

1KOMMANDO

2BEWEGUNG

Blessing of the Omnissiah

In your Movement phase, at the start or end of this unit's move, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model:

- That VEHICLE model heals D3 wounds.
- That VEHICLE model's attacks can ignore modifiers to hit rolls and wound rolls until the start of your next Movement phase.

3BESCHUSS

Forge Bolter **SUSTAINED HITS 1**

R	A	BS	S	AP	D
24"	3	2+	5	-1	2

VERWUNDET

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

Grav-pistol **ANTI-VEHICLE 2+**

CLOSE-QUARTERS

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

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

4ANGRIFF

5NAHKAMPF

Omnissian Power Axe and Servo-arm

R	A	WS	S	AP	D
Melee	5	3+	6	-2	2

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

Techmarine

While this model is within 3" of a friendly ADEPTUS ASTARTES VEHICLE unit, this model has Lone Operative.

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

ANTI This ability always takes the form [ANTI-X Y+].

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

AUFSTELLUNG

1x Techmarine

Ausrüstung: Forge Bolter, Grav-pistol, Omnissian Power Axe and Servo-arm

- This model can be equipped with 1x Warlord.

Anführer

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, CRUSADER SQUAD, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, INTERCESSOR SQUAD, SWORD BROTHERS SQUAD