

# MARNEUS CALGAR IN ARMOUR OF ANTILOCHUS

155 PTS



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

## RANGED WEAPONS

| WEAPON                                                 | RANGE | A | BS | S | AP | D |
|--------------------------------------------------------|-------|---|----|---|----|---|
| Gauntlets of Ultramar <b>PISTOL</b> <b>TWIN-LINKED</b> | 18"   | 4 | 2+ | 4 | -1 | 2 |

## MELEE WEAPONS

| WEAPON                                   | RANGE | A | WS | S | AP | D |
|------------------------------------------|-------|---|----|---|----|---|
| Gauntlets of Ultramar <b>TWIN-LINKED</b> | Melee | 6 | 2+ | 8 | -3 | 3 |

## AUFSTELLUNG

1x Marneus Calgar in Armour of Antilochus

Equipped with: Gauntlets of Ultramar

## ABILITIES

### CORE - 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.

## CORE RULES

### ◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

### ◆ 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.

