

MILITANT COMMANDER [CRUCIBLE]

Leader Leader Leader Leader Acts of Faith Deep Strike

M6" T3 SV3+ W4 LD7+ OC1 RW4+

75 PTS
Base —

3 BESCHUSS

Artificer-crafted storm bolter

RAPID FIRE 2

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

Autogun

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	2+	3	0	1

Autopistol

PISTOL

R	A	BS	S	AP	D
12"	1	2+	3	0	1

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	0	1

Boltgun

RAPID FIRE 1

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

Brazier of holy fire

IGNORES COVER ONE SHOT

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	2

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS RAPID FIRE 1

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

Condemnor boltgun

ANTI-PSYKER 2+

DEVASTATING WOUNDS PRECISION RAPID FIRE 1

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

Heavy bolter

SUSTAINED HITS 1

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

Inferno pistol

MELTA 2 PISTOL

R	A	BS	S	AP	D
6"	1	2+	8	-4	D3

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	2+	9	-4	D6

Ministorum flamer

IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	0	1

Ministorum hand flamer

IGNORES COVER PISTOL

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

Ministorum heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

Multi-melta

MELTA 2

R	A	BS	S	AP	D
24"	2	3+	9	-4	D6

Paragon grenade launchers

TWIN-LINKED

R	A	BS	S	AP	D
24"	1	2+	9	-2	D3

Paragon storm bolters

RAPID FIRE 2 TWIN-LINKED

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

► Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

5 NAHKAMPF

Blessed blade

LETHAL HITS

R	A	WS	S	AP	D
Melee	4	2+	6	-2	2

Blessed polearm

R	A	WS	S	AP	D
Melee	5	2+	5	-2	2

Close combat weapon

R	A	WS	S	AP	D
Melee	5	2+	3	0	1

Hallowed chainsword

R	A	WS	S	AP	D
Melee	5	2+	3	-1	1

Hallowed mace

LETHAL HITS

R	A	WS	S	AP	D
Melee	5	2+	4	-1	2

Holy eviscerator

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	3	2+	6	-2	2

Neural whips

ANTI-INFANTRY 4+

R	A	WS	S	AP	D
Melee	6	2+	3	-1	1

Paragon war blade

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

Paragon war mace

R	A	WS	S	AP	D
Melee	4	2+	12	-1	3

Power weapon

R	A	WS	S	AP	D
Melee	4	2+	4	-2	2

GEGEN DIESE EINHEIT
W3 · RW 3+ · 4++ · 4 LP je Modell
WIRD VERWUNDET MIT

2+ S6+ 3+ S4-5 4+ S3 5+ S2 6+ S1

RETTUNGSWURF JE DS DS 0 3+ DS -1 4+ DS -2 4++ DS -3 4++ DS -4 4++

<div>1KOMMANDO</div> <div>Laud Hailer</div> <div>Once per battle, at the start of any phase, you can select one friendly Adepta Sororitas unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.</div>	<div>2BEWEGUNG</div> <div>—</div>	<div>4ANGRIFF</div> <div>—</div>	<div>VERTEIDIGUNG</div> <div>Shield of the Righteous</div> <div>Models in this unit have a 4+ invulnerable save.</div>	<div>∞IMMER / EINMALIG</div> <div>Cherub</div> <div>Once per battle, after this model's unit has performed a Act of Faith, you gain 1 Miracle dice.</div> <div>Divine Authority</div> <div>Each time a model in this unit makes an attack, re-roll a Hit roll of 1.</div> <div>Fury of the Righteous</div> <div>While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.</div> <div>Sacred Command</div> <div>Once per battle round, one unit from your army with the ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.</div> <div>Unflinching Determination</div> <div>While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.</div>
<div>REGELN & KEYWORDS KURZ</div> <div>Acts of Faith If your Army Faction is Adepta Sororitas, each unit from your army with this ability can perform one Act of Faith per phase.</div> <div>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" horizo...</div> <div>Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.</div> <div>ANTI This ability always takes the form [ANTI-X Y+].</div> <div>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...</div> <div>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...</div> <div>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 mod...</div> <div>LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.</div> <div>MELTA This ability always takes the form [MELTA X].</div> <div>ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.</div> <div>PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.</div> <div>PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...</div> <div>RAPID FIRE This ability always takes the form [RAPID FIRE X].</div> <div>SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].</div> <div>TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.</div> <div>TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.</div>				
<div>AUFSTELLUNG</div> <div>1x Militant Commander [Crucible]</div> <div>Ausrüstung: Artificer-crafted storm bolter, Autogun, Autopistol, Bolt pistol, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Heavy bolter, Inferno pistol, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Paragon grenade launchers, Paragon storm bolters, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Blessed blade, Blessed polearm, Close combat weapon, Hallowed chainsword, Hallowed mace, Holy eviscerator, Neural whips, Paragon war blade, Paragon war mace, Power weapon</div> <div>• This model can be equipped with up to 2 of: Autopistol, Bolt pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol.</div> <div>• This model can be equipped with one of: Artificer-crafted storm bolter, Autogun, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Meltagun, Ministorum flamer.</div> <div>• This model can be equipped with up to 2 of: Ministorum heavy flamer, Paragon grenade launchers, Paragon storm bolters, Multi-melta, Heavy bolter.</div> <div>Anführer</div> <div>This model can be attached to the following units: Seraphim Squad, Zephyrim Squad</div>				