

IRON FATHER FEIRROS

M	T	SV	W	LD	OC
5"	6	2+	6	6+	1

AUFSTELLUNG

1x Iron Father Feirros (40mm)

Equipped with: Bolt pistol, Gorgon's Wrath, Harrowhand, Medusan Manipuli

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Gorgon's Wrath RAPID FIRE 2, SUSTAINED HITS 2	36"	3	2+	6	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Harrowhand	Melee	6	3+	7	-2	2
Medusan Manipuli EXTRA ATTACKS	Melee	2	3+	10	-2	3

ABILITIES

CORE - Leader

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

Iron Father

While this model is within 3" of a friendly ADEPTUS ASTARTES VEHICLE unit, this model has Lone Operative.

Master of the Forge

In your Movement phase, at the start or end of this unit's move, you can select one friendly Adeptus Astartes Vehicle model within 3" of this model:

- That Vehicle model heals 3 wounds.
- That Vehicle model's attacks can ignore modifiers to the following until the start of your next Movement phase:
- BS.
- Hit rolls and wound rolls.

Rites of Tempering

Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.



Leader

This model can be attached to the following units:

AGGRESSOR SQUAD, ERADICATOR SQUAD WITH HEAVY BOLTERS, ERADICATOR SQUAD WITH MELTA RIFLES, HEAVY INTERCESSOR SQUAD

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.

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*