

Black - Thousand sons [85 PL, 9CP, 1,500pts]

++ Battalion Detachment +5CP (Chaos - Thousand Sons) ++

Cults of the Legion: Cult of Change
Relics of the Thousand Sons (2 Relics)

+ HQ +

Ahriman on Disc of Tzeentch: Gift of Chaos, Prescience, Weaver of Fates

Daemon Prince of Tzeentch: Capricious Chest, Gaze of Fate, Malefic talon, Temporal Manipulation

+ Troops +

Chaos Cultists

.. 9x Chaos Cultist w/ Autogun
.. Cultist Champion: Autogun

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Tzaangors: Brayhorn

.. Twistbray: Tzaangor blades
.. 20x Tzaangor w/ Tzaangor Blades

++ Battalion Detachment +5CP (Chaos - Thousand Sons) ++

Cults of the Legion: Cult of Magic

+ HQ +

Daemon Prince of Tzeentch: 6. High Magister, Arcane Focus, Doombolt, Infernal Gateway, Magister, Malefic talon, Wings

Daemon Prince of Tzeentch: Dark Matter Crystal, Death Hex, Infernal Gaze, Malefic talon

+ Troops +

Chaos Cultists

.. 10x Chaos Cultist w/ Autogun
.. Cultist Champion: Autogun

Chaos Cultists

.. 9x Chaos Cultist w/ Autogun
.. Cultist Champion: Autogun

Chaos Cultists

.. 9x Chaos Cultist w/ Autogun
.. Cultist Champion: Autogun

++ Super-Heavy Auxiliary Detachment (Chaos - Thousand Sons) ++

Cults of the Legion: *No Cult*

+ Lord of War +

Magnus the Red: Glamour of Tzeentch, Infernal Gateway, Warlord, Warptime, Weaver of Fates

Q1 League_Black_Thousand sons 1500 (Warhammer 40,000 8th Edition) [85 PL, 9CP, 1,500 pts]

Battalion Detachment +5CP (Chaos - Thousand Sons) [33 PL, 5CP, 580pts]

Rules: *Daemonic Ritual*

No Force Org Slot [5CP]

Battle-forged CP [3CP]

Categories: No Force Org Slot

Cults of the Legion

Selections: Cult of Change

Categories: No Force Org Slot

Detachment CP [5CP]

Categories: No Force Org Slot

Relics of the Thousand Sons (2 Relics) [-3CP]

Categories: No Force Org Slot

HQ [17 PL, 322pts]

Ahriman on Disc of Tzeentch [9 PL, 166pts]

Selections: Black Staff of Ahriman, Blades on Disc of Tzeentch, Frag & Krak grenades, Gift of Chaos, Inferno Bolt Pistol, Prescience, Smite, Weaver of Fates

Categories: Faction: Heretic Astartes, Faction: Thousand Sons, Faction: Tzeentch, Character, HQ, Psyker, Cavalry, Daemon, Fly, Ahriman, Sorcerer, Faction: Chaos

Rules: *Brotherhood of Sorcerers, Hateful Assault, Malicious Volleys*

Abilities: *Arch-Sorcerer of Tzeentch, Death to the False Emperor, Lord of the Thousand Sons, Sigil of Corruption*, **Psychic Power:** *Gift of Chaos, Prescience, Smite, Weaver of Fates*, **Psyker:** *Ahriman*, **Unit:** *Ahriman*, **Weapon:** *Black Staff of Ahriman, Blades on Disc of Tzeentch, Frag grenade, Inferno Bolt Pistol, Krak grenade*

Abilities	Description
Arch-Sorcerer of Tzeentch	You can add 1 to any Psychic tests or Deny the Witch tests you take for Ahriman.
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Lord of the Thousand Sons	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS units within 6" of this model.
Sigil of Corruption	Ahriman has a 4+ invulnerable save.

