

CRAFTWORLD WARLEADER [CRUCIBLE]

Leader
 Leader
 Leader
 Leader
 Leader
 Battle Focus
 Crucible
 Infiltrators
 Lone Operative
 Scouts 7"
 Stealth

M
7"
 T
3
 SV
6+
 W
4
 LD
6+
 GC
1
 RW
4+

75 PTS

Base —

1

KOMMANDO

—

2

BEWEGUNG

Cameleoline Cloak

(INFANTRY only):

This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to:

• Rangers

Corsair Raider

(INFANTRY only):

This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to:

• Corsair Voidreavers

• Corsair Voidscreed

Superlative Strategist

You can re-roll Advance rolls made for this model's unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.

Wayleaper's Heavy Aspect Armour

(INFANTRY only):

Change this model's Move characteristic to 14", its Save characteristic to 3+, it gains the Deep Strike ability, and add the FLY and JUMP PACK keywords.

Replace the list of units this model can be attached to:

• Swooping Hawks

• Warp Spiders

3

BESCHUSS

Bright Lance

R	A	BS	S	AP	D
36"	1	2+	12	-3	D6+2

VERWUNDET

2+

T1-6

T7-11

T12

T13-23

T24+

Death Spinner

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

Destructor

PSYCHIC

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

T1-2

T3-4

T5

T6-9

T10+

Dragon Fusion Gun

ASSAULT

MELTA 3

R	A	BS	S	AP	D
12"	1	2+	9	-4	D6

VERWUNDET

2+

T1-4

T5-8

T9

T10-17

T18+

Dragon Fusion Pistol

ASSAULT

MELTA 3

PISTOL

R	A	BS	S	AP	D
6"	1	2+	9	-4	D6

VERWUNDET

2+

T1-4

T5-8

T9

T10-17

T18+

Eldritch Storm

BLAST

PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	6	-2	D3

VERWUNDET

2+

T1-3

T4-5

T6

T7-11

T12+

Flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

Long Rifle

HEAVY

PRECISION

R	A	BS	S	AP	D
36"	1	2+	4	-1	2

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

Scatter Laser

ASSAULT

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	6	2+	5	0	1

VERWUNDET

2+

T1-2

T3-4

T5

T6-9

T10+

Shuriken Cannon

ASSAULT

LETHAL HITS

R	A	BS	S	AP	D
24"	3	3+	6	-1	2

VERWUNDET

2+

T1-3

T4-5

T6

T7-11

T12+

Shuriken Catapult

ASSAULT

R	A	BS	S	AP	D
18"	2	4+	4	-1	1

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

Shuriken Pistol

ASSAULT

PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	-1	1

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

Singing Spear

ASSAULT

PSYCHIC

R	A	BS	S	AP	D
12"	1	2+	9	0	3

VERWUNDET

2+

T1-4

T5-8

T9

T10-17

T18+

Star Lance

ASSAULT

R	A	BS	S	AP	D
6"	1	2+	9	-3	3

VERWUNDET

2+

T1-4

T5-8

T9

T10-17

T18+

Starcannon

R	A	BS	S	AP	D
36"	2	2+	8	-3	2

VERWUNDET

2+

T1-4

T5-7

T8

T9-15

T16+

Twin Shuriken Catapult

ASSAULT

TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	4	-1	1

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

► Missile Launcher - Starshot

R	A	BS	S	AP	D
48"	1	2+	10	-2	D6

VERWUNDET

2+

T1-5

T6-9

T10

T11-19

T20+

► Missile Launcher - Sunburst

BLAST

R	A	BS	S	AP	D
48"	D6	2+	4	-1	1

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

► Reaper Launcher - Starshot

HEAVY

IGNORES COVER

R	A	BS	S	AP	D
48"	1	3+	10	-2	3

VERWUNDET

2+

T1-5

T6-9

T10

T11-19

T20+

► Reaper Launcher - Starswarm

HEAVY

IGNORES COVER

R	A	BS	S	AP	D
48"	2	3+	4	-2	1

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

4

ANGRIFF

—

5

NAHKAMPP

Banshee Blade

ANTI-INFANTRY 3+

R	A	WS	S	BS	AP	D
Melee	5	2+	4	-2	2	

VERWUNDET

2+

T1-2

T3

T4

T5-7

T8+

Close Combat Weapon

R	A	WS	S	AP	D
Melee	3	3+	3	0	1

VERWUNDET

2+

T1

T2

T3

T4-5

T6+

Paragon Sabre

R	A	WS	S	AP	D
Melee	6	3+	5	-2	2

VERWUNDET

2+

T1-2

T3+

T4

T5

T6-9

T10+

Scorpion Chainsword

GUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	7	2+	4	-1	1

VERWUNDET

2+

T1-2

T3+

T4

T5-7

T8+

Singing Spear

PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	3

VERWUNDET

2+

T1

T2

T3

T4-5

T6+

Star Glaive

R	A	WS	S	AP	D
Melee	4	2+	6	-3	3

VERWUNDET

2+

T1-3

T4-5

T6

T7-11

T12+

Star Lance

ANTI-MONSTER 2+

ANTI-VEHICLE 2+

LANCE

R	A	WS	S	AP	D
Melee	4	2+	5	-3	3

VERWUNDET

2+

T1-2

T3-4

T5

T6-9

T10+

Witch Staff

ANTI-INFANTRY 2+

PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	D3

VERWUNDET

2+

T1

T2

T3

T4-5

T6+

Witchblade

ANTI-INFANTRY 2+

PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	2

VERWUNDET

2+

T1

T2

T3

T4-5

T6+

Wraithbone Fists

R	A	WS	S	AP	D
Melee	4	4+	7	-2	2

VERWUNDET

2+

T1-3

T4-6

T7

T8-13

T14+

► Ghostglaive - Strike

R	A	WS	S	AP	D
Melee	4	4+	10	-3	D6+1

VERWUNDET

2+

T1-5

T6-9

T10

T11-19

T20+

► Ghostglaive - Sweep

R	A	WS	S	AP	D
Melee	8	4+	7	-2	2

VERWUNDET

2+

T1-3

T4-6

T7

T8-13

T14+

6

VERTEIDIGUNG

—

7

IMMER / EINMALIG

Doomseer

(PSYKER only):

Each time a model in this unit makes an attack, add 1 to the Hit roll.

Guided by Fate

Each time this model makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Heavy Aspect Armour

(INFANTRY only):

Change this model's Save characteristic to 3+.

Add the following units to the list of units this model can be attached to:

• Dark Reapers

• Dire Avengers

• Fire Dragons

• Howling Banshees

• Striking Scorpions

Outcast

(INFANTRY and MOUNTED only):

This model has the Lone Operative ability.

Path of the Witch

The model gains the PSYKER keyword.

Skyrunner's Heavy Aspect armour

(MOUNTED only):

Change this model's Save characteristic to 3+.

Add the following unit to the list of units this model can be attached to:

• Shining Spears

Warden of Fate
 (PSYKER only):
 Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.

GEGEN DIESE EINHEIT									
W3 · RW 6+ · 4++ · 4 LP je Modell									
WIRD VERWUNDET MIT									
2+		3+		4+		5+		6+	
S6+		S4-5		S3		S2		S1	
RETTUNGSWURF JE DS									
DS 0		DS -1		DS -2		DS -3		DS -4	
4++		4++		4++		4++		4++	