

ADRAX AGATONE

90 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Drakkis	12"	D6+3	-	5	-1	1
CLOSE-QUARTERS						
TORRENT						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Malleus Noctum	Melee	5	2+	10	-2	3

AUFSTELLUNG

1x Adrax Agatone (40mm)

Equipped with: Drakkis, Malleus Noctum

ABILITIES

CORE - Leader

Lord of the Pyroclasts

While an enemy unit is engaged with this unit, that enemy unit has -1 OC.

Unto the Anvil

This unit's melee attacks can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls.

Leader

This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

WEAPON RULES

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.



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.

◆ 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.

◆ 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.

◆ Transhuman Strategist

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

