

IRON FATHER FEIRROS - IMPERIUM - IRON HANDS

85 PTS

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

AUFSTELLUNG
1x Iron Father Feirros
Equipped with: Gorgon's Wrath, Harrowhand, Medusan Manipuli

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Gravis, Iron Father Ferrios, Leader
FACTION KEYWORDS: Adeptus Astartes, Iron Hands

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gorgon's Wrath SUSTAINED HITS 2	36"	3	2+	5	-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+	8	-2	3

ABILITIES

CORE - Leader

Inspiring Commander
If you include this model in your army, until the end of the battle, non-Character models in Heavy Intercessor Squad units from your army have an Objective Control characteristic of 3 while they are not Battle-shocked.

Iron Father
While this model is within 3" of one or more friendly Adeptus Astartes Vehicle units, it has the Lone Operative ability.

Master of the Forge
In your Command phase, select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to 3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. You cannot select a unit for this ability that has already been selected for the Blessing of the Omnissiah ability this phase, and vice versa.

Rites of Tempering
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability

Leader
This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD

WEAPON ABILITIES

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).

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CORE RULES

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.