

FRONT-LINE COMMANDER

[CRUCIBLE]

M6"

T3

SV5+

W4

LD7+

OC1

55 PTS

Base —

LeaderCrucibleVoice Of Command

3 BESCHUSS

Autocannon

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

Autogun

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

Autopistol

PISTOL

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

Bolt pistol

PISTOL

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

Boltgun

RAPID FIRE 1

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

Combat shotgun

ASSAULT

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

Grenadier gauntlet

BLAST

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

Hand flamer

IGNORES COVER

PISTOL

TORRENT

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

Heavy flamer

IGNORES COVER

TORRENT

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

Lascannon

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

Lascarbine

ASSAULT

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

Lasgun

RAPID FIRE 1

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

Las pistol

PISTOL

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

Multi-laser

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

Ripper gun

RAPID FIRE 3

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

Zealot's vindicator

IGNORES COVER

TORRENT

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

► Missile launcher - frag

BLAST

HEAVY

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

► Missile launcher - krak

HEAVY

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

► Plasma cannon - standard

BLAST

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

► Plasma cannon - supercharge

BLAST

HAZARDOUS

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

► Plasma pistol - standard

PISTOL

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

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

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

5 NAHKAMPF

Bullgryn maul

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

Chainsword

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

Close combat weapon

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

Frag lance

LANCE

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

Goad lance

LANCE

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

Huge knife

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

Power fist

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

Power weapon

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

Ripper gun

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

Sentinel chainsaw

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

Zealot's vindicator

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

► Hunting lance - frag tip

LANCE

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

► Hunting lance - melta tip

LANCE

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

Get Back in the Fight

While this model is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

GEGEN DIESE EINHEIT

W3 - RW 5+ - 4 LP je Modell

WIRD VERWUNDET MIT

2+ S6+

3+ S4-5

4+ S3

5+ S2

6+ S1

RETTUNGSWURF JE DS

DS 0 5+

DS -1 6+

DS -2 -

DS -3 -

DS -4 -

<div>1KOMMANDO</div> <div>Dauntless Veteran</div> <div>You can re-roll Battle-shock tests taken for this unit.</div>	<div>2BEWEGUNG</div> <div>Extra Armour</div> <div>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.</div>	<div>4ANGRIFF</div> <div>—</div>	<div>VERTEIDIGUNG</div> <div>Brute Shield</div> <div>Augmented Bone 'Ead only. This model has a 4+ invulnerable save.</div>	<div>COIMMER / EINMALIG</div> <div>Fire Coordinator</div> <div>Ranged weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.</div> <div>Martial Zealot</div> <div>Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.</div> <div>Noble Steed</div> <div>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.</div> <div>Slabshield</div> <div>Augmented Bone 'Ead only. Change this model's Wounds characteristic to 7.</div> <div>Orders</div> <div>This Officer can issue up to 2 Orders to Regiment units.</div>
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<div>REGELN & KEYWORDS KURZ</div> <div>Crucible A Character created using Crucible rules has the Crucible ability.</div> <div>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.</div> <div>Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.</div> <div>ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).</div> <div>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...</div> <div>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...</div> <div>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...</div> <div>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...</div> <div>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.</div> <div>PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.</div> <div>RAPID FIRE This ability always takes the form [RAPID FIRE X].</div> <div>TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.</div>	<div>AUFSTELLUNG</div> <div>1x Front-line Commander [Crucible]</div> <div>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</div> <div>• 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.</div> <div>• This model can be equipped with up to 2 of: Autopistol, Hand flamer, Bolt pistol, Laspistol, Plasma pistol.</div> <div>• This model can be equipped with 1x Chainsword.</div> <div>• This model can be equipped with 1x Close combat weapon.</div> <div>• This model can be equipped with 1x Frag lance.</div> <div>• This model can be equipped with 1x Goad lance.</div> <div>• This model can be equipped with 1x Huge knife.</div> <div>• This model can be equipped with 1x Hunting lance.</div> <div>• This model can be equipped with 1x Power weapon.</div> <div>Anführer</div> <div>This model can be attached to the following units:</div> <div>- Astra Militarum Battleline</div> <div>- Kaskin</div> <div>- Krieg Combat Engineers</div> <div>- Tempestus Scions</div>
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