

# VENERABLE BATTLE-BROTHER [CRUCIBLE]

Combat Doctrines   Crucible   Deadly Demise D3   Deep Strike   Feel No Pain 6+   Infiltrators   Stealth

M 8" T 10 SV 2+ W 12 LD 6+ OC 4

160 PTS

Base —

1

KOMMANDO

Blessing of the Ommissiah

In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Condemnatory Annihilation

Each time this model's unit has fought, if one or more enemy units were destroyed as a result of those attacks, each enemy unit within 6" of this model must take a Battle-Shock test.

Nartheicum

While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding Character models) to that unit.

2

BEWEGUNG

Death Companion

Infantry only. This model gains the Feel No Pain 6+ ability and unless it's unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Company keyword, and change the list of units this model can be attached to: Death Company Marines, Death Company Marines with Bolt Rifles.

Death Companion with Jump Pack

Infantry only. Change this model's Move characteristic to 12"; it gains the Deep Strike and Feel No Pain 6+ abilities, and unless it's unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Company, Fly and Jump Pack keywords, and change the list of units this model can be attached to: Death Company Marines with Jump Packs.

Fenrisian Terminator Armor

Infantry only. Change this model's Move characteristic to 5"; its Toughness characteristic to 5, its Save characteristic to 2+, and its Wounds characteristic to 5. Remove the Tacitus keyword, add the Terminator keyword, it has a 4+ invulnerable save, it gains the Deep Strike ability, and replace the list of units this model can be attached to: Wolf Guard Terminators.

Fororn Hero

While this model is leading a unit, unless that unit starts the battle embarked within a Transport, models in that unit have the Scouts 6" ability.

Heavy Jump Pack and Mk X Gravis Armour

Infantry only. Change this model's Move characteristic to 10"; its Toughness characteristic to 6 and its Wounds characteristic to 5. Remove the Tacitus keyword, add the Jump Pack, Fly and Gravis keywords, it gains the Deep Strike ability and replace the list of units this model can be attached to: Inceptor Squad.

Hero of the Golden Host

Champion of the Chapter only. Change this model's Move characteristic to 12"; it gains the Deep Strike ability. Add the Fly and Jump Pack keywords, and change the list of units this model can be attached to: Sanguinary Guard.

Jump Pack

Infantry only. Change this model's Move characteristic to 12"; add the Fly and Jump Pack keywords, it gains the Deep Strike ability and replace the list of units this model can be attached to: Assault Intercessors with Jump Packs, Vanguard Veteran Squad with Jump Packs.

Mk X Phobos Armour

Infantry only. This model gains the Infiltrators and Stealth abilities, remove the Tacitus keyword, add the Phobos keyword, and replace the list of units this model can be attached to: Eliminator Squad, Incursor Squad, Infiltrator Squad, Reiver Squad, Scout Squad.

Ravenwing Hunter

While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Remorseless Persecution

While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Terminator Armor

Infantry only. Change this model's Move characteristic to 5"; its Toughness characteristic to 5, its Save characteristic to 2+, and its Wounds characteristic to 5. Remove the Tacitus keyword, add the Terminator keyword, it has a 4+ invulnerable save, it gains the Deep Strike ability, and replace the list of units this model can be attached to: Terminator Assault Squad, Terminator Squad.

Venerable Death Companion

Dreadnought only. This model gains the Feel No Pain 6+ ability and unless it's unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Company keyword.

3

BESCHUSS

Ballistus Lascannon

R A BS S AP D  
48" 2 2+ 12 -3 D6+1

VERWUNDET 2+ T1-4 3+ T7-11 4+ T12 5+ T13-23 6+ T24+

Brutalis Bolt Rifles **TWIN-LINKED**

R A BS S AP D  
24" 4 2+ 4 -1 1

VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Heavy Flamer **BLAST 2** **TORRENT**

R A BS S AP D  
12" 3 - -5 -1 1

VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6 6+ T7-11 7+ T12+

Heavy Onslaught Gatling Cannon **DEVASTATING WOUNDS**

R A BS S AP D  
24" 12 2+ 6 0 1

VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Icarus rocket pod **ANTI-FLY 2**

R A BS S AP D  
24" D3 2+ 8 -1 2

VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Onslaught gatling cannon **DEVASTATING WOUNDS**

R A BS S AP D  
24" 8 2+ 5 0 1

VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Twin Fragstorm Grenade Launcher **BLAST** **TWIN-LINKED**

