

NULL MAIDEN [CRUCIBLE]

Leader Leader Lone Operative Scouts 6"

M6" T3 SV3+ W4 LD6+ OC1 RW5+

65 PTS
Base —



3 BESCHUSS

Balistus grenade launcher BLAST
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 axe ASSAULT
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 spear ASSAULT
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 boltgun RAPID 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+

Pyrrhite spear MELTA 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 launcher TWIN-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 blade ASSAULT PISTOL
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 bolter RAPID FIRE 3 TWIN-LINKED
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 flamer IGNORES COVER TORRENT
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+

5 NAHKAMPF

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 greatblade ANTI-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 lance LANCE
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+

Misericordia EXTRA 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+

Pyrrhite 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+

► Vaultwords - Behemor PRECISION
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+

► Vaultwords - Hurricanis SUSTAINED HITS 1
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+

► Vaultwords - Victus DEVASTATING WOUNDS
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.

GEGEN DIESE EINHEIT
W3 - RW 3+ · 5++ · 4 LP je Modell
WIRD VERWUNDET MIT
3+ S6+
RETTUNGSWURF JE DS
DS 0 3+

3+ S4-5
DS -1 4+

4+ S3
DS -2 5+

5+ S2
DS -3 5++

6+ S1
DS -4 5++

1

KOMMANDO

—

2

BEWEGUNG

—

4 ANGRIFF

Swift Onslaught

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



VERTEIDIGUNG

Daughter of the Abyss

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



IMMER / EINMALIG

Abyssal Void

Models in this unit have the Lone Operative ability.

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, Castellax axe, Guardian spear, Master-crafted boltgun, Pyrrhite 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, Castellax axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite 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, Castellax axe, Pyrrhite 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