


## Leman Russ and Magnus the Red Special Character

Both character may join SPACE MARINE army list detachment **ONLY**. They can't join Titan detachment formations.

**At the turn start, before the initiative phase**, the character can choose to move from the current detachment to another one: move the character to any space marine det. at 30cm radius from any unit in the det is currently in. If the new det is falling back, he will be falling back with it. He can decide to leave a det on fall back, if so he wishes.

### Leman Russ (estimated cost: 2.000)


Leman Russ enters the battlefield with his personal land raider (codex astartes pattern)

	Type	Armour	C/C	F/F	note
	infantry	2+	2+	2+	
	Weapon				
	Wodan sword	Extra Attack C/C +3 TK(1)			
	Fenrisian wolf	Extra Attack C/C +1 MW			
Wolf Artifact bolter	45cm   5x AF2+/AT5+ <b>and</b> Extra Attack F/F +2 MW				
Abilità					
DC:3 - CRITIC: immune. Invulnerable Save, Tick Rear Armour, reinforced armour, stubborn, infiltrator, supreme commander, leader, fearless, inspiring, <b>hero aura, pack mentality, wolf rage</b>					

**IF THERE isn't any space marine SPACE WOLF det** in the battlefield to join, the hero **DISAPPEARS** from the battlefield. If he can't join a det. because is over 30 cm from any unit his current formation, he will move 30 cm towards the nearest "joinable" det. (see above). The character can't be subject to enemy fire, or engaged, and all his abilities will still function normally.

### Magnus the Red (estimated cost: 2.000)

Magnus the red enter on the battlefield with his personal land raider (black legion pattern)

	Type	Armour	C/C	F/F	note
	infantry	3+	3+	2+	
	Weapon				
	Tzeentch Secret Magic	Extra Attack F/F +4 MW			
Beam of Disintegration	60cm   6x MW2+ Extra Attack F/F +2 (TK1)				
Abilità					
DC:3 - CRITIC: immune. Invulnerable Save, skimmer, Tick Rear Armour, reinforced armour, supreme commander, leader, fearless, teleport, daemon pact, daemon focus, inspiring, <b>hero aura, magic power</b>					

**IF THERE isn't** in the battlefield **any** space marine chaos undivided or Tzeentch mark formation to join, the hero **DISAPPEARS** from the battlefield. If he can't join a det. because it is too far away, he will move 30 cm to the nearest "joinable" det.'. The character can't be subject to enemy fire, or engaged, and all his abilities will still function normally.

### HERO AURA:

- The entire army (not only the space marine det) of the player side have +1 strategy rating
- During the turn, each unit 30cm radius from any units det. where the hero is, gain a +1 modifier for activation. (SPACE MARINE'S CHAPTER DET. ONLY)
- Ending phase, 30cm radius from any units det. where the hero is, gain a +2 modifier for regroup (SPACE MARINE'S CHAPTER DET. ONLY).
- Each unit at 30cm radius from any units det. where the hero is, gain +1 inspiring (SPACE MARINE'S CHAPTER DET. ONLY)  
*\*Note: The hero influence confers a +1 inspiring bonus to formations engaging and have at least one unit within 30 cm another unit of the formation the hero is part with. This applies even if the hero formation is not engaging*
- The det. where the hero is, gain +2 inspiring (SPACE MARINE'S CHAPTER DET. ONLY)  
*\*Ex: if the hero det is engaging with other 2 det, they will have a total of 2+1+1 inspiring.*
- the det joined by the hero, as long as he remains in it, is fearless **FEARLESS**.

### WOLF RAGE:

- When the hero is involved in an engage, his and all the other det involved will have +1 at their C/C value and +1 at their basic armour. The armor max value can be modified up to 3. If a unit has 3+, its armor won't change.
- These modifiers (armour and C/C) **do not apply** to war engine "type" unit.

### PACK MENTALITY:

- Space Wolves Wolf Lords and Battle Leaders have the Commander special ability. In addition, packs may use a 30cm range to include new packs in an assault rather than the standard 15cm. All other rules and modifiers regarding this ability apply as normal to those packs taking part into the engagement.  
**(SPACE WOLF DETACHMENT ONLY)** Instead of using the extended range, you can include any friendly unit within 15cm.

### Tzeench MAGIC POWER:

As Exception of the join rule, Magnus can join the battlefield **ONLY** if there is a chaos space marine det upgraded with **UNDEVIDED** or **Tzeench marks**.

- **TELEPORT SPELL:** ONCE PER GAME, Magnus and his land raider can join a chaos space marine det **UNDEVIDED** or **Tzeench mark EVERYWHERE** on the battlefield.
- **INSPIRING SPELL:** ALWAYS active, Only The det. where the hero is, gain +1D6 inspiring (ONLY SPACE MARINE'S CHAPTER DET.)
- **WAYS OF CHANGE SPELL:** ONCE PER GAME, the chaos players have 1 additional activation REROLL. It can be used for any kind of army det.