R A BS S AP D  
18" D6 2+ 4 0 1

VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Twin Icarus ironhail heavy stubber **ANTI-FLY 4**

R A BS S AP D  
36" 3 2+ 4 0 1

VERWUNDET 2+ T1-3 3+ T3 4+ T4 5+ T5-7 6+ T8+

4

ANGRIFF

Twin heavy bolter **SUSTAINED HITS 3** **TWIN-LINKED**

R A BS S AP D  
36" 3 2+ 5 -1 2

VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Twin multi-melta **MELTA 2** **TWIN-LINKED**

R A BS S AP D  
18" 2 2+ 9 -4 D6

VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+

Twin storm bolter **RAPID FIRE 2** **TWIN-LINKED**

R A BS S AP D  
24" 2 2+ 4 0 1

VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

► Ballistus Missile Launcher - Frag **BLAST**

R A BS S AP D  
48" D6 2+ 5 0 1

VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

► Ballistus Missile Launcher - Krak

R A BS S AP D  
48" 2 2+ 10 -2 D6

VERWUNDET 2+ T1-5 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

► Macro Plasma Incinerator - Standard **BLAST**

R A BS S AP D  
36" D6+1 2+ 8 -3 2

VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

► Macro Plasma Incinerator - Supercharge **BLAST** **HAZARDOUS**

R A BS S AP D  
36" D6+1 2+ 9 -4 3

VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+

Tortuous Revelation (Psychic)

In your Shooting phase, you can select one enemy unit within 18" of this model. That enemy unit must take a Battle-Shock test.

5

NAHKAMPF

Armoured Feet

R A BS S AP D  
Melee 5 2+ 7 0 1

VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

Brutalis Fists **TWIN-LINKED**

R A BS S AP D  
Melee 6 2+ 12 -2 3

VERWUNDET 2+ T1-6 3+ T7-11 4+ T12 5+ T13-23 6+ T24+

Redemptor Fist

R A BS S AP D  
Melee 5 2+ 12 -2 3

VERWUNDET 2+ T3-6 3+ T7-11 4+ T12 5+ T13-23 6+ T24+

► Brutalis Talons - Strike **TWIN-LINKED**

R A BS S AP D  
Melee 6 2+ 12 -2 3

VERWUNDET 2+ T3-6 3+ T7-11 4+ T12 5+ T13-23 6+ T24+

6

VERTEIDIGUNG

Adarnette Will

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks

Armour of Faith

Once per phase, when an attack is allocated to this model, and the saving throw is failed, you can change the Damage characteristic of that attack to 0.

Invulnerable Save (5+)

This model has a 5+ invulnerable save.

Ravenwing Bike

Infantry only. Change this model's Move characteristic to 12"; its Toughness characteristic to 5 and its Wounds characteristic to 5. Remove the Infantry and Tacitus keywords, add the Mounted keyword, and it has a 5+ invulnerable save, it is equipped with 1 plasma talon or 1 Astartes grenade launcher in addition to the weapons you choose in Step 4, and change the list of units this model can be attached to: Outrider Squad, Ravenwing Black Knights.

Storm Shield

This model has a 4+ Invulnerable save.

7

IMMER / EINMALIG

Astartes Banner

Add 1 to the Objective Control characteristic of models in this unit.

Blood Chalice

While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Curse of the Wulfen

Champion of the Chapter only. Change this model's Move characteristic to 9", change its Toughness characteristic to 6, and change its Save characteristic to 4+. Remove the Tacitus keyword, add the Wulfen keyword and replace the list of units this model can be attached to: Wulfen, Wulfen with Storm Shields.

Mk X Gravis Armour

Infantry only. Change this model's Move characteristic to 6 and its Wounds characteristic to 5. Remove the Infantry and Tacitus keywords, add the Gravis keyword, add the Gravis keyword and replace the list of units this model can be attached to: Outrider Squad, Ravenwing Black Knights.

Raider-pattern Bike

Infantry only. Change this model's Move characteristic to 12"; its Toughness characteristic to 5 and its Wounds characteristic to 5. Remove the Infantry and Tacitus keywords, add the Mounted keyword, it is equipped with 1 twin bolt rifle in addition to the weapons you choose in the next step, and replace the list of units this model can be attached to: Outrider Squad.

Rites of Battle

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Tactical Precision

Weapons equipped by models in this unit have the [Lethal Hits] ability.

