

KATAPHRAKTOI EXEMPLAR
[CRUCIBLE]

LeaderLeaderLone OperativeMartial Ka'tah

M12"72+86+24+

150 PTS
Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Ballistus grenade launcher

BLAST

R18" D6

2+4-11

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Castellan axe

ASSAULT

R24" 2

2+4-12

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Guardian spear

ASSAULT

R24" 2

2+4-12

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Master-crafted boltgun

RAPID FIRE 1

R24" 1

2+402

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Pyrithite spear

MELTA 2

R12" 1

2+9-4D6

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Salvo launcher

TWIN-LINKED

R24" 1

2+10-3D6+1

VERWUNDET

2+3+4+5+6+

T1-5T6-9T10T11-19T20+

Sentinel blade

ASSAULTPISTOL

R12" 2

2+4-12

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Vertus hurricane bolter

RAPID FIRE 3

R18" 3

2+4-12

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Witchseeker flamer

IGNORES COVER

R12" D6

N/A401

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

4ANGRIFF

Swift Onslaught

While this model is leading a unit, you can re-roll Charge rolls made for that unit.

5NAHKAMPF

Castellan axe

RMelee

62+9-13

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Close combat weapon

RMelee

42+301

VERWUNDET

2+3+4+5+6+

T1T2T3T4-5T6+

Executioner greatblade

ANTI-PSYKER 5+DEVASTATING WOUNDS

RMelee

32+5-22

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Guardian spear

RMelee

72+7-22

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Interceptor lance

LANCE

RMelee

62+7-22

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Misericordia

EXTRA ATTACKS

RMelee

22+5-21

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Pyrithite spear

RMelee

72+7-22

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Sentinel blade

RMelee

72+6-21

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

Vaultswords - Behemor

PRECISION

RMelee

62+7-22

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Vaultswords - Hurricanis

SUSTAINED HITS 1

RMelee

92+5-11

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Vaultswords - Victus

DEVASTATING WOUNDS

RMelee

52+6-33

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

VERTEIDIGUNG

Fiend Slayer

Each time this model makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

IMMER / EINMALIG

Abyssal Void

Models in this unit have the Lone Operative ability.

GEGEN DIESE EINHEIT

W7 · RW 2+ · 4++ · 8 LP je Modell

WIRD VERWUNDET MIT

2+3+4+5+6+

S14+S8-13S7S4-6S1-3

RETTUNGSWURF JE DS

DS 0DS 2+

DS ~13+DS ~24+DS ~34++DS ~44++

REGELN & KEYWORDS KURZ

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.

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...

Martial Ka'tah At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied.

ASSAULT This ability always takes the form [ANTI-X Y+].

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 (roun...

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...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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...

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.

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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...

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.

AUFSTELLUNG

1x Kataphraktoi Exemplar [Crucible]

Ausrüstung: Ballistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrithite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ► Vaultswords - Behemor, ► Vaultswords - Hurricanis, ► Vaultswords - Victus

This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrithite spear, Ballistus grenade launcher.

This model can be equipped with up to 2x Sentinel blade.

This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrithite spear, Ballistus grenade launcher.

This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

Anführer

This model can be attached to the following units: Allarus Custodians