IMPERIUM - IRON HANDS

IRON FATHER FEIRROS

85 PTS

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

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

AUFSTELLUNG

1x Iron Father Feirros (40mm)

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

ABILITIES

CORE - Leader

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).*

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Gravis, Iron Father Ferrios, Leader

FACTION: Adeptus Astartes, Iron Hands **85 PTS**

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.

◈ 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.

◈ 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