫	Pts
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Inferno bolt pistol	12"	1	4	-1	1	Pistol	
Warpsmite	18"	1	4	-1	1	Psychic - Pistol - Anti-Infantry - Devastating Wounds	
Close combat weapon	Melee	User	User	0	1	Melee	
Warpflamer	Template	1	4	-1	1	Assault - Ignores Cover	40

Cult Arcana Signs & Portents

The Axis of Dissolution and The Guard of the Crimson King

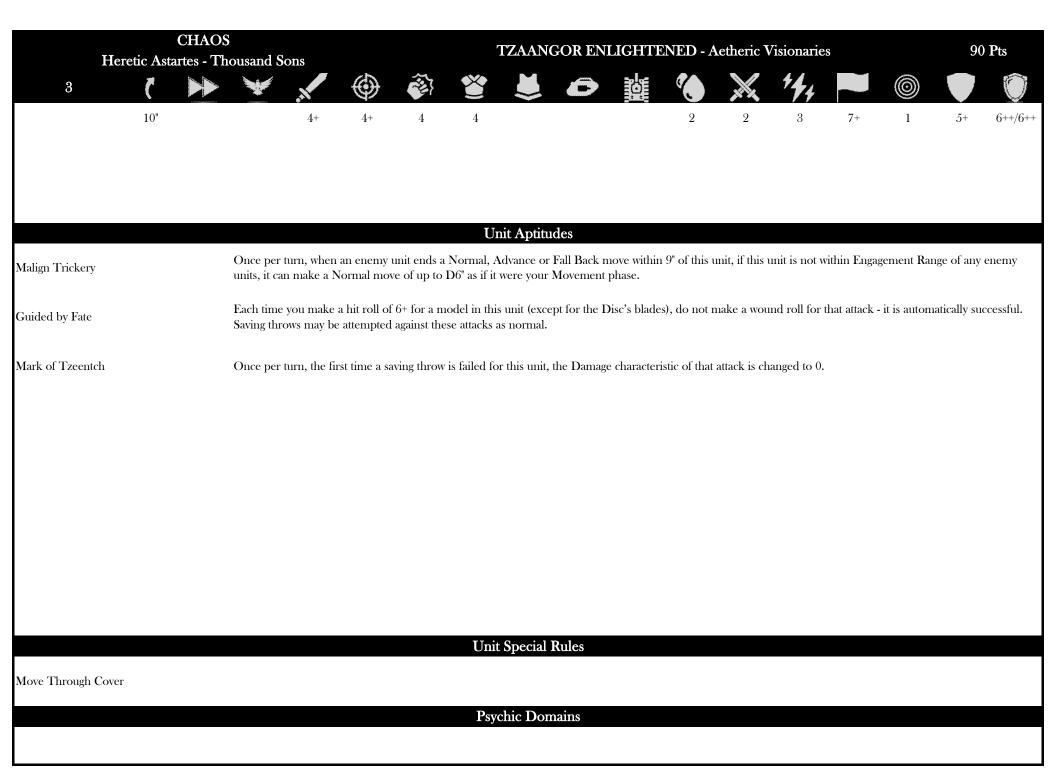


Weapons	*	((3)		₫ ?	Pts
Close combat weapon	Melee	User	User	0	1	Melee		
Cultist firearm	12"	1	3	0	1	Pistol		
	Faction A	Aptitudes					U	nit type
Cult Arcana Signs & Portents The	Axis of Dissolution and The Guard							nfantry

Infantry

Signs & Portents

of the Crimson King



Weapons	*	Φ)		U		ं	Pts
Close combat weapon	Melee	User	User	0	1	Melee	
atecaster greatbow	30"	1	5	-1	2	Assault - Rapid Fire 1 - Lethal Hits - Precision Shots	30
	.	Aptitudes				Unit ty	

