

APOTHECARY

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

AUFSTELLUNG

1x Apothecary

Equipped with: Absolver bolt pistol, Reductor Pistol, Close combat weapon

Wargear Options:

- This model can be equipped with 1x Warlord.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver 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

RULES - Support

Gene Seed Recovery

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

Nartheicum

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 BROTHERS SQUAD
- TACTICAL SQUAD

WEAPON RULES

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.

