

CHAOS - THOUSAND SONS

BRAYHERD SHAMAN [CRUCIBLE]

LeaderLeaderCabal of SorcerersDeep StrikeScouts 6"

M6" T4 SV5+ W4 LD7+ GC1 RW5+

60 PTS

Base —

1KOMMANDO

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2BEWEGUNG

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3BESCHUSS

Arcane Fire (IGNORES COVER) (PSYCHIC) (TORRENT)

R	A	BS	S	AP	D
18"	D6	N/A	3+	-2	D3
VERWUNDET	2+	3+	4+	5+	6+
	T1-3	T4-5	T6	T7-11	T12+

Astral Blast (BLAST) (DEVASTATING WOUNDS) (PSYCHIC)

R	A	BS	S	AP	D
18"	D6	2+	6	-2	D3
VERWUNDET	2+	3+	4+	5+	6+
	T1-3	T4-5	T6	T7-11	T12+

Autopistol (PISTOL)

R	A	BS	S	AP	D
12"	1	3+	3	0	1
VERWUNDET	2+	3+	4+	5+	6+
	T1	T2	T3	T4-5	T6+

Baleful Devolution (BLAST) (DEVASTATING WOUNDS) (PSYCHIC)

R	A	BS	S	AP	D
18"	D6	3+	9	0	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-4	T5-8	T9	T10-17	T18+

Fatecaster greatbow (IGNORES COVER) (LETHAL HITS)

PRECISION

R	A	BS	S	AP	D
30"	2	3+	5	-2	2
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3-4	T5	T6-9	T10+

Gaze of Hate (ANTI-MONSTER 4+) (ANTI-VEHICLE 4+) (DEVASTATING WOUNDS) (PSYCHIC)

R	A	BS	S	AP	D
18"	3	3+	4	-3	2
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3	T4	T5-7	T8+

Heavy warplamer (IGNORES COVER) (TORRENT)

R	A	BS	S	AP	D
12"	D6	N/A	5	-2	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3-4	T5	T6-9	T10+

Hellfyre missile rack

R	A	BS	S	AP	D
36"	2	3+	10	-2	3
VERWUNDET	2+	3+	4+	5+	6+
	T1-5	T6-9	T10	T11-19	T20+

Inferno bolt pistol (PISTOL)

R	A	BS	S	AP	D
12"	1	2+	4	-1	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3	T4	T5-7	T8+

Inferno boltgun

R	A	BS	S	AP	D
24"	2	2+	4	-2	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3	T4	T5-7	T8+

Inferno combi-bolter (RAPID FIRE 2)

R	A	BS	S	AP	D
24"	2	2+	4	-2	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3	T4	T5-7	T8+

Inferno combi-weapon (ANTI-INFANTRY 3+) (DEVASTATING WOUNDS) (RAPID FIRE 1)

R	A	BS	S	AP	D
24"	1	2+	4	-2	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3	T4	T5-7	T8+

Pandaemonic Delusion (PSYCHIC) (SUSTAINED HITS 3)

R	A	BS	S	AP	D
24"	6	3+	5	-1	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3-4	T5	T6-9	T10+

Soulreaper cannon (DEVASTATING WOUNDS)

R	A	BS	S	AP	D
24"	6	2+	6	-2	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-3	T4-5	T6	T7-11	T12+

Warpflame pistol (IGNORES COVER) (PISTOL) (TORRENT)

R	A	BS	S	AP	D
12"	D6	N/A	3	-1	1
VERWUNDET	2+	3+	4+	5+	6+
	T1	T2	T3	T4-5	T6+

Warpflamer (IGNORES COVER) (TORRENT)

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3	T4	T5-7	T8+

► Fires of the Abyss - focused witchfire (HAZARDOUS) (PSYCHIC) (TORRENT)

R	A	BS	S	AP	D
18"	D6	N/A	6	-2	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-3	T4-5	T6	T7-11	T12+

► Fires of the Abyss - witchfire (PSYCHIC) (TORRENT)

R	A	BS	S	AP	D
18"	D6	N/A	6	-2	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-3	T4-5	T6	T7-11	T12+

4ANGRIFF

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5NAHKAMPF

Chainsword (PRECISION)

R	A	WS	S	AP	D
Melee	6	3+	4	0	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3	T4	T5-7	T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	4	3+	4	0	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3	T4	T5-7	T8+

Divining spear (LANCE) (PRECISION)

R	A	WS	S	AP	D
Melee	3	3+	5	-1	2
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3-4	T5	T6-9	T10+

Force weapon (PSYCHIC)

R	A	WS	S	AP	D
Melee	5	2+	6	-1	D3
VERWUNDET	2+	3+	4+	5+	6+
	T4-5	T6	T7-11	T12+	

Prosperine khopesh

R	A	WS	S	AP	D
Melee	4	2+	5	-2	2
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3-4	T5	T6-9	T10+

Tzaangor blades

R	A	WS	S	AP	D
Melee	4	3+	5	0	1
VERWUNDET	2+	3+	4+	5+	6+
	T1-2	T3-4	T5	T6-9	T10+

6VERTEIDIGUNG

Arcane Shield (Psychic)

While this model is leading a unit, models in that unit have a 4+ invulnerable save.

7IMMER / EINMALIG

Bestial Prophet

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

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.

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers 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+ S1-2
RETTUNGSWURF JE DS DS 0 5+	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++

REGELN & KEYWORDS KURZ

Cabal of Sorcerers 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.

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 9" 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.

Scouts 6" This ability always takes the form [ANTI-X Y+].

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 (roun...

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 Shaman [Crucible]

Ausrüstung: Arcane Fire, Astral Blast, Autopistol, Baleful Devolution, Fatecaster greatbow, Gaze of Hate, Heavy warplamer, 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

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

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

Anführer

This model can lead the following unit: Scarab Occult Terminators

KEYWORDS Character, Infantry, Chaos, Tzeentch, Mutant, Psyker, Brayherd Shaman · FRAKTION Thousand Sons