

MARNEUS CALGAR

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

AUFSTELLUNG

1x Marneus Calgar (50mm)

Equipped with: Gauntlets of Ultramar, ► Gauntlets of Ultramar, ► Gauntlets of Ultramar (Overhead Smash)

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauntlets of Ultramar CLOSE-QUARTERS, TWIN-LINKED	18"	4	2+	5	-2	2

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Deep Strike, Leader, Transhuman Strategist

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.