AUGMENTED BONE 'EAD [CRUCIBLE]

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

AUFSTELLUNG

1x Augmented Bone 'Ead [Crucible]

Equipped with: 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

Wargear Options:

- 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.

KEYWORDS: Character, Infantry, Crucible, Imperium, Grenades, Regiment, Augmented Bone 'Ead, Ogryn

FACTION: Astra Militarum **60 PTS**

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Autogun	24"	2	3+	3	0	1
Autopistol PISTOL	12"	1	3+	3	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combat shotgun ASSAULT	12"	2	3+	4	0	1
Grenadier gauntlet BLAST	18"	D6	3+	4	0	1
Hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Lascarbine ASSAULT	18"	2	3+	3	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Laspistol PISTOL	12"	1	3+	3	0	1
Multi-laser	36"	4	3+	6	0	1

ABILITIES

CORE - Leader

RULES - Crucible, Feel No Pain 6+, Leader, Voice Of Command

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

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

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.

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.

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Ripper gun RAPID FIRE 3	18"	3	3+	5	-1	2
Zealot's vindicator IGNORES COVER, TORRENT	12"	D6	N/A	5	0	1
➤ Missile launcher - frag BLAST, HEAVY	48"	D6	3+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	3+	9	-2	D6
➤ Plasma cannon - standard BLAST	36"	D3	3+	7	-2	1
➤ Plasma cannon - supercharge BLAST, HAZARDOUS	36"	D3	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	5	3+	7	-1	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Frag lance LANCE	Melee	D6	3+	4	0	1
Goad lance LANCE	Melee	2	3+	6	-2	2
Huge knife	Melee	6	3+	8	-1	2
Power fist	Melee	3	3+	6	-2	2

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.

Leader
This model can be attached to the following units:

- Bullgryn Squad
- Ogryn Squad

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Power weapon	Melee	4	3+	4	-2	1
Ripper gun	Melee	5	3+	6	-1	1
Sentinel chainsaw	Melee	3	3+	6	-1	1
Zealot's vindicator	Melee	4	3+	5	-1	2
➤ Hunting lance - frag tip LANCE	Melee	D6	3+	4	0	1
➤ Hunting lance - melta tip LANCE	Melee	1	3+	9	-4	D6

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 or unit the benefit of cover (e.g. Stealth).

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.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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