

# BLOODCULT CHAMPION

## [CRUCIBLE]

Leader

Leader

Leader

Leader

Blessings of Khorne

Deep Strike

Infiltrators

Lone Operative

M7"

T4

SV6+

W3

LD6+

OC1

RW5+

60 PTS

Base —

3 BESCHUSS

Autopistol (PISTOL)

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Blood harpoon (ASSAULT SUSTAINED HITS D3)

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

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+

Combi-bolter (RAPID FIRE 1)

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

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+

Reaper autocannon (DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1)

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

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

► 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+

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+

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+

Chainblades

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

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 | 6 | 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 chainblade

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

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Khornate eviscerator

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| 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+

Mauler chainblade

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Paired manglers

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

VERWUNDET

2+T1-4

3+T3

4+T4

5+T5-7

6+T8+

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+

Skullsmasher and mangler

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

GEGEN DIESE EINHEIT

W4 - RW 6+ - 5++ - 3 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+S8+

3+S5-7

4+S4

5+S3

6+S1-2

DS 0

DS -1

DS -2

DS -3

DS -4

5++

5++

5++

5++

5++

|                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                              |                                              |                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
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| <div>1</div> <div>KOMMANDO</div> <div>Rage Eternal</div> <div>While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.</div> | <div>2</div> <div>BEWEGUNG</div> <div>Forwards, for Blood</div> <div>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.</div> | <div>4</div> <div>ANGRIFF</div> <div>—</div> | <div>◆</div> <div>VERTEIDIGUNG</div> <div>Aura of Dark Glory</div> <div>Models in this unit have an invulnerable save characteristic of 5+.</div> | <div>∞</div> <div>IMMER / EINMALIG</div> <div>Bellowed Challenge</div> <div>Melee weapons (excluding <a href="#">Devastating Wounds</a> weapons) equipped by models in this unit gain the <a href="#">[ANTI-MONSTER 4+]</a> and <a href="#">[ANTI-VEHICLE 4+]</a> abilities.</div> <div>Lord of Slaughter</div> <div>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 Strategem this phase.</div> <div>Murderous Insight</div> <div>Each time an attack made by this unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.</div> |
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| <div>REGELN &amp; KEYWORDS KURZ</div> <div>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.</div> <div>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...</div> <div>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...</div> <div>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...</div> <div>ANTI This ability always takes the form [ANTI-X Y+].</div> <div>ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).</div> <div>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...</div> <div>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...</div> <div>PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.</div> <div>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...</div> <div>RAPID FIRE This ability always takes the form [RAPID FIRE X].</div> <div>SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].</div> <div>TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.</div> | <div>AUFSTELLUNG</div> <div>1x Bloodcult Champion [Crucible]</div> <div>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, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler</div> <div>• This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.</div> <div>• This model can be equipped with one of: Blood harpoon, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon.</div> <div>Anführer</div> <div>This model can be attached to the following units: Terminator Squad</div> |
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