BRAYHERD CHIEFTAIN [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	4	5+	4	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcane Fire IGNORES COVER PSYCHIC TORRENT	18"	D6	N/A	6	-2	D3
Astral Blast BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	2+	6	-2	D3
Autopistol PISTOL	12"	1	3+	3	0	1
Baleful Devolution BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	3+	9	0	1
Fatecaster greatbow IGNORES COVER LETHAL HITS PRECISION	30"	2	3+	5	-2	2
Gaze of Hate ANTI-MONSTER 4+ ANTI-VEHICLE 4+ DEVASTATING WOUNDS PSYCHIC	18"	3	3+	4	-3	2
Heavy warpflamer IGNORES COVER TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno bolt pistol PISTOL	12"	1	2+	4	-1	1
Inferno boltgun	24"	2	2+	4	-2	1
Inferno combi-bolter RAPID FIRE 2	24"	2	2+	4	-2	1
Inferno combi-weapon ANTI-INFANTRY 3+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	-2	1
Pandaemonic Delusion PSYCHIC SUSTAINED HITS 3	24"	6	3+	5	-1	1
Soulreaper cannon DEVASTATING WOUNDS	24"	6	2+	6	-2	1
Warpflame pistol IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	-1	1
Warpflamer IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
➤ Fires of the Abyss - focused witchfire HAZARDOUS PSYCHIC TORRENT	18"	2D6	N/A	6	-2	1
➤ Fires of the Abyss - witchfire PSYCHIC TORRENT	18"	D6	N/A	6	-2	1

AUFSTELLUNG

1x Brayherd Chieftain [Crucible]

Equipped with: Arcane Fire, Astral Blast, Autopistol, Baleful Devolution, Fatecaster greatbow, Gaze of Hate, Heavy warpflamer, Hellfyre missile rack, Inferno bolt pistol, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpflame pistol, Warpflamer, ➤ Fires of the Abyss - focused witchfire, ➤ Fires of the Abyss - witchfire, Chainsword, Close combat weapon, Divining spear, Force weapon, Prosperine khopesh, Tzaangor blades

Wargear Options:
- This model can be equipped with [illegible] of: Arcane Fire, Astral [illegible] evolution, Fat[illegible] of

KEYWORDS: Character, Infantry, Chaos, Tzeentch, Mutant, Brayherd Chieftain
FACTION KEYWORDS: Thousand Sons

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MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword PRECISION	Melee	6	3+	4	0	1
Close combat weapon	Melee	4	3+	4	0	1
Divining spear LANCE PRECISION	Melee	3	3+	5	-1	2
Force weapon PSYCHIC	Melee	5	2+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2
Tzaangor blades	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader, Leader

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

Binding Tendrils (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with a **Psychic** weapon. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2 from its Move characteristic and subtrsact 2 from Charge rolls made for it.

Empyric Guidance (Psychic)
Weapons equipped by models in this unit have the [**LETHAL HITS**] ability.

Fate's Guide
If this unit starts the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third turn, regardless of any mission rules. If this unit is in Strategic Reserves, for the purposes of setting up this unit on the battlefield, treat the current battle round number as being one higher than it actually is.

Malefic Will
Weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability.

Marked by Fate (Psychic)
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made by a **Psychic** weapon. Until the end of the phase, each time a friendly Thousand Sons unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

Swathed in Illusion
This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Twisted Sorceries (Psychic)
Once per battle, in your Shooting phase or the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristic of **Psychic** weapons equipped by this model by 3.

Leader
This model can lead the following unit: Scarab Occult Terminators

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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FACTION RULES

Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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