

FERREN AREIOS [LEGENDS]

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

AUFSTELLUNG

1x Ferren Areios [Legends]

Equipped with: Heavy Bolt Pistol, Relic Thunder Hammer

Wargear Options:

- This model can be equipped with 1x Warlord.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Thunder Hammer DEVASTATING WOUNDS	Melee	5	2+	8	-2	3

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

Master of Rites

In your Command phase, select one of the following to apply to this model's unit until the end of the turn:

- This model's unit is eligible to shoot in a turn in which it Advanced.
- This model's unit is eligible to declare a charge in a turn in which it Advanced.
- This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Unrelenting and Uncompromising

While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or all modifiers to the Hit roll.



Leader

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, ASSAULT SQUAD, BLADEGUARD VETERAN SQUAD, COMMAND SQUAD, COMPANY HEROES, HELLBLASTER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL 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.*

