CHAOS - WORLD EATERS

EIGHT-BLESSED LORD [CRUCIBLE]

Leader | Leader | Leader | Leader | Blessings of Khorne | Deep Strike | Infiltrators | Lone Operative

M	T	SV	W	LD	OC	RW
10"	6	3+	7	6+	2	4+

90 PTS

Base —

1 KOMMANDO

Rage Eternal

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

2 BEWEGUNG

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.

3 BESCHUSS

Autopistol — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Blood harpoon — ASSAULT, SUSTAINED HITS D3

R	A	BS	S	AP	D
18"	1	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Bolt pistol — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Combi-bolter — RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

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

Heavy flamer — IGNORES COVER, TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Reaper autocannon — DEVASTATING WOUNDS, RAPID FIRE 2, SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	3+	7	-1	1

VERWUNDET

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

➤ Plasma pistol - standard — PISTOL

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

VERWUNDET

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

➤ Plasma pistol - supercharge — HAZARDOUS, PISTOL

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

VERWUNDET

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

4 ANGRIFF

Bloodthirst

Add 2 to Charge rolls made for this unit.

5 NAHKAMPF

Accursed weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Axe of dismemberment — DEVASTATING WOUNDS, PRECISION

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

VERWUNDET

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

Bladed horn — EXTRA ATTACKS, LANCE

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

VERWUNDET

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

Chainblades

R	A	WS	S	AP	D
Melee	5	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Chainfist — ANTI-VEHICLE 3+

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

VERWUNDET

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

Close combat weapon

R	A	WS	S	AP	D
Melee	6	2+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Daemon hammer — DEVASTATING WOUNDS

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

VERWUNDET

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

Exalted chainblade

R	A	WS	S	AP	D
Melee	7	2+	6	-1	2

VERWUNDET

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

Khornate eviscerator

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

VERWUNDET

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

Mauler chainblade

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Paired manglers

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+

Power fist

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

VERWUNDET

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

Skullsmasher and mangler

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

VERTEIDIGUNG

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∞ IMMER / EINMALIG

Bellowed Challenge

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

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.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

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.

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…

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 deploym…

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 u…

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

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…

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.

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.

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…

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 Eight-blessed Lord [Crucible]

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

- This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.
- This model can be equipped with one of: Blood harpoon, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon.

Anführer

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

KEYWORDS Character, Chaos, Khorne, Mounted, Eight-blessed Lord, Crucible · **FRAKTION** World Eaters