


















CHAOS					MAGNUS THE RED - Magnus the Red, The Crimson King, The Cyclopean Giant												420 Pts	
Heretic Astartes - Thousand Sons																		
1																		
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++
Unit Aptitudes																		
Sire of the Thousand Sons			Units in a detachment that included this unit may use its Leadership characteristic for the purpose of Morale checks and Pinning tests. Moreover, any Deep Strike, Outflank or any other reserve roll may be re-rolled until this unit is not destroyed.															
Arch-Sorcerer			This unit suffers Perils of the Warp only if three or more 6s are rolled.															
Impossible Form (Psychic)			Each time an attack is made against this unit (except Psychic Attacks), subtract 1 from that attack’s Damage characteristic.															
Treason of Tzeentch (Psychic)			At the start of your opponent’s Shooting phase, you can select one enemy unit within 24" of and visible to this Psyker. Until the end of the phase, ranged weapons equipped by models in that unit have the Hazardous special rule.															
Time Flux (Aura, Psychic)			While a friendly unit is within 6" of this Psyker, add 2" to the Move characteristic of models in that unit.															
The Horned Raiment			If this unit is struck by a weapon with the Destroyer special rule, the amount of wounds it inflicts is reduced by 1.															
Lord of the Planet of the Sorcerers (Aura)			While a friendly unit is within 6", each time it makes a Psychic Attack, it gains +1 to Hit and to Wound.															
The Eye of the Crimson King			When selecting targets for his psychic powers, all models within range are assumed to be in line of sight (except those inside transport vehicles or buildings). All Psychic attacks and Witchfire powers have the Ignores Cover special rule.															
Unit Special Rules																		
Independent Character / Eternal Warrior / Very Bulky / Fear / Fleet / Fearless / It Will Not Die / Deep Strike / Daemon / Lone Operative / Adamantium Will / Psyker (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																		

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