IMPERIUM - SPACE MARINES

VENERABLE BATTLE-BROTHER [CRUCIBLE]

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

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

160 PTS
Base —

3 BESCHUSS

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

Brutalis Bolt Rifles — TWIN-LINKED
R	A	BS	S	AP	D
24"	4	2+	4	-1	1

Heavy Flamer — BLAST 2 — TORRENT
R	A	BS	S	AP	D
12"	3	-	5	-1	1

Heavy Onslaught Gatling Cannon — DEVASTATING WOUNDS
R	A	BS	S	AP	D
24"	12	2+	6	0	1

Icarus rocket pod — ANTI-FLY 2+
R	A	BS	S	AP	D
24"	D3	2+	8	-1	2

Onslaught gatling cannon — DEVASTATING WOUNDS
R	A	BS	S	AP	D
24"	8	2+	5	0	1

Twin Fragstorm Grenade Launcher — BLAST — TWIN-LINKED
R	A	BS	S	AP	D
18"	D6	2+	4	0	1

Twin Icarus ironhail heavy stubber — ANTI-FLY 4+ — RAPID FIRE 3 — TWIN-LINKED
R	A	BS	S	AP	D
36"	3	2+	4	0	1

Twin heavy bolter — SUSTAINED HITS 1 — TWIN-LINKED
R	A	BS	S	AP	D
36"	3	2+	5	-1	2

Twin multi-melta — MELTA 2 — TWIN-LINKED
R	A	BS	S	AP	D
18"	2	2+	9	-4	D6

Twin storm bolter — RAPID FIRE 2 — TWIN-LINKED
R	A	BS	S	AP	D
24"	2	2+	4	0	1

➤ Ballistus Missile Launcher - Frag — BLAST
R	A	BS	S	AP	D
48"	2D6	2+	5	0	1

➤ Ballistus Missile Launcher - Krak
R	A	BS	S	AP	D
48"	2	2+	10	-2	D6

➤ Macro Plasma Incinerator - Standard — BLAST
R	A	BS	S	AP	D
36"	D6+1	2+	8	-3	2

➤ Macro Plasma Incinerator - Supercharge — BLAST — HAZARDOUS
R	A	BS	S	AP	D
36"	D6+1	2+	9	-4	3

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	WS	S	AP	D
Melee	5	2+	7	0	1

Brutalis Fists — TWIN-LINKED
R	A	WS	S	AP	D
Melee	6	2+	12	-2	3

Redemptor Fist
R	A	WS	S	AP	D
Melee	5	2+	12	-2	3

➤ Brutalis Talons - Strike — TWIN-LINKED
R	A	WS	S	AP	D
Melee	6	2+	12	-2	3

➤ Brutalis Talons - Sweep — TWIN-LINKED
R	A	WS	S	AP	D
Melee	10	2+	7	-2	1

Inspirational Exemplar
While this model is leading a unit, each time a model in that unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Litany of Hate
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Vengeful Exhortation
While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play, the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

Feel No Pain 6+ gegen jeden verlorenen LP

KEYWORDS Character, Vehicle, Dreadnought, Venerable Battle-Brother, Imperium, Walker, Crucible · **FRAKTION** Adeptus Astartes

1 KOMMANDO

Blessing of the Omnissiah
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.

Narthecium
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 Tacticus 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.

Forlorn 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 Tacticus 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 Tacticus 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 chare 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 Tacticus 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.

4 ANGRIFF

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VERTEIDIGUNG

Adamantine 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 Tacticus 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.

∞ 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 Tacticus 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 5", its Toughness characteristic to 6 and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Gravis keyword and replace the list of units this model can be attached to: Gravis (excluding Fly).

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 Tacticus 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 Tacticus 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 Headtakers.

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 (20.04), if every model in this unit has this a…
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 o…

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 Bolt Rifles, 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

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, t...

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.

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