

Ferren Areios [LEGENDS]

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

AUFSTELLUNG

1x Ferren Areios [Legends]

Equipped with: Heavy Bolt Pistol, Relic Thunder Hammer

Wargear Options:

- This model can be equipped with 1x Warlord.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Thunder Hammer DEVASTATING WOUNDS	Melee	5	2+	8	-2	3

ABILITIES

CORE - Leader

RULES - Leader

Invulnerable Save

4+

Master of Rites

In your Command phase, select one of the following to apply to this model's unit until the end of the turn:

- This model's unit is eligible to shoot in a turn in which it Advanced.
- This model's unit is eligible to declare a charge in a turn in which it Advanced.
- This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.



Unrelenting and Uncompromising

While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or all modifiers to the Hit roll.

Leader

This model can be attached to the following units:

- Assault Intercessor Squad
- Bladeguard Veteran Squad
- Company Heroes
- Hellblaster Squad
- Infernus Squad
- Intercessor Squad
- Sternguard Veteran Squad
- Tactical Squad



WEAPON RULES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

