PEDRO KANTOR

M	T	SV	W	LD	OC	
6"	4	2+	5	6+	1	4+

AUFSTELLUNG
1x Pedro Kantor (32mm)
Equipped with: Dorn's Arrow, Fist of Retribution

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dorn's Arrow RAPID FIRE 2, SUSTAINED HITS 1	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fist of Retribution	Melee	5	2+	8	-3	3

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Feel No Pain 6+, Leader

Inspiring Commander
If you include this model in your army, until the end of the battle, non-Character models in Sternguard

Veteran Squad units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

Oath of Rynn
Once per battle, at the start of either player's Command phase, this model can use this ability. When it does, until the end of the turn, add 1 to the Attacks characteristic of weapons equipped by models in this model's unit.

To the Last
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Imperium, Chapter Master, Pedro Kantor, Leader

FACTION: Adeptus Astartes, Imperial Fists **80 PTS**

Leader

This model can be attached to the following units:

- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

WEAPON RULES

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*