

FLAWLESS CHAMPION [CRUCIBLE]

- Leader
- Leader
- Deep Strike
- Infiltrators
- Lone Operative
- Scouts 6"
- Thrill Seekers

M	T	SV	W	LD	OC	RW
8"	5	3+	5	6+	1	5+

100 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.

5 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					
W5 - RW 3+ 5++ - 5 LP je Modell					
WIRD VERWUNDET MIT					
3+ S10+		4+ S5		5+ S3-4	
RETTUNGSWURF JE DS		6+ S1-2			
DS 0 3+		DS -1 4+		DS -3 5++	

KEYWORDS Infantry, Character, Grenades, Chaos, Slaanesh, Crucible, Flawless Champion, Leader · FRAKTION Emperor's Children

<div>1</div> <div>KOMMANDO</div>	<div>2</div> <div>BEWEGUNG</div>	<div>4</div> <div>ANGRIFF</div>	<div>◆</div> <div>VERTEIDIGUNG</div>	<div>∞</div> <div>IMMER / EINMALIG</div>
<div>Sickening Stimulation</div> <div>While this model is leading a unit, in your Command phase, you can return one destroyed model (excluding Character models) to that unit.</div>				<div>Obsessive Annunciation</div> <div>While this model is leading a unit, ranged weapons equipped by models in that unit have the [Sustained Hits 1] ability.</div> <div>Obsessive Huntsman</div> <div>Melee weapons equipped by this model have the [Precision] ability.</div> <div>Perfectionists</div> <div>While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.</div>
<div>REGELN & KEYWORDS KURZ</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" horizontally...</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 deployment...</div> <div>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.</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 unless...</div> <div>Scouts 6" This ability always takes the form Scouts X".</div> <div>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...</div> <div>ANTI This ability always takes the form [ANTI-X Y+].</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>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.</div> <div>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...</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>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.</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>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...</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>TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.</div>				
<div>AUFSTELLUNG</div> <div>1x Flawless Champion [Crucible]</div> <div>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</div> <div>• This model can be equipped with one of: Agonising Energies, Boltgun, Blastmaster, Combi-bolter, Combi-weapon, Heavy flamer, Plasma gun, Reaper autocannon, Sonic blaster.</div> <div>• This model can be equipped with up to 2 of: Plasma pistol, Bolt pistol, Screamer pistol.</div> <div>• 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.</div> <div>Anführer</div> <div>This model can be attached to the following unit: Emperor's Children Terminator Squad.</div>				