

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Honour stave	Melee	2	4+	5	0	1

AUFSTELLUNG 1x Ethereal	
Equipped with: Missile pod, Twin pulse carbine, Honour stave Wargear Options: ■ This model can be equipped with up to 2x Marker Drone. ■ This model can be equipped with up to 2x Shield Drone. ■ This model can be equipped with 1x Guardian Drone. ■ This model can be equipped with up to 2x Missile Drone.	

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ABILITIES

CORE - Leader

Coordinated Leadership
In your Command phase, roll one D6: on a 4+, you gain 1CP.

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Failure Is Not an Option

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

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Guardian Drone
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

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Hover Drone

The bearer can Fly and has a Move characteristic of 10".

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Marker Drone
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.

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Shield Drone
Add 1 to the bearer's Wounds characteristic.

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Leader

This model can be attached to the following units:

- Breacher Team
- Strike Team

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WEAPON RULES

Assault

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

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50 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1



Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.