Psychic Power	Warp Charge	Range	Details
Gift of Chaos	6	6"	If manifested, select a visible enemy model within 6" of the psyker and roll a D6. If the result is greater than the enemy's Toughness, it suffers D3+3 mortal wounds. If a CHARACTER is slain by this power, you can add one Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.
Prescience	7	18"	If manifested, select a HERETIC ASTARTES unit within 18" of the psyker. You can add 1 to all hit rolls made for that unit until the start of your next Psychic phase.
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.
			If manifested, select a THOUSAND SONS unit within 18" of the psyker. Until the start

Weaver of Fates 6 18" of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). Models that do not have an invulnerable save instead gain a 5+ invulnerable save.

Psyker	Cast	Deny	Powers Known	Other
Ahriman	3	3	Smite and three powers from the Dark Hereticus discipline and/or the Discipline of Change	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Ahriman	12"	2+	2+	4	4	5	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Black Staff of Ahriman	Melee	Melee	+2	-1	3	-
Blades on Disc of Tzeentch	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.
Frag grenade	6"	Grenade D6	3	0	1	-
Inferno Bolt Pistol	12"	Pistol 1	4	-2	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Daemon Prince of Tzeentch [8 PL, 156pts]

Selections: Capricious Chest, Gaze of Fate, Malefic talon, Malefic talon [10pts], Smite, Temporal Manipulation

Categories: HQ, Character, Daemon, Monster, Faction: Heretic Astartes, Psyker, Faction: Thousand Sons, Faction: Tzeentch, Daemon Prince, Faction: Chaos

Rules: *Brotherhood of Sorcerors, Hateful Assault, Malicious Volleys*

Abilities: *Capricious Chest, Death to the False Emperor, Ephemeral Daemon, Prince of Tzeentch, Psychic Power: Disturb Reality, Gaze of Fate, Smite, Temporal Manipulation, Psyker: Daemon Prince, Unit: Daemon Prince, Weapon: Malefic talon*

Abilities	Description
Capricious Chest	Once per turn, when a Psychic test is taken for a model within 18" of a model with this Relic, you can change the result of that Psychic test as follows. If that model is from your army, you can change any roll of 1 to a roll of 6. If that model is from your opponent's army, you can change any roll of 6 to a roll of 1.
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Ephemeral Daemon	This unit has a 4+ invulnerable save.
Prince of Tzeentch	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS and TZEENTCH DAEMON units within 6" of this model.

Psychic Power	Warp Charge	Range	Details
Disturb Reality	6	12"	If manifested, select one enemy unit within 12" of this psyker. Until the start of your next Psychic phase, subtract 1 from that unit's Leadership and Attacks characteristic (to a minimum of 1).
Gaze of Fate	6	N/A	If manifested, until the end of the turn you can re-roll one single dice roll that you have rolled.
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.
Temporal Manipulation	6	12"	If manifested, select a friendly THOUSAND SONS model within 12" of the psyker. That model immediately heals D3 wounds.

Psyker	Cast	Deny	Powers Known	Other
Daemon Prince	2	1	Smite and two powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Daemon Prince	8"	2+	2+	7	6	8	4	10	3+

Weapon	Range	Type	S	AP	D	Abilities
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

Troops [16 PL, 258pts]

Chaos Cultists [3 PL, 40pts]

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Thousand Sons, Faction: Tzeentch, Faction: Chaos, Chaos Cultists

Rules: *Disciples of Tzeentch*

Unit: *Chaos Cultist*

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

Weapon	Range	Type	S	AP	D	Abilities
Autogun	24"	Rapid Fire 1	3	0	1	-

Chaos Cultists [3 PL, 40pts]

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Thousand Sons, Faction: Tzeentch, Faction: Chaos, Chaos Cultists

Rules: *Disciples of Tzeentch*

Unit: *Chaos Cultist*

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

Weapon	Range	Type	S	AP	D	Abilities
Autogun	24"	Rapid Fire 1	3	0	1	-

Tzaangors [10 PL, 178pts]

Selections: Brayhorn [10pts]

Categories: Troops, Infantry, Faction: Chaos, Faction: Tzeentch, Tzaangors, Faction: Heretic Astartes, Faction: Thousand Sons

