

IRONSTRIDER ALPHA

[CRUCIBLE]

Leader Deadly Demise 1 Doctrina Imperatives Stealth

M 10" T 7 SV 3+ W 7 LD 7+ OC 2 RW 5+

80 PTS

Base —

3 BESCHUSS

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

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+**

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 lascannon **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

Omnissian 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

W7 · RW 3+ · 5++ · 7 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

DS 0

2+ S14+ 3+

3+ S8-13

DS -1 4+

4+ S7

DS -2 5+

5+ S4-6

DS -3 5++

6+ S1-3

DS -4 5++

<div>1KOMMANDO</div> <div>Omniaiah'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.</div>	<div>2BEWEGUNG</div> <div>—</div>	<div>4ANGRIFF</div> <div>—</div>	<div>◆VERTEIDIGUNG</div> <div>—</div>	<div>∞IMMER / EINMALIG</div> <div>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.</div> <div>Galvanic Field While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.</div> <div>Seekers of Divine Arcana While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.</div> <div>Vector of the Omniaiah's Wrath Ranged weapons equipped by this model have [Ignores Cover].</div>
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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 (13.08).
- 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 (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 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.
- 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 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, Omniaiah 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: Ironstrider Ballistarii, Sydonian Dragoons with Taser Lances, Sydonian Dragoons with Radium Jezzails