COMPANY HEROES

125 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Pistol CLOSE-QUARTERS	12"	1	3+	5	-1	2
Master-crafted Bolt Rifle ASSAULT RAPID FIRE 1	24"	2	3+	5	-1	2
Master-crafted Heavy Bolter ASSAULT HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	5	3+	5	-1	1
Master-crafted Power Weapon PRECISION	Melee	6	2+	6	-2	2

ABILITIES

Command Squad
Attacks that target this unit have -1 to wound rolls

Raise the Banner
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Ancient oder Company Champion oder Company Veteran w/ Bolt Rifle oder Company Veteran w/ Heavy Bolter (40mm)

Equipped with: Master-crafted Bolt Pistol, Master-crafted Bolt Rifle, Master-crafted Heavy Bolter, Combat Knife, Master-crafted Power Weapon

KEYWORDS: Infantry, Imperium, Tacticus, Company Heroes, Explosives
FACTION KEYWORDS: Adeptus Astartes

COMPANY HEROES

125 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

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.

KEYWORDS: Infantry, Imperium, Tacticus, Company Heroes, Explosives
FACTION KEYWORDS: Adeptus Astartes