

VENERABLE BATTLE-BROTHER

[CRUCIBLE]

160 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus Lascannon	48"	2	2+	12	-3	D6+1
Brutalis Bolt Rifles TWIN-LINKED	24"	4	2+	4	-1	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	12	2+	6	0	1
Icarus rocket pod ANTI-FLY 2+	24"	D3	2+	8	-1	2
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	2+	5	0	1
Twin Fragstorm Grenade Launcher BLAST TWIN-LINKED	18"	D6	2+	4	0	1
Twin Icarus ironhail heavy stubber ANTI-FLY 4+ RAPID FIRE 3 TWIN-LINKED	36"	3	2+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	2+	5	-1	2
Twin multi-melta MELTA 2 TWIN-LINKED	18"	2	2+	9	-4	D6
Twin storm bolter RAPID FIRE 2 TWIN-LINKED	24"	2	2+	4	0	1
► Ballistus Missile Launcher - Frag BLAST	48"	2D6	2+	5	0	1
► Ballistus Missile Launcher - Krak	48"	2	2+	10	-2	D6
► Macro Plasma Incinerator - Standard BLAST	36"	D6+1	2+	8	-3	2

► Macro Plasma Incinerator - Supercharge **BLAST** 36" D6+1 2+ 9 -4 3

HAZARDOUS

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Feet	Melee	5	2+	7	0	1
Brutalis Fists TWIN-LINKED	Melee	6	2+	12	-2	3
Redemptor Fist	Melee	5	2+	12	-2	3
► Brutalis Talons - Strike TWIN-LINKED	Melee	6	2+	12	-2	3
► Brutalis Talons - Sweep TWIN-LINKED	Melee	10	2+	7	-2	1



AUFSTELLUNG

1x Venerable Battle-Brother [Crucible]

Equipped with: 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

Wargear Options:

- 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 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.

ABILITIES

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.

Astartes Banner

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

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.

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.

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.

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.

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.

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.

Invulnerable Save (5+)

This model has a 5+ invulnerable save.

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.

Litany of Hate

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



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 Tacitus keyword, add the Gravis keyword and replace the list of units this model can be attached to: Gravis (excluding Fly).

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.

Narthecium

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

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.

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.

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.

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.

Storm Shield

This model has a 4+ Invulnerable save.

Tactical Precision

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

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.

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.

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.

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 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.

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.

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.

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.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.



CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Crucible**

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ **Feel No Pain 6+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ **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 zone and all enemy units.

◆ **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 (13.08).

