VULKAN HE'STAN

105 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Gauntlet of the Forge CLOSE-QUARTERS **TORRENT**	12"	D6+3	-	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spear of Vulkan **DEVASTATING WOUNDS**	Melee	6	2+	7	-2	2

ABILITIES

CORE - Leader

Forgefather
In your Shooting phase, select one visible enemy unit within 24" of this model. Friendly Adeptus Astartes units' [Melta]/[**Torrent**] attacks that target that enemy unit have +2 S.

Seeker of the Unfound
The first time this model is set up on the battlefield, select one objective on the battlefield. While this model is within range of that objective, this model has:

- 10 OC.
- 5+ Ld.
- Feel No Pain 4+.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, ERADICATOR SQUAD WITH MELTA RIFLES, INFERNUS SQUAD, VANGUARD VETERAN SQUAD

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Vulkan He'stan (40mm)

Equipped with: Bolt pistol, Gauntlet of the Forge, Spear of Vulkan

KEYWORDS: Epic Hero, Character, Infantry, Captain, Imperium, Grenades, Vulkan He'stan, Tacticus, Leader
FACTION KEYWORDS: Adeptus Astartes, Salamanders

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FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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