INNER CIRCLE COMPANIONS

90–180 PTS

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Calibanite Greatsword - Strike LETHAL HITS	Melee	4	3+	6	-2	2
➤ Calibanite Greatsword - Sweep SUSTAINED HITS 2	Melee	5	3+	6	-2	1

ABILITIES

Braziers of Judgement
- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

Emnity for the Unworthy
This unit's attacks that target a Character unit have +1 to hit rolls.

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.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

AUFSTELLUNG

Inner Circle Companion (40mm)

Equipped with: Heavy Bolt Pistol, ➤ Calibanite Greatsword - Strike, ➤ Calibanite Greatsword - Sweep

KEYWORDS: Infantry, Imperium, Tacticus, Deathwing, Inner Circle Companions
FACTION KEYWORDS: Dark Angels, Adeptus Astartes