

ANCIENT

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.

⦿ 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

RULES - Close-quarters, 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 BROTHERS SQUAD
- TACTICAL SQUAD

WEAPON RULES

Assault

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

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.

