

IRONSTRIDER ALPHA [CRUCIBLE]

LeaderDeadly Demise 1Doctrina ImperativesStealth

M10"73+SV4W7+LD2GC2RW5+

80 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 T5-7 T8 T9-15 T16+ Flechette blaster PISTOL R A BS S AP D 12" 5 3+ 3 0 1 VERWUNDET 2+ T1 T2 T3 T4-5 T6+ Flechette carbine R A BS S AP D 18" 6 3+ 3 0 1 VERWUNDET 2+ T1 T2 T3 T4-5 T6+ Galvanic carbine DEVASTATING WOUNDS R A BS S AP D 18" 3 3+ 4 0 1 VERWUNDET 2+ T1-2 T3 T4 T5-7 T8+ Galvanic rifle R A BS S AP D 30" 2 3+ 4 0 1 VERWUNDET 2+ T1-2 T3 T4 T5-7 T8+ Macrostubber PISTOL R A BS S AP D 12" 5 3+ 4 0 1 VERWUNDET 2+ T1-2 T3 T4 T5-7 T8+ Magnarail lance HEAVY R A BS S AP D 36" 1 3+ 7 -2 3 VERWUNDET 2+ T1-3 T4-6 T7 T8-13 T14+ Mechanicus pistol DEVASTATING WOUNDS PISTOL R A BS S AP D 12" 1 3+ 6 -1 1 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 T12+ Phosphor blast carbine BLAST IGNORES COVER R A BS S AP D 18" D6 3+ 6 0 1 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 T12+ Phosphor serpenta IGNORES COVER PISTOL R A BS S AP D 18" 1 3+ 5 -1 2 VERWUNDET 2+ T1-2 T3-4 T5 T6-9 T10+ Phosphor torch IGNORES COVER TORRENT R A BS S AP D 12" D6 N/A 4 0 1 VERWUNDET 2+ T1-2 T3 T4 T5-7 T8+ Radium carbine ANTI-INFANTRY 4+ R A BS S AP D 18" 3 3+ 3 0 1 VERWUNDET 2+ T1 T2 T3 T4-5 T6+	Radium jezzail ANTI-INFANTRY 3+ HEAVY PRECISION R A BS S AP D 36" 1 3+ 5 -2 3 VERWUNDET 2+ T1-2 T3-4 T5 T6-9 T10+ Subcarbine PISTOL R A BS S AP D 12" 3 3+ 4 0 1 VERWUNDET 2+ T1-2 T3 T4 T5-7 T8+ Transonic cannon DEVASTATING WOUNDS TORRENT R A BS S AP D 12" D6 N/A 4 0 2 VERWUNDET 2+ T1-2 T3 T4 T5-7 T6+ Transuranic arquebus ANTI-MONSTER 4+ ANTI-VEHICLE 4+ HEAVY PRECISION R A BS S AP D 36" 1 3+ 7 -2 D3 VERWUNDET 2+ T1-3 T4-6 T7 T8-13 T14+ Twin cognis autocannon SUSTAINED HITS 1 R A BS S AP D 48" 4 3+ 9 -1 3 VERWUNDET 2+ T1-4 T5-8 T9 T10-17 T18+ Twin cognis lascannon SUSTAINED HITS 1 R A BS S AP D 48" 2 3+ 12 -3 D6+1 VERWUNDET 2+ T1-6 T7-11 T12 T13-23 T24+ Volkite blaster DEVASTATING WOUNDS R A BS S AP D 24" 3 3+ 5 0 2 VERWUNDET 2+ T1-2 T3-4 T5 T6-9 T10+
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Erudition PRECISION R A BS S AP D 24" D3 3+ 6 -1 1 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 T12+ Erudition ray - dissipated R A BS S AP D 24" D3 3+ 6 -1 1 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 T12+ Erudition ray - focused R A BS S AP D 12" D3 3+ 6 -2 2 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 T12+ Plasma caliver - supercharge HAZARDOUS R A BS S AP D 30" 2 3+ 8 -3 2 VERWUNDET 2+ T1-4 T5-7 T8 T9-15 T16+ Plasma caliver - standard R A BS S AP D 30" 2 3+ 7 -2 1 VERWUNDET 2+ T1-3 T4-6 T7 T8-13 T14+

4 ANGRIF

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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 T3-4 T5 T6-9 T10+ Close combat weapon R A WS S AP D Melee 4 3+ 3 0 1 VERWUNDET 2+ T1 T2 T3 T4-5 T6+ Control stave R A WS S AP D Melee 4 3+ 6 -1 1 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 T12+ Ironstrider feet R A WS S AP D Melee 3 3+ 5 0 1 VERWUNDET 2+ T1-2 T3-4 T5 T6-9 T10+ Omnission axe R A WS S AP D Melee 4 3+ 6 -2 2 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 T12+ Power fist R A WS S AP D Melee 3 3+ 8 -2 2 VERWUNDET 2+ T1-4 T5-7 T8 T9-15 T16+	Power weapon R A WS S AP D Melee 4 3 4 -2 1 VERWUNDET 2+ T1-2 T3 T4 T5-7 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 T5-7 T8 T9-15 T16+ Servo-arm EXTRA ATTACKS R A WS S AP D Melee 1 3+ 6 -2 2 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 T12+ Taser goad SUSTAINED HITS 2 R A WS S AP D Melee 3 3+ 6 0 1 VERWUNDET 2+ T1-3 T4-5 T6 T7-11 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 T4-6 T7 T8-13 T14+ Transonic blades DEVASTATING WOUNDS PRECISION R A WS S AP D Melee 5 3+ 5 -1 1 VERWUNDET 2+ T1-2 T3-4 T5 T6-9 T10+
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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.

Seekers of Divine Arcana

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

Vector of the Omnissiah's Wrath

Ranged weapons equipped by this model have [Ignores Cover].

GEGEN DIESE EINHEIT

W7 - RW 3+ - 5++ - 7 LP je Modell

WIRD VERWUNDET MIT

2+ S4+
RETTUNGSWURF JE DS DS-0
3+ 4+

3+ S8-13

DS-2 4+

4+ S7

DS-2 5+

5+ S4-6

DS-3 5++

6+ S1-9

DS-4 5++

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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

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.

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 (round...).

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 UPHELD.

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 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 Ironstrider Alpha [Crucible]

Ausrüstung: Arc rifle, Flechette carbine, Flechette blaster, 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: Ironstrider Ballistari, Sydonian Dragoons with Taser Lances, Sydonian Dragoons with Radium Jezzails