
























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				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																		
Weapons															Nb	Pts		
Gaze of Magnus				24"	3D3	9	-2	3	Psychic - Devastating Wounds						1			
Psyfire Serpenta				15"	D3	8	-4	1	Psychic - Assault - Soul Blaze						1			
The Blade of Ahn-Nunurta - Strike				Melee	User	x2	-3	3	Melee - Psychic - Master-crafted - Two Handed - Devastating Wounds						1			
The Blade of Ahn-Nunurta - Sweep				Melee	x2	User	-1	1	Melee - Psychic - Master-crafted - Two Handed						1			
Tzeentch’s Firestorm				24"	2	5	-1	D6+3	Psychic - Blast						1			
Faction Aptitudes															Unit type			
Cult Arcana	Signs & Portents	The Axis of Dissolution and The Guard of the Crimson King												Monster / Jump				