BLOODCULT CHAMPION [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
7"	4	6+	3	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	2+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 1	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	7	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Chainblades	Melee	5	3+	3	0	1
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted chainblade	Melee	7	2+	6	-1	2
Khornate eviscerator	Melee	5	3+	8	-2	2
Mauler chainblade	Melee	4	4+	4	-1	2
Paired manglers	Melee	4	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Skullsmasher and mangler	Melee	3	3+	4	-1	2

ABILITIES

AUFSTELLUNG

1x Bloodcult Champion [Crucible]

Equipped with: Autopistol, Blood harpoon, Bolt pistol, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

Wargear Options:

- This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.
- [illegible] model can be equipped [illegible] blood harpoon [illegible]

KEYWORDS: Infantry, Character, Grenades, Khorne, Bloodcult Champion, Crucible

FACTION KEYWORDS: World Eaters

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CORE - Leader, Leader, Leader, Leader

Aura of Dark Glory
Models in this unit have an invulnerable save characteristic of 5+.

Bellowed Challenge
Melee weapons (excluding **Devastating Wounds** weapons) equipped by models in this unit gain the [**ANTI**-MONSTER 4+] and [**ANTI**-VEHICLE 4+] abilities.

Forwards, for Blood
While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.

Lord of Slaughter
Once per battle round, one unit from your army with this ability can be targeted with a Strategem for 0CP, even if a different unit from your army has already been targeted with that Stratagem this phase.

Murderous Insight
Each time an attack made by this unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.

Rage Eternal
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Leader
This model can be attached to the following units: Terminator Squad

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+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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.*

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).

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.

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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.

FACTION RULES

Blessings of Khorne
If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

Example: Ash makes their Blessings of Khorne roll and gets the following dice: 1, 2, 2, 2, 3, 4, 6, 6. First they use the two 6s to activate Warp Blades (which requires a double 5+), leaving the following dice: 1, 2, 2, 2, 3, 4.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

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.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

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