

DAEMONIC HERALD [CRUCIBLE]

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

AUFSTELLUNG

1x Daemonic Herald [Crucible]

Equipped with: 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

Wargear Options:

- 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.

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader



Death's heads BLAST, LETHAL HITS	12"	D3	4+	4	0	1
Disgusting sneezes PISTOL, TORRENT	6"	D6	N/A	3	0	1
Infernal cannon RAPID FIRE 3	24"	3	3+	5	-1	2
Infernal cannon LETHAL HITS	24"	3	2+	5	-1	2
Infernal cannon PRECISION	24"	3	2+	5	-1	2
Infernal cannon	24"	3	3+	5	-2	2
Lashes of torment ANTI-INFANTRY 3+, ASSAULT, PISTOL	6"	6	3+	4	0	1
► Arcane Fireball - focused witchfire DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	18"	3	3+	6	-2	D3
► Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS, EXTRA ATTACKS	Melee	2	4+	7	-4	3
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3
Bladed axle EXTRA ATTACKS	Melee	6	3+	6	-1	2
Close combat weapon PSYCHIC	Melee	3	4+	4	-1	1

RULES - Deep Strike, Feel No Pain, Leader, Scouts 9", The Shadow of Chaos, Warp Rifts

Blazing Warfire

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

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.

Collar of Khorne

This model has the Feel No Pain 3+ ability against **Psychic** Attacks.

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.

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.

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.



Diseased claws and teeth LETHAL HITS	Melee	3	4+	2	0	1
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRA ATTACKS, LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRA ATTACKS, LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRA ATTACKS, LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRA ATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRA ATTACKS, LETHAL HITS	Melee	4	4+	4	0	1
Tiny balesword LETHAL HITS	Melee	3	4+	2	-2	2
Tiny corrupted staff LETHAL HITS	Melee	3	4+	4	-1	D3
► Hellforged weapons - strike	Melee	8	2+	8	-2	3
► Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
► Hellforged weapons - strike PRECISION	Melee	6	2+	8	-2	3
► Hellforged weapons - strike DEVASTATING WOUNDS, PSYCHIC	Melee	6	2+	8	-2	3
► Hellforged weapons - sweep	Melee	16	2+	8	-1	1
► Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1

Gloom 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.

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.

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.

Meet Your Quota!

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

Murderer's Cowl

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

Penumbral Puppetry

This unit has Stealth. Each time a melee attack targets 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.

Restless Prey-seeker

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



► Hellforged weapons - sweep	Melee	12	2+	6	0	1
► Hellforged weapons - sweep DEVASTATING WOUNDS, PSYCHIC	Melee	12	2+	6	-1	1

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.

Sadistic Savagery

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

Shadow's Caress

Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Swallow Energy

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

Leader

This model can be attached to the following unit: Screamers



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+.

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



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.



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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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).

Torrent

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

