

QUARTERMASTER CADRE SQUAD [LEGENDS]

M

6"

T

3

SV

4+

W

3

LD

7+

OC

1

45 PTS

Base —

Leader

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Quartermaster's pistol

PISTOL

R	A	BS	S	AP	D
12"	1	3+	3	-1	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
----------	----------	----------	------------	-----------

4

ANGRIFF

—

5

NAHKAMPF

Medical scalpels

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
----------	----------	----------	------------	-----------

Quartermaster's close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	4	-2	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
------------	----------	----------	------------	-----------

VERTEIDIGUNG

Medicae Medi-packs

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

IMMER / EINMALIG

Mindlock

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

GEGEN DIESE EINHEIT

W3 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
-----------	------------	----------	----------	----------

RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
------------	-------------	-------------	------------	------------

REGELN & KEYWORDS KURZ

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.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Quartermaster Revenant
4x Medicae Servitors

Ausrüstung: Quartermaster's pistol, Medical scalpels, Quartermaster's close combat weapon

Anführer
This unit can be attached to the following units:

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