CHAOS - CHAOS DAEMONS

DAEMONIC HERALD [CRUCIBLE]

Leader | Leader | Leader | Leader | Leader | Leader | Deep Strike | Feel No Pain | Scouts 9" | The Shadow of Chaos | Warp Rifts

M	T	SV	W	LD	OC
6"	3	7+	3	7+	1

60 PTS
Base —

3 BESCHUSS

Death's heads — BLAST, LETHAL HITS

R	A	BS	S	AP	D
12"	D3	4+	4	0	1

Disgusting sneezes — PISTOL, TORRENT

R	A	BS	S	AP	D
6"	D6	N/A	3	0	1

Infernal cannon — RAPID FIRE 3

R	A	BS	S	AP	D
24"	3	3+	5	-1	2

Infernal cannon — LETHAL HITS

R	A	BS	S	AP	D
24"	3	2+	5	-1	2

Infernal cannon — PRECISION

R	A	BS	S	AP	D
24"	3	2+	5	-1	2

Infernal cannon

R	A	BS	S	AP	D
24"	3	3+	5	-2	2

Lashes of torment — ANTI-INFANTRY 3+, ASSAULT, PISTOL

R	A	BS	S	AP	D
6"	6	3+	4	0	1

➤ Arcane Fireball - focused witchfire — DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC

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

➤ Arcane Fireball - witchfire — PSYCHIC

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

Eldritch Flames
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

5 NAHKAMPF

Acidic maw — DEVASTATING WOUNDS, EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	2	4+	7	-4	3

Attendant's hellblades — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	3+	5	-2	2

Blade of blood

R	A	WS	S	AP	D
Melee	5	2+	6	-2	3

Bladed axle — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	6	3+	6	-1	2

Close combat weapon — PSYCHIC

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

Diseased claws and teeth — LETHAL HITS

R	A	WS	S	AP	D
Melee	3	4+	2	0	1

Foul balesword — LETHAL HITS

R	A	WS	S	AP	D
Melee	4	3+	5	-2	2

Foul mouthparts — EXTRA ATTACKS, LETHAL HITS

R	A	WS	S	AP	D
Melee	2	4+	5	-1	2

Juggernaut's bladed horn — EXTRA ATTACKS, LANCE

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

Lashing tongue — EXTRA ATTACKS, LETHAL HITS

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

Ravaging claws — DEVASTATING WOUNDS

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

Screamer bites — EXTRA ATTACKS

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

Seeker tongues — EXTRA ATTACKS, LETHAL HITS

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

Tiny balesword — LETHAL HITS

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

Tiny corrupted staff — LETHAL HITS

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

➤ Hellforged weapons - strike

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

➤ Hellforged weapons - strike — LETHAL HITS

R	A	WS	S	AP	D
Melee	7	2+	8	-2	3

➤ Hellforged weapons - strike — PRECISION

R	A	WS	S	AP	D
Melee	6	2+	8	-2	3

➤ Hellforged weapons - strike — DEVASTATING WOUNDS, PSYCHIC

R	A	WS	S	AP	D
Melee	6	2+	8	-2	3

➤ Hellforged weapons - sweep

R	A	WS	S	AP	D
Melee	16	2+	8	-1	1

➤ Hellforged weapons - sweep — LETHAL HITS

R	A	WS	S	AP	D
Melee	14	2+	6	-1	1

➤ Hellforged weapons - sweep

R	A	WS	S	AP	D
Melee	12	2+	6	0	1

➤ Hellforged weapons - sweep — DEVASTATING WOUNDS, PSYCHIC

R	A	WS	S	AP	D
Melee	12	2+	6	-1	1

Bloodmarked
At the start of the Fight phase, select one enemy unit within 18" of and visible to this model. Until the end of the phase, each time a friendly Khorne unit makes an attack which targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

GEGEN DIESE EINHEIT

W3 · RW 7+ · 3 LP je Modell

WIRD VERWUNDET MIT	2+	3+	4+	5+	6+
	S6+	S4–5	S3	S2	S1
RETTUNGSWURF JE DS					
	DS 0 –	DS −1 –	DS −2 –	DS −3 –	DS −4 –

Feel No Pain gegen jeden verlorenen LP

KEYWORDS Character, Infantry, Chaos, Daemon, Summoned, Daemonic Herald, Crucible, Shadow Legion, Non-Monster Character · **FRAKTION** Legiones Daemonica

1 KOMMANDO

Daemonic Locus
While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model, or D3 destroyed models with the Battleline keyword, to that unit.

Meet Your Quota!
While this model's unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.

2 BEWEGUNG

Jolly Gutpipes
While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance moves made for it.

Murderer's Cowl
This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Restless Prey-seeker
You can re-roll Advance and Charge rolls made for this unit.

Rider of the Immaterial Winds
Once per battle, at the end of your opponent's turn, if this model's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

4 ANGRIFF

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VERTEIDIGUNG

Collar of Khorne
This model has the Feel No Pain 3+ ability against Psychic Attacks.

Gloam Rot
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Swallow Energy
Models in this unit have the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

∞ IMMER / EINMALIG

Blazing Warpfire
Ranged weapons equipped by models in this unit have the [Assault] ability

Discordant Disruption (Aura)
While an enemy Psyker unit is within 12" of this model, Psychic weapons equipped by models in that unit have the [Hazardous] ability.

Keep Counting!
Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Malefic Deceit
Each time an attack is made against this unit, subtract 1 from the Hit roll.

Rage-fuelled Strength
Each time a model in this unit makes an attack, add 1 to the Wound roll.

Sadistic Savagery
Melee weapons equipped by models in this unit have the [Sustained Hits 1] 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" horizo…

Feel No Pain This ability always takes the form Feel No Pain X+.

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 9" This ability always takes the form Scouts X".

The Shadow of Chaos If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows: ■ Your deployment zone…

Warp Rifts Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos,…

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

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

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…

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.

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

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 m…

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…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Daemonic Herald [Crucible]

Ausrüstung: Death's heads, Disgusting sneezes, Infernal cannon, Lashes of torment, ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Acidic maw, Attendant's hellblades, Blade of blood, Bladed axle, Close combat weapon, Diseased claws and teeth, Foul balesword, Foul mouthparts, Juggernaut's bladed horn, Lashing tongue, Ravaging claws, Screamer bites, Seeker tongues, Tiny balesword, Tiny corrupted staff, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

- This model can be equipped with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

Anführer
This model can be attached to the following unit: Screamers