IMPERIUM - ASTRA MILITARUM

AUGMENTED BONE 'EAD [CRUCIBLE]

Leader · Crucible · Feel No Pain 6+ · Voice Of Command

M	T	SV	W	LD	OC
6"	3	4+	3	6+	1

60 PTS
Base —

1 KOMMANDO

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

2 BEWEGUNG

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.

3 BESCHUSS

Autocannon

R	A	BS	S	AP	D
48"	2	3+	9	-1	3

VERWUNDET: 2+ T1–4 · 3+ T5–8 · 4+ T9 · 5+ T10–17 · 6+ T18+

Autogun

R	A	BS	S	AP	D
24"	2	3+	3	0	1

VERWUNDET: 2+ T1 · 3+ T2 · 4+ T3 · 5+ T4–5 · 6+ T6+

Autopistol [PISTOL]

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

VERWUNDET: 2+ T1 · 3+ T2 · 4+ T3 · 5+ T4–5 · 6+ T6+

Bolt pistol [PISTOL]

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

VERWUNDET: 2+ T1–2 · 3+ T3 · 4+ T4 · 5+ T5–7 · 6+ T8+

Boltgun [RAPID FIRE 1]

R	A	BS	S	AP	D
24"	1	3+	4	0	1

VERWUNDET: 2+ T1–2 · 3+ T3 · 4+ T4 · 5+ T5–7 · 6+ T8+

Combat shotgun [ASSAULT]

R	A	BS	S	AP	D
12"	2	3+	4	0	1

VERWUNDET: 2+ T1–2 · 3+ T3 · 4+ T4 · 5+ T5–7 · 6+ T8+

Grenadier gauntlet [BLAST]

R	A	BS	S	AP	D
18"	D6	3+	4	0	1

VERWUNDET: 2+ T1–2 · 3+ T3 · 4+ T4 · 5+ T5–7 · 6+ T8+

Hand flamer [IGNORES COVER] [PISTOL] [TORRENT]

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

VERWUNDET: 2+ T1 · 3+ T2 · 4+ T3 · 5+ T4–5 · 6+ T6+

Heavy flamer [IGNORES COVER] [TORRENT]

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET: 2+ T1–2 · 3+ T3–4 · 4+ T5 · 5+ T6–9 · 6+ T10+

Lascannon

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET: 2+ T1–6 · 3+ T7–11 · 4+ T12 · 5+ T13–23 · 6+ T24+

Lascarbine [ASSAULT]

R	A	BS	S	AP	D
18"	2	3+	3	0	1

VERWUNDET: 2+ T1 · 3+ T2 · 4+ T3 · 5+ T4–5 · 6+ T6+

Lasgun [RAPID FIRE 1]

R	A	BS	S	AP	D
24"	1	3+	3	0	1

VERWUNDET: 2+ T1 · 3+ T2 · 4+ T3 · 5+ T4–5 · 6+ T6+

Laspistol [PISTOL]

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

VERWUNDET: 2+ T1 · 3+ T2 · 4+ T3 · 5+ T4–5 · 6+ T6+

Multi-laser

R	A	BS	S	AP	D
36"	4	3+	6	0	1

VERWUNDET: 2+ T1–3 · 3+ T4–5 · 4+ T6 · 5+ T7–11 · 6+ T12+

Ripper gun [RAPID FIRE 3]

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

VERWUNDET: 2+ T1–2 · 3+ T3–4 · 4+ T5 · 5+ T6–9 · 6+ T10+

Zealot's vindicator [IGNORES COVER] [TORRENT]

R	A	BS	S	AP	D
12"	D6	N/A	5	0	1

VERWUNDET: 2+ T1–2 · 3+ T3–4 · 4+ T5 · 5+ T6–9 · 6+ T10+

➤ Missile launcher - frag [BLAST] [HEAVY]

R	A	BS	S	AP	D
48"	D6	3+	4	0	1

VERWUNDET: 2+ T1–2 · 3+ T3 · 4+ T4 · 5+ T5–7 · 6+ T8+

➤ Missile launcher - krak [HEAVY]

R	A	BS	S	AP	D
48"	1	3+	9	-2	D6

VERWUNDET: 2+ T1–4 · 3+ T5–8 · 4+ T9 · 5+ T10–17 · 6+ T18+

➤ Plasma cannon - standard [BLAST]

R	A	BS	S	AP	D
36"	D3	3+	7	-2	1

VERWUNDET: 2+ T1–3 · 3+ T4–6 · 4+ T7 · 5+ T8–13 · 6+ T14+

➤ Plasma cannon - supercharge [BLAST] [HAZARDOUS]

R	A	BS	S	AP	D
36"	D3	3+	8	-3	2

VERWUNDET: 2+ T1–4 · 3+ T5–7 · 4+ T8 · 5+ T9–15 · 6+ T16+

➤ Plasma pistol - standard [PISTOL]

