# COHORT COMMANDER [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

**45 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 4+ | 3 | 6+ | 1 |

**INVULNERABLE SAVE** 5+

**AUFSTELLUNG**

1x Cohort Commander [Crucible]

**Equipped with:** Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

**Wargear Options:**

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

**KEYWORDS:** Character, Infantry, Imperium, Crucible, Skitarii, Marshal, Cohort Commander

**FACTION KEYWORDS:** Adeptus Mechanicus

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Arc rifle<br>ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1 | 30" | 1 | 3+ | 8 | -1 | D3 |
| Flechette blaster<br>PISTOL | 12" | 5 | 3+ | 3 | 0 | 1 |
| Flechette carbine | 18" | 6 | 3+ | 3 | 0 | 1 |
| Galvanic carbine<br>DEVASTATING WOUNDS | 18" | 3 | 3+ | 4 | 0 | 1 |
| Galvanic rifle | 30" | 2 | 3+ | 4 | 0 | 1 |
| Macrostubber<br>PISTOL | 12" | 5 | 3+ | 4 | 0 | 1 |
| Magnarail lance<br>HEAVY | 36" | 1 | 3+ | 7 | -2 | 3 |
| Mechanicus pistol<br>DEVASTATING WOUNDS, PISTOL | 12" | 1 | 3+ | 6 | -1 | 1 |
| Phosphor blast carbine<br>BLAST, IGNORES COVER | 18" | D6 | 3+ | 6 | 0 | 1 |
| Phosphor serpenta<br>IGNORES COVER, PISTOL | 18" | 1 | 3+ | 5 | -1 | 2 |
| Phosphor torch<br>IGNORES COVER, TORRENT | 12" | D6 | N/A | 4 | 0 | 1 |
| Radium carbine<br>ANTI-INFANTRY 4+ | 18" | 3 | 3+ | 3 | 0 | 1 |
| Radium jezzail<br>ANTI-INFANTRY 3+, HEAVY, PRECISION | 36" | 1 | 3+ | 5 | -2 | 3 |
| Stubcarbine<br>PISTOL | 12" | 3 | 3+ | 4 | 0 | 1 |
| Transonic cannon<br>DEVASTATING WOUNDS, TORRENT | 12" | D6 | N/A | 4 | 0 | 2 |
| Transuranic arquebus<br>ANTI-MONSTER 4+, ANTI-VEHICLE 4+, HEAVY, PRECISION | 36" | 1 | 3+ | 7 | -2 | D3 |
| Twin cognis autocannon<br>SUSTAINED HITS 1 | 48" | 4 | 3+ | 9 | -1 | 3 |

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**Wargear Options:**

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

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| | | | | | | |
|---|---|---|---|---|---|---|
| Twin cognis lascannon<br>SUSTAINED HITS 1 | 48" | 2 | 3+ | 12 | -3 | D6+1 |
| Volkite blaster<br>DEVASTATING WOUNDS | 24" | 3 | 3+ | 5 | 0 | 2 |
| ➤ Eradication ray - dissipated | 24" | D3 | 3+ | 6 | -1 | 1 |
| ➤ Eradication ray - focused | 12" | D3 | 3+ | 6 | -2 | 2 |
| ➤ Plasma caliver - supercharge<br>HAZARDOUS | 30" | 2 | 3+ | 8 | -3 | 2 |
| ➤ Plasma caliver - standard | 30" | 2 | 3+ | 7 | -2 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Arc maul<br>ANTI-VEHICLE 4+, DEVASTATING WOUNDS | Melee | 4 | 3+ | 5 | -1 | 1 |
| Close combat weapon | Melee | 4 | 3+ | 3 | 0 | 1 |
| Control stave | Melee | 4 | 3+ | 6 | -1 | 1 |
| Ironstrider feet | Melee | 3 | 3+ | 5 | 0 | 1 |
| Omnissian axe | Melee | 4 | 3+ | 6 | -2 | 2 |
| Power fist | Melee | 3 | 3+ | 8 | -2 | 2 |
| Power weapon | Melee | 4 | 3 | 4 | -2 | 1 |
| Servo-arc claw<br>ANTI-VEHICLE 4+, DEVASTATING WOUNDS | Melee | 3 | 3+ | 8 | -2 | 2 |
| Servo-arm<br>EXTRA ATTACKS | Melee | 1 | 3+ | 6 | -2 | 2 |
| Taser goad<br>SUSTAINED HITS 2 | Melee | 3 | 3+ | 6 | 0 | 1 |
| Taser lance<br>ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2 | Melee | 4 | 3+ | 7 | -2 | 2 |
| Transonic blades<br>DEVASTATING WOUNDS, PRECISION | Melee | 5 | 3+ | 5 | -1 | 1 |

## ABILITIES

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

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**Equipped with:** Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

**Wargear Options:**

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

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### Control Edict
While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

### Galvanic Field
While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.

### Omnissiah's Blessing
In your Command phase, select one friendly Adeptus Mechanicus model within 3" of this model. That model regains up to D3 lost wounds and, if it is a Vehicle model, until the start of your next Command phase, that model has the Feel No Pain 5+ ability. Each model can only be selected for this ability once per Command phase.

### Prioritisation Protocol
Melee weapons equipped by this model have [**Precision**].

### Seekers of Divine Arcana
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

### Leader
This model can be attached to the following units: Sicarian Infiltrators, Sicarian Ruststalkers

## WEAPON ABILITIES

### 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+.*

### 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.*

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1x Cohort Commander [Crucible]

**Equipped with:** Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

**Wargear Options:**

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

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### 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.

### 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.

### 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.

### 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).*

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### Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

### Torrent

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

## FACTION RULES

### Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

## CORE RULES

### 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 from all enemy units, even if that is within your opponent's deployment zone.

### 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 zone and all enemy units.

### 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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**Scouts 9"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

**Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).