

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



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

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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.

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