

COHORT COMMANDER [CRUCIBLE]

LeaderLeaderLeaderLeaderLeaderDeep StrikeDoctrina ImperativesInfiltratorsScouts 9"Stealth

M6" T3 SV4+ W3 LD6+ GC1 RW5+

45 PTS
Base —

1 KOMMANDO

Omissiah'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.

2 BEWEGUNG

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3 BESCHUSS

Arc rifle **ANTI-VEHICLE 4+** **DEVASTATING WOUNDS** **RAPID FIRE 1**

R	A	BS	S	AP	D
30"	1	3+	8	-1	D3

VERWUNDET
2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

 Radium jezzail **ANTI-INFANTRY 3+** **HEAVY** **PRECISION** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 36" | 1 | 3+ | 5 | -2 | 3 | VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+ |

Flechette blaster **PISTOL**

R	A	BS	S	AP	D
12"	5	3+	3	0	1

VERWUNDET
2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

 Subcarbine **PISTOL** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 12" | 3 | 3+ | 4 | 0 | 1 | VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+ |

Flechette carbine

R	A	BS	S	AP	D
18"	6	3+	3	0	1

VERWUNDET
2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

 Transonic cannon **DEVASTATING WOUNDS** **TORRENT** | | | | | | | |-----|----|-----|---|----|---| | R | A | BS | S | AP | D | | 12" | D6 | N/A | 4 | 0 | 2 | VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+ |

Galvanic carbine **DEVASTATING WOUNDS**

R	A	BS	S	AP	D
18"	3	3+	4	0	1

VERWUNDET
2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

 Transuranic arquebus **ANTI-MONSTER 4+** **ANTI-VEHICLE 4+** **HEAVY** **PRECISION** | | | | | | | |-----|---|----|---|----|----| | R | A | BS | S | AP | D | | 36" | 1 | 3+ | 7 | -2 | D3 | VERWUNDET 2+ T1-2 3+ T4-6 4+ T7 5+ T8-13 6+ T14+ |

Galvanic rifle

R	A	BS	S	AP	D
30"	2	3+	4	0	1

VERWUNDET
2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

 Twin cognis autocannon **SUSTAINED HITS 1** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 48" | 4 | 3+ | 9 | -1 | 3 | VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+ |

Macrostubber **PISTOL**

R	A	BS	S	AP	D
12"	5	3+	4	0	1

VERWUNDET
2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

 Twin cognis lascannon **SUSTAINED HITS 1** | | | | | | | |-----|---|----|----|----|------| | R | A | BS | S | AP | D | | 48" | 2 | 3+ | 12 | -3 | D6+1 | VERWUNDET 2+ T1-6 3+ T7-11 4+ T12 5+ T13-23 6+ T24+ |

Magnarail lance **HEAVY**

R	A	BS	S	AP	D
36"	1	3+	7	-2	3

VERWUNDET
2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

 Volkite blaster **DEVASTATING WOUNDS** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 24" | 3 | 3+ | 5 | 0 | 2 | VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+ |

Mechanicus pistol **DEVASTATING WOUNDS** **PISTOL**

R	A	BS	S	AP	D
12"	1	3+	6	-1	1

VERWUNDET
2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

 ► Eradication ray - dissipated | | | | | | | |-----|----|----|---|----|---| | R | A | BS | S | AP | D | | 24" | D3 | 3+ | 6 | -1 | 1 | VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+ |

Phosphor blast carbine **BLAST** **IGNORES COVER**

R	A	BS	S	AP	D
18"	D6	3+	6	0	1

VERWUNDET
2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

 ► Eradication ray - focused | | | | | | | |-----|----|----|---|----|---| | R | A | BS | S | AP | D | | 12" | D3 | 3+ | 6 | -2 | 2 | VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+ |

Phosphor serpenta **IGNORES COVER** **PISTOL**

R	A	BS	S	AP	D
18"	1	3+	5	-1	2

VERWUNDET
2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

 ► Plasma caliver - supercharge **HAZARDOUS** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 30" | 2 | 3+ | 8 | -3 | 2 | VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+ |

Phosphor torch **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET
2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

 ► Plasma caliver - standard | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 30" | 2 | 3+ | 7 | -2 | 1 | VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+ |

Radium carbine **ANTI-INFANTRY 4+**

R	A	BS	S	AP	D
18"	3	3+	3	0	1

VERWUNDET
2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

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4 ANGRIFF

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5 NAHKAMPF

Arc Maul **ANTI-VEHICLE 4+** **DEVASTATING WOUNDS**

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET
2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

 Power weapon | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 4 | 3 | 4 | -2 | 1 | VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+ |

Close combat weapon

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

VERWUNDET
2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

 Servo-arc claw **ANTI-VEHICLE 4+** **DEVASTATING WOUNDS** | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 3 | 3+ | 8 | -2 | 2 | VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+ |

Control stave

R	A	WS	S	AP	D
Melee	4	3+	6	-1	1

VERWUNDET
2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

 Servo-arm **EXTRA ATTACKS** | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 1 | 3+ | 6 | -2 | 2 | VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+ |

Ironstrider feet

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET
2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

 Taser goad **SUSTAINED HITS 2** | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 3 | 3+ | 6 | 0 | 1 | VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+ |

Omnissian axe

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

VERWUNDET
2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

 Taser lance **ANTI-WALKER 2+** **LANCE** **SUSTAINED HITS 2** | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 4 | 3+ | 7 | -2 | 2 | VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+ |

Power fist

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

VERWUNDET
2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

 Transonic blades **DEVASTATING WOUNDS** **PRECISION** | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 5 | 3+ | 5 | -1 | 1 | VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+ |

VERTEIDIGUNG

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IMMER / EINMALIG

Control Edit

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.

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.

GEGEN DIESE EINHEIT

WS - RW 4+ 5++ 3 LP je Modell

WIRD VERWUNDET MIT

2+ S6	3+ S4-5	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS 0 4+	DS-0 5+	DS-2 5++	DS-3 5++	DS-5 5++

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...

Doctrina Imperatives At the start of the battle round, you can select one of the Doctrina Imperatives below.

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 deploy...

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".

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 (13.06).

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

[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...

[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 UP...

[IGNORES COVER] Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.06), including from rules that give a mod...

[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.

[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...

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

[SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Cohort Commander [Crucible]

Ausrüstung: 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, Subcarbine, 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, Omission axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

• 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", Volkite blaster.

• This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Subcarbine.

Anführer

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