PRIMARIS ANCIENT

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Ancient	6"	3+	3+	4	4	5	4	8	3+

A Primaris Ancient is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

• This model's bolt rifle can be replaced with 1 power sword.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Wolf Guard: If this unit is from the Space Wolves Chapter (or one of its successor Chapters) it has the WOLF GUARD keyword.

Astartes Banner (Aura): While a friendly <CHAPTER> CORE unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, ANCIENT
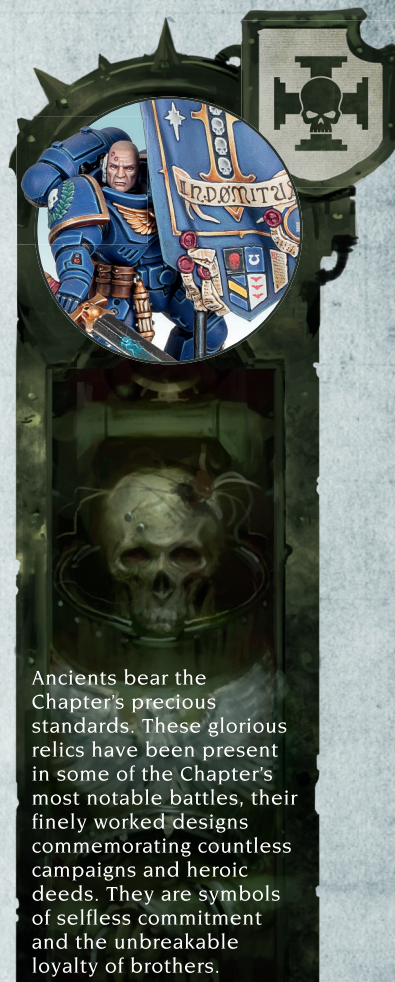
Ancients bear the Chapter's precious standards. These glorious relics have been present in some of the Chapter's most notable battles, their finely worked designs commemorating countless campaigns and heroic deeds. They are symbols of selfless commitment and the unbreakable loyalty of brothers.

POINTS VALUES

☠ HQ

Captain in Gravis Armour
Unit size..1 model
Unit cost...120 pts

✠ ELITES

Primaris Ancient
Unit size..1 model
Unit cost..80 pts
• Power sword...+5 pts