Rules: *Disciples of Tzeentch*

Abilities: *Aura of Dark Glory, Brayhorn, Relic Hunters, Unit: Tzaangors*

Twistbray [8pts]

Selections: Tzaangor blades

Unit: *Twistbray*, **Weapon:** *Tzaangor blades*

20x Tzaangor w/ Tzaangor Blades [160pts]

Selections: 20x Tzaangor blades

Weapon: *Tzaangor blades*

Abilities	Description
Aura of Dark Glory	All models in this unit have a 5+ invulnerable save.
Brayhorn	Add one to Advance and charge rolls for a unit that includes a Brayhorn.
Relic Hunters	You can re-roll failed hit rolls in the Fight phase for this unit when targeting a CHARACTER.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Twistbray	6"	3+	4+	4	4	1	2	7	6+
Tzaangors	6"	3+	4+	4	4	1	1	6	6+

Weapon	Range	Type	S	AP	D	Abilities
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Battalion Detachment +5CP (Chaos - Thousand Sons) [29 PL, 4CP, 475pts]

Rules: *Daemonic Ritual*

No Force Org Slot [5CP]

Cults of the Legion

Selections: Cult of Magic

Categories: No Force Org Slot

Detachment CP [5CP]

Categories: No Force Org Slot

HQ [17 PL, -1CP, 351pts]

Daemon Prince of Tzeentch [9 PL, -1CP, 195pts]

Selections: 6. High Magister, Arcane Focus, Doombolt, Infernal Gateway, Magister [-1CP], Malefic talon, Malefic talon [10pts], Smite, Wings [1 PL, 39pts]

Categories: HQ, Character, Daemon, Monster, Faction: Heretic Astartes, Psyker, Faction: Thousand Sons, Faction: Tzeentch, Daemon Prince, Faction: Chaos, Fly

Rules: *Brotherhood of Sorcerors, Hateful Assault, Malicious Volleys*

Abilities: *Arcane Focus, Death to the False Emperor, Ephemeral Daemon, High Magister, Prince of Tzeentch, Psychic*

Power: *Astral Blast, Doombolt, Infernal Gateway, Smite*, **Psyker:** *Daemon Prince*, **Unit:** *Daemon Prince (Wings)*, **Weapon:** *Malefic talon*

Abilities	Description
Arcane Focus	When a Psychic test is taken for a model with this Relic, add 1 to the total.
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Ephemeral Daemon	This unit has a 4+ invulnerable save.
High Magister	Add 1 to any Psychic tests you take for your Warlord.
Prince of Tzeentch	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS and TZEENTCH DAEMON units within 6" of this model.

Psychic Power	Warp Charge	Range	Details
Astral Blast	6	9"	If manifested, the closest enemy unit within 9" of and visible to this psyker suffers D3 mortal wounds and each other unit within 3" of that unit suffers 1 mortal wound. The Brotherhood of Psykers ability only increases the first range of this psychic power.
Doombolt	9	18"	If manifested, select an enemy unit that is within 18" of the psyker and visible to him; that unit suffers D3 mortal wounds and in their following Movement phase must halve their Movement characteristic and cannot Advance.
Infernal Gateway	8	12"	If manifested, identify the nearest enemy model that is within 12" of the psyker and visible to it; that model's unit, and every other unit (friend or foe) within 3" of that model, suffers D3 mortal wounds. The number of mortal wounds inflicted is D6 instead if the power is manifested with a Psychic test of 12+.
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.

