

IRON FATHER FEIRROS

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

⦿ 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

RULES - 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 RULES

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).

