CHAOS - CHAOS SPACE MARINES

SORCEROUS CHAMPION [CRUCIBLE]

Leader | Leader | Leader | Leader | Leader | Dark Pacts | Deep Strike

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

80 PTS
Base —

1 KOMMANDO

Master of Mechanisms
In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

2 BEWEGUNG

Daemonkin (Psychic)
Add 1 to Advance and Charge rolls made for this unit.

3 BESCHUSS

Balefire tome PSYCHIC

R	A	BS	S	AP	D
18"	2	2+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Baleflamer IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-1	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Bolt pistol PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Boltgun

R	A	BS	S	AP	D
24"	2	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Combi-bolter RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Combi-bolter RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Flamer IGNORES COVER, TORRENT

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

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Flamer tendril IGNORES COVER, PISTOL, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

Heavy flamer IGNORES COVER, TORRENT

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Helstalker autocannon

R	A	BS	S	AP	D
48"	3	2+	9	-1	3

VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

Magma cutter MELTA 2

R	A	BS	S	AP	D
6"	2	3+	9	-4	D6

VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

Melta tendril MELTA 2, PISTOL

R	A	BS	S	AP	D
6"	1	2+	8	-4	D3

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Meltagun MELTA 2

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

VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

Reaper autocannon DEVASTATING WOUNDS, SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	2+	7	-1	1

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC

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

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

➤ Infernal Gaze - witchfire PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	5	-1	D3

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

➤ Plasma gun - standard RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	2+	7	-2	1

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

➤ Plasma gun - supercharge HAZARDOUS, RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	2+	8	-3	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

➤ Plasma pistol - standard PISTOL

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

➤ Plasma pistol - supercharge HAZARDOUS, PISTOL

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

➤ Rite of Possession - focused witchfire ANTI-PSYKER 2+, HAZARDOUS, PISTOL, PRECISION, PSYCHIC

R	A	BS	S	AP	D
18"	2	3+	6	-1	D3

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

➤ Rite of Possession - witchfire ANTI-PSYKER 2+, PISTOL, PRECISION, PSYCHIC

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

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Gift of Chaos (Psychic)
Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the [PSYCHIC] ability. That unit must take a Leadership test. If it fails, it suffers D3 mortal wounds.

4 ANGRIFF

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5 NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	6	2+	5	-2	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Astartes chainblade

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

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Axe of dismemberment DEVASTATING WOUNDS, PRECISION

R	A	WS	S	AP	D
Melee	5	2+	7	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Bladed limbs EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	3+	6	-1	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Chainfist ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	5	3+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Close combat weapon

R	A	WS	S	AP	D
Melee	5	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Daemon hammer DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	3+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Exalted weapon

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Force weapon PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Impaler chainglaive LANCE

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

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Power fist

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Staff of possession ANTI-PSYKER 2+, PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Technovirus injector ANTI-VEHICLE 2+, EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	3	-3	2

VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

Twin lightning claws TWIN-LINKED

R	A	WS	S	AP	D
Melee	6	2+	5	-2	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Dark Zealotry
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

◆ VERTEIDIGUNG

Prescience (Psychic)
Each time an attack targets this unit, subtract 1 from the Hit roll.

∞ IMMER / EINMALIG

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

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

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Dark Pacts If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.

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" horizo…

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.

ANTI This ability always takes the form [ANTI-X Y+].

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…

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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…

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 mod…

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.

MELTA This ability always takes the form [MELTA X].

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

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 m…

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 rol…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Sorcerous Champion [Crucible]

Ausrüstung: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, Chainfist, Close combat weapon, Daemon hammer, Exalted weapon, Force weapon, Impaler chainglaive, Power fist, Staff of possession, Technovirus injector, Twin lightning claws

- This model can be equipped with up to 2 of: Flamer tendril, Melta tendril, Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Balefire tome, Baleflamer, Boltgun, Combi-bolter, Combi-weapon, Flamer, Heavy flamer, Helstalker autocannon, Magma cutter, Meltagun, Plasma gun, Reaper autocannon, Rite of Possession, Infernal Gaze.

Anführer
This model can be attached to the following units: Chaos Terminator Squad.

KEYWORDS Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader · **FRAKTION** Heretic Astartes