

PEDRO KANTOR - IMPERIUM - IMPERIAL FISTS

80 PTS

M	T	Sv	W	LD	OC
6"	4	2+	5	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Pedro Kantor
Equipped with: Dorn's Arrow, Fist of Retribution

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Imperium, Chapter Master, Pedro Kantor, Leader
FACTION KEYWORDS: Adeptus Astartes, Imperial Fists

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dorn's Arrow RAPID FIRE 2, SUSTAINED HITS 1	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fist of Retribution	Melee	5	2+	8	-3	3

ABILITIES

CORE - Leader

Inspiring Commander
If you include this model in your army, until the end of the battle, non-Character models in Sternguard Veteran Squad units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

Oath of Rynn
Once per battle, at the start of either player's Command phase, this model can use this ability. When it does, until the end of the turn, add 1 to the Attacks characteristic of weapons equipped by models in this model's unit.

To the Last
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

Leader
This model can be attached to the following units:

- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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).

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.

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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.