

BRAYHERD CHIEFTAIN [CRUCIBLE]

- Leader
- Leader
- Cabal of Sorcerers
- Deep Strike
- Scouts 6"

M	T	SV	W	LD	OC	RW
6"	4	5+	4	7+	1	5+

60 PTS

Base —

3

BESCHUSS

Arcane Fire

IGNORES COVER

PSYCHIC

TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	-2	D3

Astral Blast

BLAST

DEVASTATING WOUNDS

PSYCHIC

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

Autopistol

PISTOL

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

Baleful Devolution

BLAST

DEVASTATING WOUNDS

PSYCHIC

R	A	BS	S	AP	D
18"	D6	3+	9	0	1

Fatecaster greatbow

IGNORES COVER

LETHAL HITS

PRECISION

R	A	BS	S	AP	D
30"	2	3+	5	-2	2

Gaze of Hate

ANTI-MONSTER 4+

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

PSYCHIC

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

Heavy warflamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-2	1

Hellfyre missile rack

R	A	BS	S	AP	D
36"	2	3+	10	-2	3

Inferno bolt pistol

PISTOL

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

Inferno boltgun

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

Inferno combi-bolter

RAPID FIRE 2

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

Inferno combi-weapon

ANTI-INFANTRY 3+

DEVASTATING WOUNDS

RAPID FIRE 1

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

Pandaemonic Delusion

PSYCHIC

SUSTAINED HITS 3

R	A	BS	S	AP	D
24"	6	3+	5	-1	1

Soulreaper cannon

DEVASTATING WOUNDS

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

Warplame pistol

IGNORES COVER

PISTOL

TORRENT

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

Warpflamer

IGNORES COVER

TORRENT

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

> Fires of the Abyss - focused witchfire

HAZARDOUS

PSYCHIC

TORRENT

R	A	BS	S	AP	D
18"	2D6	N/A	6	-2	1

> Fires of the Abyss - witchfire

PSYCHIC

TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	-2	1

Binding Tendriils (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 substract 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.

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NAHKAMPF

Chainsword

PRECISION

R	A	WS	S	AP	D
Melee	6	3+	4	0	1

Close combat weapon

R	A	WS	S	AP	D
Melee	4	3+	4	0	1

Divining spear

LANCE

PRECISION

R	A	WS	S	AP	D
Melee	3	3+	5	-1	2

Force weapon

PSYCHIC

R	A	WS	S	AP	D
Melee	5	2+	6	-1	D3

Prosperine khopesh

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

Tzaangor blades

R	A	WS	S	AP	D
Melee	4	3+	5	0	1

GEGEN DIES E EINHEIT

W4 - RW 5+ - 5++ - 4 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS	2+ SB+	3+ SS-7	4+ S4	5+ S3	6+ S1-2
DS 0 5+	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++	

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Fate's Guide</div> <div>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.</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>VERTEIDIGUNG</div> <div>Arcane Shield (Psychic)</div> <div>While this model is leading a unit, models in that unit have a 4+ invulnerable save.</div>	<div>∞ IMMER / EINMALIG</div> <div>Empyric Guidance (Psychic)</div> <div>Weapons equipped by models in this unit have the [LETHAL HITS] ability.</div> <div>Malefic Will</div> <div>Weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.</div>
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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 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.
- 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 (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 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.

AUFSTELLUNG

- 1x Brayherd Chieftain [Crucible]
- Ausrüstung:** Arcane Fire, Astral Blast, Autopistol, Baleful Devolution, Fatecaster greatbow, Gaze of Hate, Heavy warpflamer, 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 warpflamer, 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