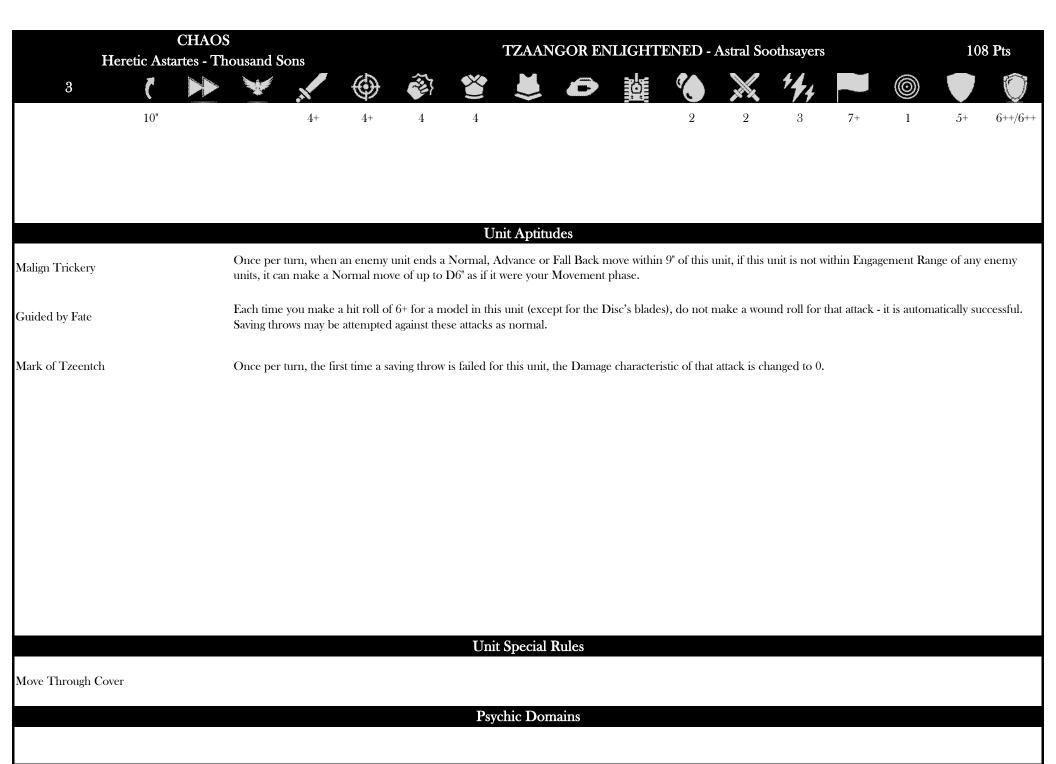
Jetbike

The Axis of Dissolution and The Guard

of the Crimson King

Signs & Portents

Cult Arcana



Weapons	**	*				₡¹	Pts
Divining spear - Shoot	12"	4	5	-2	1	Assault - Lance - Precision Shots	27
Divining spear - Melee	Melee	User	+2	-2	1	Melee - Lance - Precision Strikes	21

Unit type **Faction Aptitudes** The Axis of Dissolution and The Guard

of the Crimson King



Dark Blessing (Psychic) While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule.

Sorcerous Elixir You can re-roll the first failed Psychic test you make for this model. This special rule can only be used once per battle.

Bestial Prophet While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Mark of Tzeentch Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Move Through Cover / Psyker (1)

Psychic Domains

Weapons	森	P				©	Pts
Mutating Orbs	18"	1	9	0	D3+1	Psychic - Blast - Devastating Wounds	
Shaman's stave	Melee	User	+2	-1	D 3	Melee - Psychic - Concussive	10
	Faction	Aptitudes					Unit type

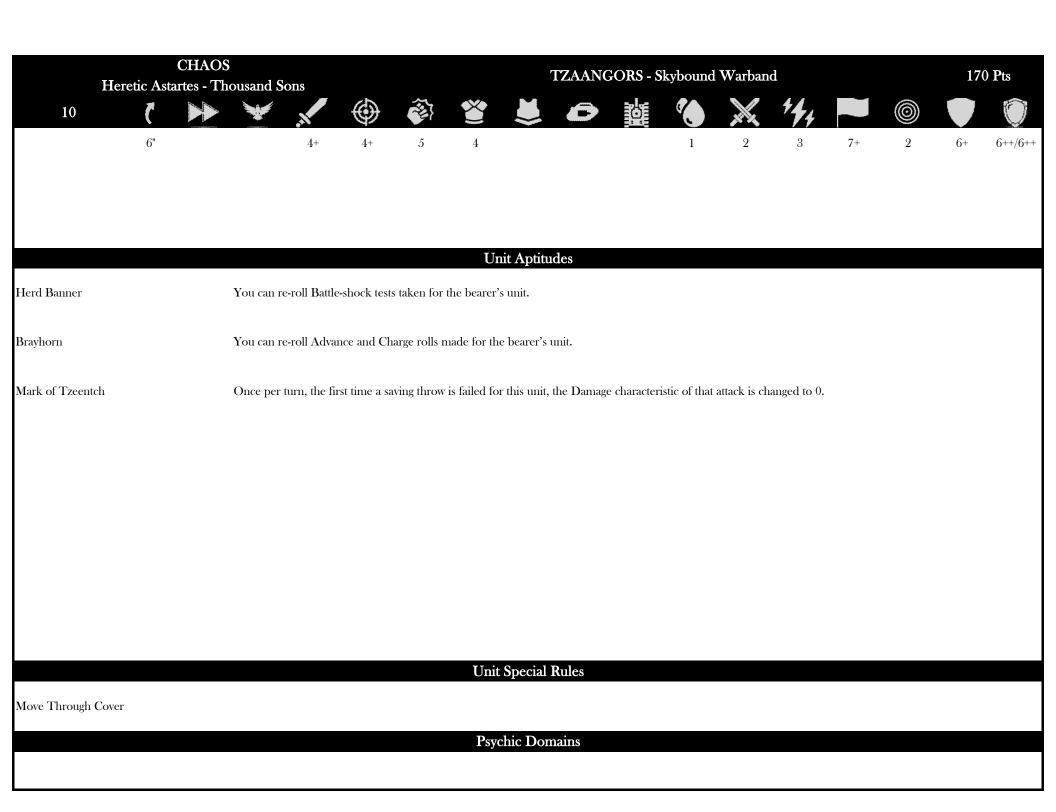
Jetbike

The Axis of Dissolution and The Guard

of the Crimson King

Signs & Portents

Cult Arcana



Tzaangor heavy blades	Weapons	Melee -1	+2 -1	1	Melee - Two Handed	₫ ?		Pts 70
		Faction Aptitudes					Unit type	
Cult Arcana Sig	gns & Portents The Axis of Dissolution ar of the Crimson I	d The Guard					Infantry	

