

NULL MAIDEN [CRUCIBLE]

LeaderLeaderLone OperativeScouts 6"

M6" T3 SV3+ W4 LD6+ OC1 RW5+

65 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Balistus grenade launcherBLAST

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

VERWUNDET

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

Castellan axeASSAULT

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

VERWUNDET

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

Guardian spearASSAULT

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

VERWUNDET

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

Master-crafted boltgunRAPID FIRE 1

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

VERWUNDET

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

Pyrithite spearMELTA 2

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

VERWUNDET

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

Salvo launcherTWIN-LINKED

R	A	BS	S	AP	D
24"	1	2+	10	-3	D6+1

VERWUNDET

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

Sentinel bladeASSAULTPISTOL

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

VERWUNDET

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

Vertus hurricane bolterRAPID FIRE 3

R	A	BS	S	AP	D
18"	3	2+	4	-1	2

VERWUNDET

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

Witchseeker flamerIGNORES COVER

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

VERWUNDET

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

4ANGRIFF

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

5NAHKAMPF

Castellan axe

R	A	WS	S	AP	D
Melee	6	2+	9	-1	3

VERWUNDET

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

Close combat weapon

R	A	WS	S	AP	D
Melee	4	2+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

Executioner greatbladeANTI-PSYKER 5+DEVASTATING WOUNDS

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

VERWUNDET

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

Guardian spear

R	A	WS	S	AP	D
Melee	7	2+	7	-2	2

VERWUNDET

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

Interceptor lanceLANCE

R	A	WS	S	AP	D
Melee	6	2+	7	-2	2

VERWUNDET

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

MisericordiaEXTRA ATTACKS

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

VERWUNDET

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

Pyrithite spear

R	A	WS	S	AP	D
Melee	7	2+	7	-2	2

VERWUNDET

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

Sentinel blade

R	A	WS	S	AP	D
Melee	7	2+	6	-2	1

VERWUNDET

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

Vaultswords - BehemorPRECISION

R	A	WS	S	AP	D
Melee	6	2+	7	-2	2

VERWUNDET

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

Vaultswords - Hurricanis

R	A	WS	S	AP	D
Melee	9	2+	5	-1	1

VERWUNDET

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

Vaultswords - Victus

R	A	WS	S	AP	D
Melee	5	2+	6	-3	3

VERWUNDET

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

Singular Expertise
While this model is not leading a unit, each time this model makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

6VERTEIDIGUNG

Daughter of the Abyss
This model has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

7IMMER / EINMALIG

Abyssal Void
Models in this unit have the Lone Operative ability.

GEGEN DIESE EINHEIT

W3 · RW 3+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	5++

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...

Scouts 6" This ability always takes the form Scouts X".

ANTI 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 Null Maiden [Crucible]

Ausrüstung: Balistus 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, Balistus 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, Balistus 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