

IMMORTAL CHAMPION
[CRUCIBLE]

Leader

Leader

Leader

Leader

Leader

Deadly Demise D3

Deep Strike

Feel No Pain

Scouts 9"

The Shadow of Chaos

Warp Rifts

M8"

T10

SV2+

W10

LD6+

OC3

180 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

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

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

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

W10 - RW 2+ - 10 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

DS 0

Feel No Pain gegen jeden verlorenen LP

2+

S2+

DS 0

2+

3+

S11-19

DS -1

3+

4+

S10

DS -2

4+

5+

S6-9

DS -3

5+

6+

S1-5

DS -4

6+

<div><div>1KOMMANDO</div><div>Meet Your Quota!<p>While this model's unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.</p></div></div>	<div><div>2BEWEGUNG</div><div>Jolly Gutpipes<p>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.</p>Murderer's Cowl<p>This unit is eligible to shoot and declare a charge in a turn in which it Advanced.</p>Restless Prey-seeker<p>You can re-roll Advance and Charge rolls made for this unit.</p>Rider of the Immaterial Winds<p>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.</p></div></div>	<div><div>4ANGRIFF</div><div>—</div></div>	<div><div>VERTEIDIGUNG</div><div>Collar of Khorne<p>This model has the Feel No Pain 3+ ability against Psychic Attacks.</p>Gloom Rot<p>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.</p>Swallow Energy<p>Models in this unit have the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.</p></div></div>	<div><div>IMMER / EINMALIG</div><div>Blazing Warpfire<p>Ranged weapons equipped by models in this unit have the [Assault] ability</p>Discordant Disruption (Aura)<p>While an enemy Psyker unit is within 12" of this model, Psychic weapons equipped by models in that unit have the [Hazardous] ability.</p>Font of Unreality<p>Each time an attack is allocated to a friendly Daemon unit within 3" of this model, subtract 1 from the Hit roll.</p>Infernal Attendants<p>While this model is within 3" of one or more friendly Daemon Infantry units, this model has the Lone Operative ability.</p>Keep Counting!<p>Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.</p>Malefic Deceit<p>Each time an attack is made against this unit, subtract 1 from the Hit roll.</p>Rage-fuelled Strength<p>Each time a model in this unit makes an attack, add 1 to the Wound roll.</p>Sadistic Savagery<p>Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.</p></div></div>
<div><div>REGELN & KEYWORDS KURZ</div><div>Deadly Demise D3 This ability always takes the form Deadly Demise X. Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this a... Feel No Pain This ability always takes the form Feel No Pain X+. 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 consider... Warp Rifts Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the...</div></div>			<div><div>AUFSTELLUNG</div><div>1x Immortal Champion [Crucible] Ausrüstung: Death's heads, Disgusting sneezes, Infernal cannon, Lashes of torment, ► Arcane Fireball - focused witchfire, ► Arcane Fireball - witchfire, Acidic maw, Attendant's helblades, 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</div></div>	