SENTINEL COMMANDER [CRUCIBLE]

75 PTS

M	T	Sv	W	LD	OC
10"	7	3+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Autogun	24"	2	3+	3	0	1
Autopistol PISTOL	12"	1	3+	3	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combat shotgun ASSAULT	12"	2	3+	4	0	1
Grenadier gauntlet BLAST	18"	D6	3+	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Lascarbine ASSAULT	18"	2	3+	3	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Laspistol PISTOL	12"	1	3+	3	0	1
Multi-laser	36"	4	3+	6	0	1
Ripper gun RAPID FIRE 3	18"	3	3+	5	-1	2
Zealot's vindicator IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	3+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	3+	9	-2	D6
➤ Plasma cannon - standard BLAST	36"	D3	3+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	2

AUFSTELLUNG

1x Sentinel Commander [Crucible]

Equipped with: Autocannon, Autogun, Autopistol, Bolt pistol, Boltgun, Combat shotgun, Grenadier gauntlet, Hand flamer, Heavy flamer, Lascannon, Lascarbine, Lasgun, Laspistol, Multi-laser, Ripper gun, Zealot's vindicator, ➤ Missile launcher - frag, ➤ Missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma pistol - standard, ➤ [illegible]

KEYWORDS: Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander
FACTION KEYWORDS: Astra Militarum

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➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	5	3+	7	-1	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Frag lance LANCE	Melee	D6	3+	4	0	1
Goad lance LANCE	Melee	2	3+	6	-2	2
Huge knife	Melee	6	3+	8	-1	2
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	4	3+	4	-2	1
Ripper gun	Melee	5	3+	6	-1	1
Sentinel chainsaw	Melee	3	3+	6	-1	1
Zealot's vindicator	Melee	4	3+	5	-1	2
➤ Hunting lance - frag tip LANCE	Melee	D6	3+	4	0	1
➤ Hunting lance - melta tip LANCE	Melee	1	3+	9	-4	D6

ABILITIES

CORE - Leader

Brute Shield
Augmented Bone 'Ead only. This model has a 4+ invulnerable save.

Dauntless Veteran
You can re-roll Battle-shock tests taken for this unit.

Extra Armour
Sentinel Commander only. Change this model's Move characteristic to 8", change its Toughness characteristic to 8, change its Save characteristic to 2+, and it loses the Scouts 9" ability.

Fire Coordinator
Ranged weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Martial Zealot
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Mobile Firebase
Ranged weapons equipped by models in this unit have the [ASSAULT] ability.

Noble Steed
Front-line Commander only. Change this model's Move characteristic to 12", change its Toughness characteristic to 4, change its Save characteristic to 4+. Remove the Infantry keyword, add the Mounted keyword, and add to the list of units this model can be attached to: Attilan Rough Riders, Death Riders.

Slabshield
Augmented Bone 'Ead only. Change this model's Wounds characteristic to 7.

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Leader
This model can be attached to the following units:

- Armoured Sentinels
- Scout Sentinels*

ORDERS

Orders
This Officer can issue up to 1 Order to Squadron units.

WEAPON ABILITIES

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).*

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.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 or unit the benefit of cover (e.g. Stealth).

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.

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.

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.

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FACTION RULES

Voice Of Command
If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

CORE RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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