QUARTERMASTER CADRE SQUAD [LEGENDS]

45 PTS

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Quartermaster's pistol PISTOL	12"	1	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Medical scalpels	Melee	1	4+	3	0	1
Quartermaster's close combat weapon	Melee	2	3+	4	-2	1

ABILITIES

CORE - Leader

Medicae Medi-packs
Whilst this unit contains one or more Medicae Servitors, models in this unit have the Feel No Pain 5+ ability.

Mindlock
While this unit contains a Quartermaster Revenant model, improve the Weapon Skill characteristic of this unit's Medical scalpels by 1.

Leader
This unit can be attached to the following units:

- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KRIEG COMBAT ENGINEERS

WEAPON ABILITIES

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

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.

AUFSTELLUNG

1x Quartermaster Revenant

4x Medicae Servitors

Equipped with: Quartermaster's pistol, Medical scalpels, Quartermaster's close combat weapon

KEYWORDS: Character, Infantry, Imperium, Grenades, Regiment, Quartermaster Cadre Squad, Krieg, Leader
FACTION KEYWORDS: Astra Militarum