

COHORT COMMANDER

[CRUCIBLE]

Leader

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Deep Strike

Doctrina Imperatives

Infiltrators

Scouts 9"

Stealth

M6"

T3

SV4+

W3

LD6+

OC1

RW5+

45 PTS

Base —

3

BESCHUSS

Arc rifle

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

RAPID FIRE 1

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

Flechette blaster

PISTOL

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

Flechette carbine

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

Galvanic carbine

DEVASTATING WOUNDS

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

Galvanic rifle

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

Macrostubber

PISTOL

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

Magnarail lance

HEAVY

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

Mechanicus pistol

DEVASTATING WOUNDS

PISTOL

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

Phosphor blast carbine

BLAST

IGNORES COVER

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

Phosphor serpenta

IGNORES COVER

PISTOL

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

Phosphor torch

IGNORES COVER

TORRENT

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

Radium carbine

ANTI-INFANTRY 4+

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

Radium jezzail

ANTI-INFANTRY 3+

HEAVY

PRECISION

R	A	BS	S	AP	D
36"	1	3+	5	-2	3

Stubcarbine

PISTOL

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

Transonic cannon

DEVASTATING WOUNDS

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	2

Transuranic arquebus

ANTI-MONSTER 4+

ANTI-VEHICLE 4+

HEAVY

PRECISION

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

Twin cognis autocannon

SUSTAINED HITS 1

R	A	BS	S	AP	D
48"	4	3+	9	-1	3

Twin cognis laccannon

SUSTAINED HITS 1

R	A	BS	S	AP	D
48"	2	3+	12	-3	D6+1

Volkite blaster

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	3	3+	5	0	2

> Eradication ray - dissipated

R	A	BS	S	AP	D
24"	D3	3+	6	-1	1

> Eradication ray - focused

R	A	BS	S	AP	D
12"	D3	3+	6	-2	2

> Plasma caliver - supercharge

HAZARDOUS

R	A	BS	S	AP	D
30"	2	3+	8	-3	2

> Plasma caliver - standard

R	A	BS	S	AP	D
30"	2	3+	7	-2	1

5

NAHKAMPF

Arc maul

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

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

Close combat weapon

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

Control stave

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

Ironstrider feet

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

Omniission axe

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

Power fist

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

Power weapon

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

Servo-arc claw

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

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

Servo-arm

EXTRA ATTACKS

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

Taser goad

SUSTAINED HITS 2

R	A	WS	S	AP	D
Melee	3	3+	6	0	1

Taser lance

ANTI-WALKER 2+

LANCE

SUSTAINED HITS 2

R	A	WS	S	AP	D
Melee	4	3+	7	-2	2

Transonic blades

DEVASTATING WOUNDS

PRECISION

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

GEGEN DIESE EINHEIT

W3 · RW 4+ · 5++ · 3 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+
S6+

DS 0
4+

3+
S4-5

DS -1
5+

4+
S3

DS -2
5++

5+
S2

DS -3
5++

6+
S1

DS -4
5++

KEYWORDS Character, Infantry, Imperium, Crucible, Skitarii, Marshal, Cohort Commander · FRAKTION Adeptus Mechanicus

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG				
Omnia'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.	—	—	—	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. 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.				
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... 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 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 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 (13.08). 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 down)... 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 (13.08), including from rules that give a model... 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 models... 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, 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, Omnia's 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*, Twin cognis lascannon*, Volkite blaster. • This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine. Anführer This model can be attached to the following units: Sicarian Infiltrators, Sicarian Ruststalkers			