

FRONT-LINE COMMANDER [CRUCIBLE]

M	T	SV	W	LD	OC
6"	3	5+	4	7+	1

AUFSTELLUNG

1x Front-line Commander [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.



⚙ 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, 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.

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.

Martial Zealot

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.



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

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.

Slabshield

Augmented Bone 'Ead only. Change this model's Wounds characteristic to 7.

Leader

This model can be attached to the following units:

- Astra Militarum Battleline
- Kasrkin
- Krieg Combat Engineers
- Tempestus Scions

Orders (Orders)

Orders: This Officer can issue up to 2 Orders to Regiment units.



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.

