

SERGEANT CHRONUS
[LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
6"	4	2+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chronus' Servo-Arm	Melee	3	3+	8	-2	3

ABILITIES

Chronus

When this model disembarks from a Vehicle model it was commanding, it has the Lone Operative ability until the end of the battle.

Tank Commander

While this model is commanding a Vehicle model (see reverse):

- Ranged weapons equipped by that Vehicle model have a Ballistic Skill characteristic of 2+.
- Each time that Vehicle model is selected to shoot, you can re-roll one Wound roll when resolving those attacks.

If your army includes one or more of the Vehicle models listed below, Sergeant Chronus must start the battle embarked within one of those models as if it were a Transport. Sergeant Chronus can only disembark from that Vehicle if it is destroyed. While embarked in this way, Sergeant Chronus is said to be commanding that Vehicle.

- Hunter
- Land Raider
- Land Raider Crusader
- Land Raider Redeemer
- Predator Annihilator
- Predator Destructor
- Stalker
- Vindicator
- Whirlwind

AUFSTELLUNG

1x Sergeant Chronus
[Legends]

Equipped with: Bolt pistol,
Chronus' Servo-Arm



KEYWORDS: Infantry,
Character, Epic Hero,
Imperium, Sergeant Chronus
FACTION KEYWORDS:
Adeptus Astartes,
Ultramarines

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.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

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