

IMPERIUM - SPACE MARINES

APOTHECARY

40 PTS



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

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

AUFSTELLUNG

1x Apothecary

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

Wargear Options:

- This model can be equipped with 1x Warlord.

ABILITIES

CORE - Support

Gene Seed Recovery

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

Nartheceum

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.



CORE RULES

◆ Support

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.

