

APOTHECARY - IMPERIUM - SPACE MARINES

40 PTS

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

AUFSTELLUNG
1x Apothecary
Equipped with: Absolvor bolt pistol, Reductor Pistol, Close combat weapon
Wargear Options:
■ This model can be equipped with 1x Warlord.

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol PISTOL	18"	1	3+	5	-1	2
Reductor Pistol PISTOL	3"	1	3+	4	-4	2

 MELEE WEAPONS

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

ABILITIES

CORE - Support

Gene Seed Recovery
When this model's Bodyguard unit is destroyed, roll one D6: on a 2+, you gain 1CP.

Narthecium
While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding Character models) to that unit.

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

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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.

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.