Thunderwolf Mount

Champion of the Chapter only. Change this model's Move characteristic to 12"; its Toughness characteristic to 6, and its Wounds characteristic to 7. Remove the Infantry and Tacitus keywords and add the Mounted keyword. It is equipped with 1 teeth and claws in addition to the weapons you choose in Step 4, and replace the list of units this model can be attached to: Thunderwolf Cavalry.

Vehement Aggression

While this model is leading a unit, each time that unit is selected to fight, take a Leadership test for that unit: if passed, until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll; if failed, until the end of the phase, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Venerable Librarian

Dreadnought only. Add the Psyker keyword, and you can choose one additional ranged weapon for your model to be equipped with, which must be a Psychic weapon.

Wisdom of the Ancients [Aura]

When a friendly Adeptus Astartes Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1

Wolf Lord's Chosen

Infantry only. Change this model's Move characteristic to 7", and add the list of units this model can be attached to: Blood Claws, Grey Hunters, Wolf Guard Headhunters.

|                                           |        |       |       |       |
|-------------------------------------------|--------|-------|-------|-------|
| GEGEN DIESE EINHEIT                       |        |       |       |       |
| W10 - RW 2+ - 12 LP Je Modell             |        |       |       |       |
| WIRD VERWUNDET MIT                        | 3+     | 4+    | 5+    | 6+    |
|                                           | S11-19 | S10   | S6-9  | S1-5  |
| RETUNGSWURF JE BS                         |        |       |       |       |
| DS 0                                      | DS 0   | DS -2 | DS -3 | DS -4 |
| 2+                                        | 3+     | 4+    | 5+    | 6+    |
| Feel No Pain 6+ gegen jeden verlorenen LP |        |       |       |       |

|                                                                                                                                                                                                 |  |
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| REGELN & KEYWORDS KURZ                                                                                                                                                                          |  |
| Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.                                                                                           |  |
| Crucible A Character created using Crucible rules has the Crucible ability.                                                                                                                     |  |
| Deadly Demise D3 This ability always takes the form Deadly Demise X.                                                                                                                            |  |
| Deep Strike Each time this unit makes an ingress move (D3.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally.    |  |
| Feel No Pain 6+ This ability always takes the form Feel No Pain X+.                                                                                                                             |  |
| 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 deployment...    |  |
| 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 (13.06).                                 |  |
| 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 (round...).           |  |
| 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... |  |
| 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 (D6.03) for that unit equal to...          |  |
| MELTA This ability always takes the form [MELTA X].                                                                                                                                             |  |
| 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.                                                                                         |  |
| TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.                                                                                            |  |

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| AUFSTELLUNG                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 1x Venerable Battle-Brother [Crucible]                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Ausrüstung: Ballistus Lascannon, Brutalis Bolt Rifles, Heavy Flamer, Heavy Onslaught Gatling Cannon, Icarus rocket pod, Onslaught gatling cannon, Twin Fragstorm Grenade Launcher, Twin Icarus ironhail heavy stubber, Twin heavy bolter, Twin multi-melta, Twin storm bolter, ► Ballistus Missile Launcher - Frag, ► Ballistus Missile Launcher - Krak, ► Macro Plasma Incinerator - Standard, ► Macro Plasma Incinerator - Supercharge, Armoured Feet, Brutalis Fists, Redemptor Fist, ► Brutalis Talons - Strike, ► Brutalis Talons - Sweep |
| • This model can be equipped with 1x Warlord.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| • This model can replace its Ballistus Missile Launcher and Armoured Feet with Brutalis Fists & Brutalis Talons, Onslaught Gatling Cannon and Redemptor Fist or Heavy Flamer and Redemptor Fist.                                                                                                                                                                                                                                                                                                                                               |
| • This model can replace its Ballistus Lascannon with Heavy Onslaught Gatling Cannon or Macro Plasma Incinerator.                                                                                                                                                                                                                                                                                                                                                                                                                              |
| • This model can replace its Twin Fragstorm Grenade Launcher with Twin storm bolter, Twin Heavy Bolter and Twin Icarus ironhail Heavy Stubber or Twin Multi-Melta and Twin Icarus ironhail Heavy Stubber.                                                                                                                                                                                                                                                                                                                                      |

KEYWORDS Character, Vehicle, Dreadnought, Venerable Battle-Brother, Imperium, Walker, Crucible - FRAXION Adeptus Astartes