

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

AUFSTELLUNG
1x Ancient
Equipped with: Bolt Rifle, Bolt pistol, Close combat weapon, Power weapon
Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Bolt Rifle & Close Combat Weapon with Power weapon.

KEYWORDS: Infantry, Character, Grenades, Imperium, Tacticus, Ancient, Support
FACTION KEYWORDS: Adeptus Astartes

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT, HEAVY	24"	2	3+	4	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Power weapon	Melee	5	2+	5	-2	1

ABILITIES

CORE - Support

Astartes Banner
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Unbreakable Duty
While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

Leader
This model can be attached to the following units:

- **ASSAULT** INTERCESSOR SQUAD
- CRUSADER SQUAD
- DEATHWATCH VETERANS
- DECIMUS KILL TEAM
- DESOLATION SQUAD
- DEVASTATOR SQUAD
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BRETHERN SQUAD
- TACTICAL SQUAD

WEAPON ABILITIES

Assault
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

Support

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.