

APOTHECARY BIOLOGIS - IMPERIUM -
SPACE MARINES

70 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	3

AUFSTELLUNG 1x Apothecary Biologis Equipped with: Absolver bolt pistol, Close combat weapon	KEYWORDS: Character, Infantry, Imperium, Gravis, Apothecary, Biologis FACTION KEYWORDS: Adeptus Astartes
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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE - Support

Surgical Precision While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.
Vivispectrum If this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, this model has an Objective Control characteristic of 9.
Leader This model can be attached to the following units: • AGGRESSOR SQUAD • ERADICATOR SQUAD • HEAVY INTERCESSOR SQUAD • INDOMITOR KILL TEAM

WEAPON ABILITIES

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.
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CORE RULES

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.
