APOTHECARY - IMPERIUM - SPACE MARINES

45 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

AUFSTELLUNG

1x Apothecary (40mm)

Equipped with: Absolvor bolt pistol, Reductor Pistol, Servo-armature

Wargear Options:

■ This model can be equipped with 1x Warlord.

KEYWORDS: Character, Imperium, Tacticus, Infantry, Apothecary, Support

FACTION KEYWORDS: Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Reductor Pistol EXTRA ATTACKS	3"	1	3+	5	-4	2
Servo-armature	Melee	4	3+	5	0	1

ABILITIES

CORE - Support

Narthecium
In your Command phase, this unit heals D3+1 wounds.

Leader
This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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.

Support

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.