

BRAYHERD CHIEFTAIN [CRUCIBLE]

LeaderLeaderCabal of SorcerersDeep StrikeScouts 6"

M6"TV4SV5+W4LD7+GC1RW5+

60 PTSBase —

1KOMMANDO

—

2BEWEGUNG

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.

3BESCHUSS

Arcane Fire (IGNORES COVER) (PSYCHIC) (TORRENT)
18" D6 N/A 6 -2 D3
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Astral Blast (BLAST) (DEVASTATING WOUNDS) (PSYCHIC)
18" D6 2+ 6 -2 D3
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Autopistol (PISTOL)
12" 1 3+ 3 0 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Baleful Devolution (BLAST) (DEVASTATING WOUNDS) (PSYCHIC)
18" D6 3+ 9 0 1
VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+

Fatecaster greatbow (IGNORES COVER) (LETHAL HITS) (PRECISION)
30" 2 3+ 5 -2 2
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Gaze of Hate (ANTI-MONSTER 4+) (ANTI-VEHICLE 4+) (DEVASTATING WOUNDS) (PSYCHIC)
18" 3 3+ 4 -3 2
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Heavy warpfamer (IGNORES COVER) (TORRENT)
12" D6 N/A 5 -2 1
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Hellfyre missile rack
36" 2 3+ 10 -2 3
VERWUNDET 2+ T1-5 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

Inferno bolt pistol (PISTOL)
12" 1 2+ 4 -1 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Inferno boltgun
24" 2 2+ 4 -2 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Inferno combi-bolter (RAPID FIRE 1)
24" 2 2+ 4 -2 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Inferno combi-weapon (ANTI-INFANTRY 3+) (DEVASTATING WOUNDS) (RAPID FIRE 1)
24" 1 2+ 4 -2 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Pandaemonic Delusion (PSYCHIC) (SUSTAINED HITS 3)
24" 6 3+ 5 -1 1
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Soulreaper cannon (DEVASTATING WOUNDS)
24" 6 2+ 6 -2 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Warpfamer pistol (IGNORES COVER) (PISTOL) (TORRENT)
12" D6 N/A 3 -1 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Warpfamer (IGNORES COVER) (TORRENT)
12" D6 N/A 4 -1 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

► Fires of the Abyss - focused witchfire (HAZARDOUS) (PSYCHIC) (TORRENT)
18" 2D6 N/A 6 -2 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

► Fires of the Abyss - witchfire (PSYCHIC) (TORRENT)
18" D6 N/A 6 -2 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

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 subtract 2 from Charge rolls made for it.

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.

4ANGRIFF

—

5NAHKAMPF

Chainsword (PRECISION)
Melee 6 3+ 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Close combat weapon
Melee 4 3+ 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Divining spear (LANCE) (PRECISION)
Melee 3 3+ 5 -1 2
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Force weapon (PSYCHIC)
Melee 5 2+ 6 -1 D3
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Prosperine khopesh
Melee 4 2+ 5 -2 2
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Tzaangor blades
Melee 4 3+ 5 0 1
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

6VERTEIDIGUNG

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

7IMMER / EINMALIG

Empyric Guidance (Psychic)
Weapons equipped by models in this unit have the [LETHAL HITS] ability.
Malefic Will
Weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

GEGEN DIESE EINHEIT				
W4 · RW 5+ · 5++ · 4 LP je Modell				
WIRD VERWUNDET MIT				
2+ SB+	3+ SS-7	4+ S4	5+ S3	6+ S3-2
RETTUNGSWURF JE DS				
DS 0 5+	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++

REGELN & KEYWORDS KURZ

Cabal of Sorcerers's 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.

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" horizon...

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.

Scouts 6" This ability always takes the form Scouts X".

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

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 (10+).

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...

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.

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.

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 roll...

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.

AUFSTELLUNG

1x Brayherd Chieftain [Crucible]

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

• This model can be equipped with one of: Arcane Fire, Astral Blast, Baleful Devolution, Fatecaster greatbow, Fires of the Abyss, Gaze of Hate, Heavy warpfamer, Hellfyre missile rack, Inferno boltgun, Inferno combi-bolter, Inferno combi-weapon, Pandaemonic Delusion, Soulreaper cannon, Warpfamer.

• This model can be equipped with up to 2 of: Autopistol, Inferno bolt pistol, Warpfamer pistol.

Anführer

This model can lead the following unit: Scarab Occult Terminators

KEYWORDS Character, Infantry, Chaos, Tzeentch, Mutant, Brayherd Chieftain - FRAKTION Thousand Sons