

MAGOS [CRUCIBLE]

Leader Leader Leader Leader Leader Deep Strike Doctrina Imperatives Infiltrators Scouts 9" Stealth

M 6" T 4 SV 2+ W 4 LD 7+ OC 1 RW 5+

70 PTS
Base —



1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

Arc rifle **ANTI-VEHICLE 2+** **DEVASTATING WOUNDS** **RAPID FIRE 1**
30" 1 3+ 8 -1 D3
VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Flechette blaster **PISTOL**
12" 5 3+ 3 0 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Flechette carbine
18" 6 3+ 3 0 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Galvanic carbine **DEVASTATING WOUNDS**
18" 3 3+ 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Galvanic rifle
30" 2 3+ 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Macrostubber **PISTOL**
12" 5 3+ 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Magnarail lance **HEAVY**
36" 1 3+ 7 -2 3
VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

Mechanicus pistol **DEVASTATING WOUNDS** **PISTOL**
12" 1 3+ 6 -1 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Phosphor blast carbine **BLAST** **IGNORES COVER**
18" D6 3+ 6 0 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Phosphor serpenta **IGNORES COVER** **PISTOL**
18" 1 3+ 5 -1 2
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Phosphor torch **IGNORES COVER** **TORRENT**
12" D6 N/A 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Radium carbine **ANTI-INFANTRY 4+**
18" 3 3+ 3 0 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Radium jezail **ANTI-INFANTRY 2+** **HEAVY** **PRECISION**
36" 1 3+ 5 -2 3
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Subcarbine **PISTOL**
12" 3 3+ 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

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

Transuranic arquebus **ANTI-MONSTER 4+** **ANTI-VEHICLE 4+** **HEAVY** **PRECISION**
36" 1 3+ 7 -2 D3
VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

Twin cognis autocannon **SUSTAINED HITS 1**
48" 4 3+ 9 -1 3
VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+

Twin cognis lascannon **SUSTAINED HITS 1**
48" 2 3+ 12 -3 D6+1
VERWUNDET 2+ T1-6 3+ T7-11 4+ T12 5+ T13-23 6+ T24+

Volkite blaster **DEVASTATING WOUNDS**
24" 3 3+ 5 0 2
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

► Eradication ray - dissipated
24" D3 3+ 6 -1 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

► Eradication ray - focused
12" D3 3+ 6 -2 2
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

► Plasma caliver - supercharge **HAZARDOUS**
30" 2 3+ 8 -3 2
VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

► Plasma caliver - standard
30" 2 3+ 7 -2 1
VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

Baffling Data Screenshot
In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:
- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.
- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

4 ANGRIF

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5 NAHKAMPF

Arc Maul **ANTI-VEHICLE 4+** **DEVASTATING WOUNDS**
Melee 4 3+ 5 -1 1
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Close combat weapon
Melee 4 3+ 3 0 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Control stave
Melee 4 3+ 6 -1 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Ironstrider feet
Melee 3 3+ 5 0 1
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

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

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

Power weapon
Melee 4 3 4 -2 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Servo-arc claw **ANTI-VEHICLE 4+** **DEVASTATING WOUNDS**
Melee 3 3+ 8 -2 2
VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Servo-arm **EXTRA ATTACKS**
Melee 1 3+ 6 -2 2
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Taser goad **SUSTAINED HITS 2**
Melee 3 3+ 6 0 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Taser lance **ANTI-WALKER 2+** **LANCED** **SUSTAINED HITS 2**
Melee 4 3+ 7 -2 2
VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

Transonic blades **DEVASTATING WOUNDS** **PRECISION**
Melee 5 3+ 5 -1 1
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

6 VERTEIDIGUNG

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7 IMMER / EINMALIG

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.

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

Technoarcane Zealotry
While this model's unit is in range of one or more objective markers, improve this model's Leadership characteristic by 1.

GEGEN DIESE EINHEIT
W4 · RW 2+ · 5+ · 4 LP je Modell
WIRD VERWUNDET MIT 2+ SS-7
RETTUNGSWURF JE D6 DS 0 2+ DS -1 3+ DS -3 4+ DS -5 5+ DS -6 6+ DS -7 S1-2 DS -4 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" horizontally from the start of the battle round, if every model in this unit has this ability, it 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 deployment.
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 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 (round up).
[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 unengaged.
[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 model...
[LANCED] 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...
[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 Magos (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 jezail, 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 jezail, 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 pistol, Phosphor serpenta, Subcarbine.
Anführer
This model can be attached to the following units: Sicarian Infiltrators, Sicarian Ruststalkers