

LORD MARSHAL DREIR75 PTS

M	T	Sv	W	LD	OC
10"	4	4+	6	7+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sabre of Sacrifice ANTI-INFANTRY 4+	Melee	6	2+	6	-2	1
Savage claws EXTRA ATTACKS	Melee	2	4+	4	-1	1

ABILITIES

CORE - Leader

- Leading the Charge
- Each time this model's unit makes a Charge move, until the end of the turn, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.
- Tough to Kill
- The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D3 wounds remaining.
- Leader
- This model can be attached to the following unit:
- Death Riders

WEAPON ABILITIES

- Anti
- This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
- Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds
- Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
- Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
- Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- 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.
- Pistol
- [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- 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.



AUFSTELLUNG

1x Lord Marshal Dreir

Equipped with: Laspistol, Sabre of Sacrifice, Savage claws



KEYWORDS: Mounted, Epic Hero, Imperium, Character, Officer, Grenades, Lord Marshal Dreir, Leader

FACTION KEYWORDS: Astra Militarum

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FACTION RULES

Voice Of Command
If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!
Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!
Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!
Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!
Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!
Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!
Improve the Leadership and Objective Control characteristics of models in this unit by 1.

CORE RULES

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

ORDERS

Orders
This Officer can issue up to 3 Orders to Regiment units

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FACTION KEYWORDS: Astra
Militarum