IMPERIUM - ASTRA MILITARUM

KRIEG COMMAND SQUAD

Leader | Feel No Pain 6+ | Voice Of Command

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1

60 PTS

Base 25mm, Lord Commissar: 32mm

3 BESCHUSS

Bolt pistol — PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Boltgun — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Flamer — IGNORES COVER — TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Lasgun — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Laspistol — PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Meltagun — MELTA 2

R	A	BS	S	AP	D
12"	1	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Grenade launcher - frag — BLAST

R	A	BS	S	AP	D
24"	D3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Plasma gun - standard — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma gun - supercharge — HAZARDOUS — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

➤ Plasma pistol - standard — PISTOL

R	A	BS	S	AP	D
12"	1	4+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge — HAZARDOUS — PISTOL

R	A	BS	S	AP	D
12"	1	4+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

5 NAHKAMPF

Chainsword

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Power fist

R	A	WS	S	AP	D
Melee	3	4+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Power weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Trench club

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

GEGEN DIESE EINHEIT

W3 · RW 5+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

Feel No Pain 6+ gegen jeden verlorenen LP

KEYWORDS Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Krieg, Leader · **FRAKTION** Astra Militarum

1 KOMMANDO

Grim Determination

While this unit contains an Officer, you can target this unit with Stratagems even while it is Battle-shocked and Orders issued to this unit do not cease to affect this unit if it becomes Battle-shocked.

2 BEWEGUNG	4 ANGRIFF
—	—

◆ VERTEIDIGUNG

Alchemyk Counteragents

The bearer's unit has the Feel No Pain 6+ ability against mortal wounds.

∞ IMMER / EINMALIG

Master Vox

Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Regimental Standard

Add 1 to the Objective Control characteristic of models in the bearer's unit.

Servo-scribes

Once per battle, when issuing an Order, the Lord Commissar can issue one additional Order.

Designer's Note: Place a Servo-scribes token next to the unit, removing it when this ability has been used.

Orders

This unit's Officer can issue 1 Order to a Regiment unit.

REGELN & KEYWORDS KURZ

Feel No Pain 6+ This ability always takes the form Feel No Pain X+.

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.

Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

MELTA This ability always takes the form [MELTA X].

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

RAPID FIRE This ability always takes the form [RAPID FIRE X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Lord Commissar
1x Veteran Guardsman w/ Alchemyk counteragents oder Veteran Guardsman w/ Boltgun oder Veteran Guardsman w/ Chainsword oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard

Ausrüstung: Bolt pistol, Boltgun, Flamer, Lasgun, Laspistol, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Trench club

- Each Lord Commissar can replace its Power weapon with Power fist.
- Each Veteran Guardsman w/ Boltgun can replace its Boltgun with Plasma gun, Meltagun, Grenade launcher or Flamer.
- Each Veteran Guardsman w/ Chainsword can replace its Chainsword with Trench club or Power weapon.
- Each Veteran Guardsman w/ Chainsword can replace its Laspistol with Bolt pistol or Plasma pistol.

Anführer

This model can be attached to the following units:
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KRIEG COMBAT ENGINEERS