

EXCRUCIATOR [CRUCIBLE]

Leader Leader Deep Strike Infiltrators Scouts 6" Thrill Seekers

M	T	SV	W	LD	QC
7"	4	3+	4	6+	1

60 PTS
Base —

3

BESCHUSS

Agonising Energies - focused witchfire

DEVASTATING WOUNDS HAZARDOUS PSYCHIC

R	A	BS	S	AP	D
18"	D6	3+	6	-2	D3

Agonising Energies - witchfire

PSYCHIC

R	A	BS	S	AP	D
18"	D6	3+	5	-1	D3

Bolt pistol

PISTOL

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

Boltgun

PRECISION

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

Combi-bolter

RAPID FIRE 2

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

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS RAPID FIRE 1

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

Heavy flamer

IGNORES COVER TORRENT

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

Reaper autocannon

DEVASTATING WOUNDS

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	2+	7	-1	1

Screamer pistol

IGNORES COVER PISTOL

R	A	BS	S	AP	D
12"	3	2+	5	-1	2

Sonic blaster

IGNORES COVER

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

> Blastmaster - single frequency

IGNORES COVER

R	A	BS	S	AP	D
18"	3	2+	10	-2	3

> Blastmaster - varied frequency

IGNORES COVER

R	A	BS	S	AP	D
18"	6	2+	6	-2	1

> Plasma gun - standard

PRECISION RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	2+	7	-2	1

> Plasma gun - supercharge

HAZARDOUS

PRECISION RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	2+	8	-3	2

> Plasma pistol - standard

PISTOL

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

> Plasma pistol - supercharge

HAZARDOUS PISTOL

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

Doom Siren

In your Shooting phase, after this model's unit has shot, select one enemy Infantry unit hit by one or more of those attacks and roll three D6: for each 4+, that enemy unit suffers 1 mortal wound. If an enemy unit suffers one or more mortal wounds as a result of this ability, it must take a Battle-shock test.

Warped Invigoration (Psychic)

In your Shooting phase, after this model has shot, if an enemy unit was hit by one or more of those attacks, until the end of the turn, add 1 to Charge rolls made for this unit.

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NAHKAMPF

Blissblade

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

Chainfist

ANTI-VEHICLE 3+

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

Close combat weapon

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

Dueling sabre

PRECISION

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

Force weapon

PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

Master-crafted power sword

PRECISION

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

Paired accursed weapons

TWIN-LINKED

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

Phoenix power spear

LANCE

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

Power fist

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

Power weapon

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

Rapture lash

EXTRA ATTACKS

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

Feverish Butchery

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

GEGEN DIESE EINHEIT					
W4 · RW 3+ · 4 LP je Modell					
WIRD VERWUNDET MIT					
2+ SS+		3+ SS-7		4+ S4	
RETTUNGSWURF JE DS		DS -1 4+		DS -3 6+	
DS 0 3+		DS -2 5+		DS -4 6+	
				6+ S3	
				6+ S1-2	
				DS -4 -	

1 KOMMANDO

Sickening Stimulation

While this model is leading a unit, in your Command phase, you can return one destroyed model (excluding Character models) to that unit.

2 BEWEGUNG

—

4 ANGRIFF

—

VERTEIDIGUNG

—

∞ IMMER / EINMALIG

Obsessive Annunciation

While this model is leading a unit, ranged weapons equipped by models in that unit have the [Sustained Hits 1] ability.

Perfectionists

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.

REGELN & KEYWORDS KURZ

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 your opponent's deployment area...

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 deployment area...

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".

Thrill Seekers If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so: - It cannot...

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

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.

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 model...

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 models...

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...

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.

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

AUFSTELLUNG

1x Excruciator [Crucible]

Ausrüstung: Agonising Energies - focused witchfire, Agonising Energies - witchfire, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, Screamer pistol, Sonic blaster, ► Blastmaster - single frequency, ► Blastmaster - varied frequency, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Blissblade, Chainfist, Close combat weapon, Dueling sabre, Force weapon, Master-crafted power sword, Paired accursed weapons, Phoenix power spear, Power fist, Power weapon, Rapture lash

- This model can be equipped with one of: Agonising Energies, Boltgun, Blastmaster, Combi-bolter, Combi-weapon, Heavy flamer, Plasma gun, Reaper autocannon, Sonic blaster.
- This model can be equipped with up to 2 of: Plasma pistol, Bolt pistol, Screamer pistol.
- This model can be equipped with up to 2 of: Blissblade, Chainfist, Close combat weapon, Dueling sabre, Force weapon, Master-crafted power sword, Paired accursed weapons, Phoenix power spear, Power fist, Power weapon, Rapture lash.

Anführer

This model can be attached to the following unit: Emperor's Children Terminator Squad.