CHAOS - CHAOS SPACE MARINES

SORCEROUS CHAMPION [CRUCIBLE]

80 PTS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6
Melta tendril MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2
➤ Rite of Possession - focused witchfire ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION PSYCHIC	18"	2	3+	6	-1	D3
➤ Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL PRECISION PSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader

FACTION: Heretic Astartes 80 PTS

Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Impaler chainglaive LANCE	Melee	4	2+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3
Technovirus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

AUFSTELLUNG

1x Sorcerous Champion [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, Chainfist, Close combat weapon, Daemon hammer, Exalted weapon, Force weapon, Impaler chainglaive, Power fist, Staff of possession, Technovirus injector, Twin lightning claws

Wargear Options:

- This model can be equipped with up to 2 of: Flamer tendril, Melta tendril, Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Balefire tome, Baleflamer, Boltgun, Combi-bolter, Combi-weapon, Flamer, Heavy flamer, Helstalker autocannon, Magma cutter, Meltagun, Plasma gun, Reaper autocannon, Rite of Possession, Infernal Gaze.

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Daemonkin (Psychic)
Add 1 to Advance and Charge rolls made for this unit.

Dark Zealotry
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Gift of Chaos (Psychic)
Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the [PSYCHIC] ability. That unit must take a Leadership test. If it fails, it suffers D3 mortal wounds.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if a different unit from your army has been targeted with that Stratagem this phase.

Master of Mechanisms
In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

Nurgle
Add 1 to this model's Toughness characteristic.

Prescience (Psychic)
Each time an attack targets this unit, subtract 1 from the Hit roll.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

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

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+.*

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.

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.