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET: 2+ T1–3 · 3+ T4–6 · 4+ T7 · 5+ T8–13 · 6+ T14+

➤ Plasma pistol - supercharge [HAZARDOUS] [PISTOL]

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET: 2+ T1–4 · 3+ T5–7 · 4+ T8 · 5+ T9–15 · 6+ T16+

4 ANGRIFF

—

5 NAHKAMPF

Bullgryn maul

R	A	WS	S	AP	D
Melee	5	3+	7	-1	2

VERWUNDET: 2+ T1–3 · 3+ T4–6 · 4+ T7 · 5+ T8–13 · 6+ T14+

Chainsword

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

VERWUNDET: 2+ T1 · 3+ T2 · 4+ T3 · 5+ T4–5 · 6+ T6+

Close combat weapon

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

VERWUNDET: 2+ T1 · 3+ T2 · 4+ T3 · 5+ T4–5 · 6+ T6+

Frag lance [LANCE]

R	A	WS	S	AP	D
Melee	D6	3+	4	0	1

VERWUNDET: 2+ T1–2 · 3+ T3 · 4+ T4 · 5+ T5–7 · 6+ T8+

Goad lance [LANCE]

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

VERWUNDET: 2+ T1–3 · 3+ T4–5 · 4+ T6 · 5+ T7–11 · 6+ T12+

Huge knife

R	A	WS	S	AP	D
Melee	6	3+	8	-1	2

VERWUNDET: 2+ T1–4 · 3+ T5–7 · 4+ T8 · 5+ T9–15 · 6+ T16+

Power fist

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

VERWUNDET: 2+ T1–3 · 3+ T4–5 · 4+ T6 · 5+ T7–11 · 6+ T12+

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+

Ripper gun

R	A	WS	S	AP	D
Melee	5	3+	6	-1	1

VERWUNDET: 2+ T1–3 · 3+ T4–5 · 4+ T6 · 5+ T7–11 · 6+ T12+

Sentinel chainsaw

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

VERWUNDET: 2+ T1–3 · 3+ T4–5 · 4+ T6 · 5+ T7–11 · 6+ T12+

Zealot's vindicator

R	A	WS	S	AP	D
Melee	4	3+	5	-1	2

VERWUNDET: 2+ T1–2 · 3+ T3–4 · 4+ T5 · 5+ T6–9 · 6+ T10+

➤ Hunting lance - frag tip [LANCE]

R	A	WS	S	AP	D
Melee	D6	3+	4	0	1

VERWUNDET: 2+ T1–2 · 3+ T3 · 4+ T4 · 5+ T5–7 · 6+ T8+

➤ Hunting lance - melta tip [LANCE]

R	A	WS	S	AP	D
Melee	1	3+	9	-4	D6

VERWUNDET: 2+ T1–4 · 3+ T5–8 · 4+ T9 · 5+ T10–17 · 6+ T18+

VERTEIDIGUNG

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

IMMER / EINMALIG

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.

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.

You 'Eard 'Em
Each time an Order is issued to this model's unit, this model can issue that Order to one other friendly Platoon or Ogryn unit in the same way as an Officer.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Crucible A Character created using Crucible rules has the Crucible ability.

Feel No Pain 6+ This ability always takes the form Feel No Pain X+.

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.

Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.

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 (roun…

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 unen…

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.

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

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

AUFSTELLUNG

1x Augmented Bone 'Ead [Crucible]

Ausrüstung: 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, ➤ Plasma pistol - supercharge, Bullgryn maul, Chainsword, Close combat weapon, Frag lance, Goad lance, Huge knife, Power fist, Power weapon, Sentinel chainsaw, ➤ Hunting lance - frag tip, ➤ Hunting lance - melta tip

- This model can be equipped with one of: Autocannon, Autogun, Combat shotgun, Grenadier gauntlet, Lascannon, Lascarbine, Lasgun, Missile launcher, Multi-laser, Plasma cannon, Zealot's vindicator, Boltgun, Heavy flamer, Ripper gun.
- This model can be equipped with up to 2 of: Autopistol, Hand flamer, Bolt pistol, Laspistol, Plasma pistol.
- This model can be equipped with 1x Chainsword.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Frag lance.
- This model can be equipped with 1x Goad lance.
- This model can be equipped with 1x Huge knife.
- This model can be equipped with 1x Hunting lance.
- This model can be equipped with 1x Power weapon.

Anführer
This model can be attached to the following units:
- Bullgryn Squad
- Ogryn Squad

KEYWORDS Character, Infantry, Crucible, Imperium, Grenades, Regiment, Augmented Bone 'Ead, Ogryn · **FRAKTION** Astra Militarum