

EIGHT-BLESSED LORD [CRUCIBLE]

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

AUFSTELLUNG

1x Eight-blessed Lord [Crucible]

Equipped with: 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

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	2+	3	0	1
Blood harpoon ASSAULT, SUSTAINED HITS D3	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1

ABILITIES

CORE - Leader, Leader, Leader, Leader

RULES - Blessings of Khorne, Deep Strike, Infiltrators, Lone Operative

Bellowed Challenge

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



Combi-bolter RAPID FIRE 1	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	3+	4	0	1
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS, RAPID FIRE 2, SUSTAINED HITS 1	36"	4	3+	7	-1	1
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	2+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Axe of dismemberment DEVASTATING WOUNDS, PRECISION	Melee	5	2+	7	-2	2
Bladed horn EXTRA ATTACKS, LANCE	Melee	4	3+	6	-1	2
Chainblades	Melee	5	3+	3	0	1
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted chainblade	Melee	7	2+	6	-1	2
Khornate eviscerator	Melee	5	3+	8	-2	2

Bloodthirst

Add 2 to Charge rolls made for this unit.

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.

Lord of Slaughter

Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, 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.

Rage Eternal

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

Leader

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



Mauler chainblade	Melee	4	4+	4	-1	2
Paired manglers	Melee	4	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Skullsmasher and mangler	Melee	3	3+	4	-1	2

WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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 model or unit the benefit of cover (e.g. Stealth).

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.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.