

QUARTERMASTER CADRE SQUAD [LEGENDS]

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

AUFSTELLUNG

1x Quartermaster Revenant

4x Medicae Servitors

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

⦿ 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

RULES - 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 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.