Psyker	Cast	Deny	Powers Known	Other
Daemon Prince	2	1	Smite and two powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Daemon Prince (Wings)	12"	2+	2+	7	6	8	4	10	3+

Weapon	Range	Type	S	AP	D	Abilities
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

Daemon Prince of Tzeentch [8 PL, 156pts]

Selections: Dark Matter Crystal, Death Hex, Infernal Gaze, Malefic talon, Malefic talon [10pts], Smite

Categories: HQ, Character, Daemon, Monster, Faction: Heretic Astartes, Psyker, Faction: Thousand Sons, Faction: Tzeentch, Daemon Prince, Faction: Chaos

Rules: *Brotherhood of Sorcerors, Hateful Assault, Malicious Volleys*

Abilities: *Dark Matter Crystal, Death to the False Emperor, Ephemeral Daemon, Prince of Tzeentch*, **Psychic Power:** *Astral Blast, Death Hex, Infernal Gaze, Smite*, **Psyker:** *Daemon Prince*, **Unit:** *Daemon Prince*, **Weapon:** *Malefic talon*

Abilities	Description
Dark Matter Crystal	Once per battle, at the end of your Movement phase, you can select the bearer or a friendly THOUSAND SONS INFANTRY unit within 12" of him. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy models. This does not count as Falling Back if the unit was within 1" of any enemy models.

Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Ephemeral Daemon	This unit has a 4+ invulnerable save.
Prince of Tzeentch	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS and TZEENTCH DAEMON units within 6" of this model.

Psychic Power	Warp Charge	Range	Details
Astral Blast	6	9"	If manifested, the closest enemy unit within 9" of and visible to this psyker suffers D3 mortal wounds and each other unit within 3" of that unit suffers 1 mortal wound. The Brotherhood of Psykers ability only increases the first range of this psychic power.
Death Hex	8	12"	If manifested, select a visible enemy unit within 12" of the psyker. Until the start of your next Psychic phase, that unit cannot take invulnerable saves.
Infernal Gaze	5	18"	If manifested, select a visible enemy unit within 18" of the psyker and roll 3 dice. The target suffers one mortal wound for each roll of 4+.
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.

Psyker	Cast	Deny	Powers Known	Other
Daemon Prince	2	1	Smite and two powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Daemon Prince	8"	2+	2+	7	6	8	4	10	3+

Weapon	Range	Type	S	AP	D	Abilities
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

Troops [12 PL, 124pts]

Chaos Cultists [6 PL, 44pts]

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Thousand Sons, Faction: Tzeentch, Faction: Chaos, Chaos Cultists

Rules: *Disciples of Tzeentch*

Unit: *Chaos Cultist*

10x Chaos Cultist w/ Autogun [40pts]

Selections: 10x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

Weapon	Range	Type	S	AP	D	Abilities
Autogun	24"	Rapid Fire 1	3	0	1	-

Chaos Cultists [3 PL, 40pts]

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Thousand Sons, Faction: Tzeentch, Faction: Chaos, Chaos Cultists

Rules: *Disciples of Tzeentch*

Unit: *Chaos Cultist*

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

Weapon	Range	Type	S	AP	D	Abilities
Autogun	24"	Rapid Fire 1	3	0	1	-

Chaos Cultists [3 PL, 40pts]

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Thousand Sons, Faction: Tzeentch, Faction: Chaos, Chaos Cultists

Rules: *Disciples of Tzeentch*

Unit: *Chaos Cultist*

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

Weapon	Range	Type	S	AP	D	Abilities
Autogun	24"	Rapid Fire 1	3	0	1	-

Super-Heavy Auxiliary Detachment (Chaos - Thousand Sons) [23 PL, 445pts]

Rules: *Daemonic Ritual*

No Force Org Slot

Cults of the Legion

Selections: *No Cult*

Categories: No Force Org Slot

Lord of War [23 PL, 445pts]

Magnus the Red [23 PL, 445pts]

Selections: Glamour of Tzeentch, Infernal Gateway, Smite, The Blade of Magnus, Warlord, Warptime, Weaver of Fates

Categories: Daemon, Faction: Heretic Astartes, Faction: Thousand Sons, Faction: Tzeentch, Lord of War, Character, Monster, Primarch, Psyker, Fly, Faction: Chaos, Warlord

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Crown of the Crimson King, Death to the False Emperor, Gaze of Magnus, Lord of Forbidden Lore, Primarch of the Thousand Sons, Unearthly Power*, **Psychic Power:** *Glamour of Tzeentch, Infernal Gateway, Smite, Warptime, Weaver of Fates*, **Psyker:** *Magnus the Red*, **Unit:** *Magnus the Red*, **Weapon:** *The Blade of Magnus*, **Wound Track:** *Magnus the Red, Magnus the Red1, Magnus the Red2, Magnus the Red3*

