



MARNEUS CALGAR

180 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Gauntlets of Ultramar <small>CLOSE-QUARTERS, TWIN-LINKED</small>	18"	4	2+	5	-2	2

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
► Gauntlets of Ultramar <small>TWIN-LINKED</small>	Melee	6	2+	10	-3	3
► Gauntlets of Ultramar (Overhead Smash) <small>EXTRA ATTACKS, TWIN-LINKED</small>	Melee	1	2+	14	-3	D3+3

AUFSTELLUNG
1x Marneus Calgar (50mm)
Equipped with: Gauntlets of Ultramar, ► Gauntlets of Ultramar, ► Gauntlets of Ultramar (Overhead Smash)

ABILITIES

CORE - Leader

Codex Adept
The Assault Doctrine, Devastator Doctrine, and Tactical Doctrine are active for this unit.

Master Tactician
In your Movement phase, you can select one visible friendly Adeptus Astartes unit within 9" of this model, and select one combat doctrine. That combat doctrine is active for that unit until the start of your next Command phase.

Thunderhawk Insertion
In the Declare Battle Formations step, you can select one friendly Gravis/Phobos/Tacticus unit. That unit has Deep Strike.

Leader
This model can be attached to the following units: AGGRESSOR SQUAD, ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, ERADICATOR SQUAD WITH HEAVY BOLTERS, ERADICATOR SQUAD WITH MELTA RIFLES, HEAVY INTERCESSOR SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, VANGUARD VETERAN SQUAD, VICTRIX HONOUR GUARD

WEAPON RULES

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.

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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP