

ADRAX AGATONE

80 PTS



M

6"

T

4

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Drakkis	IGNORES COVER PISTOL TORRENT	12"	D6+3	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Malleus Noctum	Melee	5	2+	10	-2	3

AUFSTELLUNG

1x Adrax Agatone
Equipped with: Drakkis, Malleus Noctum

ABILITIES

CORE - Leader

Lord of the Pyroclasts

While an enemy unit is within Engagement Range of this model, halve the Objective Control characteristic of models in that enemy unit

Unto the Anvil

While this model is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Wound roll.

Leader

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

WEAPON RULES

IGNORES COVER

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

TORRENT

Each time an attack is made with a **TORRENT** weapon, that attack automatically hits the target.



CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