Abilities	Description
Crown of the Crimson King	Magnus the Red has a 4+ invulnerable save. In addition, roll a D6 whenever Magnus suffers a mortal wound as a result of Perils of the Warp, on a roll of 2+, that wound is ignored.
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Gaze of Magnus	If Magnus manifests the Smite power, he inflicts D6 mortal wounds instead of D3, or 2D6 mortal wounds instead of D6 if the result of the Psychic test is more than 11. *This has been included in the profile for Smite*.
Lord of Forbidden Lore	Your Warlord knows one additional psychic power.
Primarch of the Thousand Sons	You can re-roll hit rolls of 1, and any dice rolls of 1 that are made as part of a Psychic test, for friendly THOUSAND SONS units within 9" of Magnus the Red.
Unearthly Power	Whenever Magnus the Red attempts to manifest or deny a psychic power, add the bonus shown in his damage table to his Psychic test or Deny the Witch test.

Psychic Power	Warp Charge	Range	Details
Glamour of Tzeentch	7	12"	If manifested, select a friendly THOUSAND SONS unit within 12" of the psyker. Until your next Psychic phase, your opponent must subtract 1 from any hit rolls they make for models that target that unit.
Infernal Gateway	8	12"	If manifested, identify the nearest enemy model that is within 12" of the psyker and visible to it; that model's unit, and every other unit (friend or foe) within 3" of that model, suffers D3 mortal wounds. The number of mortal wounds inflicted is D6 instead if the power is manifested with a Psychic test of 12+.
Smite	5	18"	If manifested, the closest visible enemy unit within 18" of the psyker suffers D6 mortal wounds. If the result of the Psychic test was more than 11 the target suffers 2D6 mortal wounds instead.
Warptime	6	3"	If manifested, pick a friendly HERETIC ASTARTES unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use Warptime on a unit more than once in each Psychic phase.
Weaver of Fates	6	18"	If manifested, select a THOUSAND SONS unit within 18" of the psyker. Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). Models that do not have an invulnerable save instead gain a 5+ invulnerable save.

Psyker	Cast	Deny	Powers Known	Other
Magnus the Red	3	3	Smite and three powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Magnus the Red	*	2+	2+	8	7	18	*	10	3+

Weapon	Range	Type	S	AP	D	Abilities
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The Blade of Magnus

Melee Melee x2 -4 3

If a CHARACTER is destroyed by this weapon, you can add a Chaos Spawn to your army. Set up the Chaos Spawn within 6" of Magnus and more than 1" from any enemy models.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Magnus the Red	-	M	A	Psychic Phase Bonus
Magnus the Red1	10-18+	16"	7	+2
Magnus the Red2	5-9	14"	6	+1
Magnus the Red3	1-4	12"	5	0

Force Rules

Daemonic Ritual: Instead of moving in their Movement phase, any THOUSAND SONS CHARACTER can, at the end of their Movement phase, attempt to summon a TZEENTCH DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn).

Roll up to 3 dice - this is your summoning roll. You can summon to the battlefield one new TZEENTCH DAEMONS unit that has the Daemonic Ritual ability and a Power Rating equal to or less than the total result. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

Selection Rules

Brotherhood of Sorcerers: If your army is Battle-forged, PSYKER units in THOUSAND SONS Detachments gain the following ability: The ranges of all psychic powers manifested by units with this ability are increased by 6".

Disciples of Tzeentch: If your army is Battle-forged, Troops units in THOUSAND SONS Detachments gain the following ability. A unit with this ability that is within range of an objective marker (as specified in the mission) controls it even if there are more enemy models in range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models in range as normal.

Hateful Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

Malicious Volleys: Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model belongs to an INFANTRY unit and every model from that unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire typ whose profile includes the word 'bolt' (e.g. boltgun, Inferno boltgun, inferno combi-bolter, etc.).

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