

MARNEUS CALGAR IN ARMOUR OF ANTILOCHUS

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

AUFSTELLUNG

1x Marneus Calgar in Armour of Antilochus

Equipped with: Gauntlets of Ultramar

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauntlets of Ultramar PISTOL, TWIN-LINKED	18"	4	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gauntlets of Ultramar TWIN-LINKED	Melee	6	2+	8	-3	3

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader

Inspiring Leader

This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Master Tactician

At the start of your Command phase, if this unit's Marneus Calgar model is your Warlord and is on the battlefield, you gain 1CP.



Leader

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD
- VICTRIX HONOUR GUARD

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.

Twin-linked

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

