

MAGOS [CRUCIBLE]

Leader

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Deep Strike

Doctrina Imperatives

Infiltrators

Scouts 9"

Stealth

M6"

T4

SV2+

W4

LD7+

OC1

RW5+

70 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 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

Baffling Data Scream

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.

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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

W4 · RW 2+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+
S8+

3+
S5-7

4+
S4

5+
S3

6+
S1-2

DS 0
2+

DS -1
3+

DS -2
4+

DS -3
5+

DS -4
5++

1KOMMANDO

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.

2BEWEGUNG

4ANGRIFF

VERTEIDIGUNG

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.

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 deploy...

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 (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 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 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, Omissian 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

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