

PRIME ORGANISM [CRUCIBLE]

Leader Crucible Deadly Demise D3 Deep Strike Fights First Infiltrators Lone Operative Shadow in the Warp Stealth Synapse

M 8" T 9 SV 2+ W 9 LD 7+ OC 3

135 PTS Base —

1KOMMANDO

Fear of the Unseen (Aura)

While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.

Psychic Terror (Psychic)

Payker only. If one or more models from your army with this ability are on the battlefield when you unleash the Shadow in the Warp, subtract 1 from the Battle-shock test each enemy unit on the battlefield must take as a result.

2BEWEGUNG

Burrowing Claws

Change this model's Move characteristic to 10", add the Vanguard Invader keyword, and it gains the Deep Strike ability. If it is an Infantry model, replace the list of units this model can be attached to: Ravens.

Hyperstimulation

You can re-roll Advance and Charge rolls made for this unit.

Monstrous Barrage

This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Vanguard-beast

Node Organism only. Change this model's Move characteristic to 8", add the Vanguard Invader keyword, and it gains the Fights First, Infiltrators, Lone Operative and Stealth abilities. Replace the list of units this model can be attached to: Hormagaunts, Von Ryan's Leapers.

Winged Biomorph

Node Organism or Prime Organism only. Change this model's Move characteristic to 12", add the Fly and Vanguard Invader keywords, and it gains the Deep Strike ability. If it is an Infantry model, replace the list of units this model can be attached to: Gargoyles.

3BESCHUSS

Acid spray **TORRENT**

R	A	BS	S	AP	D
18"	D6+6	N/A	6	-2	2

VERWUNDET

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

Barbed strangler **BLAST**

R	A	BS	S	AP	D
36"	D6+1	3+	6	-1	1

VERWUNDET

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

Bio-electric pulse **SUSTAINED HITS 2**

R	A	BS	S	AP	D
12"	6	3+	5	0	1

VERWUNDET

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

Bio-plasma **ASSAULT** **BLAST**

R	A	BS	S	AP	D
12"	D3	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T9-13	T14+

Bio-plasmic cannon **BLAST** **HEAVY**

R	A	BS	S	AP	D
36"	D6+3	3+	8	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Deathspitter

R	A	BS	S	AP	D
24"	3	3+	5	-1	1

VERWUNDET

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

Deathspitters with slimer maggots

R	A	BS	S	AP	D
24"	6	3+	7	-2	1

VERWUNDET

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

Devourer

R	A	BS	S	AP	D
18"	5	3+	4	0	1

VERWUNDET

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

Devourers with brainleech worms

R	A	BS	S	AP	D
18"	12	3+	6	0	1

VERWUNDET

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

Fleshbore hive **HEAVY** **SUSTAINED HITS 1** **TWIN-LINKED**

R	A	BS	S	AP	D
24"	20	3+	5	0	1

VERWUNDET

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

Heavy venom cannon **BLAST**

R	A	BS	S	AP	D
36"	D3	3+	9	-2	3

VERWUNDET

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

Psychic overload **BLAST** **PSYCHIC**

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

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T12-19	T20+

Psychic scream **IGNORES COVER** **PSYCHIC** **TORRENT**

R	A	BS	S	AP	D
18"	D6	N/A	5	-1	2

VERWUNDET

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

Psychoclastic torrent **IGNORES COVER** **TORRENT**

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

VERWUNDET

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

Rupture cannon **HEAVY**

R	A	BS	S	AP	D
48"	2	3+	18	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-9	T10-17	T18	T19-35	T36+

Spine banks **ASSAULT**

R	A	BS	S	AP	D
6"	5	3+	5	0	1

VERWUNDET

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

Spinefists **ASSAULT** **PISTOL** **TWIN-LINKED**

R	A	BS	S	AP	D
12"	2	3+	4	0	1

VERWUNDET

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

Stinger salvos

R	A	BS	S	AP	D
24"	8	3+	5	0	1

VERWUNDET

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

Stranglethorn cannon **BLAST**

R	A	BS	S	AP	D
36"	D6+1	3+	7	-1	2

VERWUNDET

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

Thoracic bio-weapon **ASSAULT**

R	A	BS	S	AP	D
12"	3	3+	4	0	1

VERWUNDET

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

Venom cannon **BLAST**

R	A	BS	S	AP	D
36"	D3	3+	9	-2	2

VERWUNDET

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

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Crushing claws

R	A	WS	S	AP	D
Melee	5	2+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Monster-beast weapons

R	A	WS	S	AP	D
Melee	12	3+	9	-2	3

VERWUNDET

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

Monstrous bonesword and lash whip **TWIN-LINKED**

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

VERWUNDET

2+	3+	4+	5+	6+
T3-4	T5-8	T9	T10-17	T18+

Monstrous scything talons **EXTRA ATTACKS**

R	A	WS	S	AP	D
Melee	4	2+	7	-2	2

VERWUNDET

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

Piercing claws and talons **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+

Ravener claws and talons **TWIN-LINKED**

R	A	WS	S	AP	D
Melee	7	2+	5	-1	1

VERWUNDET

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

Ravenous maw

R	A	WS	S	AP	D
Melee	14	3+	7	-1	2

VERWUNDET

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

Scything talons

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

VERWUNDET

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

Tyrant-beast weapons

R	A	WS	S	AP	D
Melee	5	2+	7	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T3-3	T4-6	T7	T8-13	T14+

Warrior-beast weapons

R	A	WS	S	AP	D
Melee	6	2+	5	-1	1

VERWUNDET

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

► Massive scything talons - strike

R	A	WS	S	AP	D
Melee	5	3+	9	-2	D6

VERWUNDET

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

► Massive scything talons - sweep

R	A	WS	S	AP	D
Melee	10	3+	7	-1	2

VERWUNDET

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

Feeder Tendrils

Each time a melee attack made a model in this unit destroys an enemy Character model, you gain 1CP.

GEGEN DIESE EINHEIT

W9 - RW 2+ - 9 LP je Modell

WIRD VERWUNDET MIT

3+ S10-17

4+ S18+

RETTUNGSWURF JE DS DS 0 2+

DS -1 3+

DS -2 4+

DS -3 5+

DS -4 6+

REGELN & KEYWORDS KURZ

Crucible A Character created using Crucible rules has the Crucible ability.

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Deep Strike Each time this unit makes an ingress move (2.04), if every model in this unit has this ability, that unit is a Fights First unit.

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 deploy...

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 ...

Shadow in the Warp If your Army Faction is TYRANIDS, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you ca...

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).

Synapse If your Army Faction is TYRANIDS, while a TYRANIDS unit from your army is within 6" of one or more friendly SYNAPSE models, that TYRANIDS unit is said to be within Syna...

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...

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.

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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...

RELINKED 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.

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...

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORENT Each time an attack is made with a [TORRENT] weapon, the 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.

KEYWORDS Character, Crucible, Great Devourer, Monster, Prime Organism, Leader - FRAKTION Tyranids