COMMAND SQUAD [LEGENDS] - IMPERIUM - SPACE MARINES

165 PTS

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

AUFSTELLUNG

1x Apothecary oder Company Ancient oder Company Champion oder Company Veterans

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Hand flamer, Heavy Bolter, Heavy Flamer, Inferno Pistol, Lascannon, Meltagun, Multi-melta, Storm bolter, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Champion's Blade, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Apothecary can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Ancient can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol, Hand flamer, Boltgun or Combi-weapon.
- Each Company Champion can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Bolt pistol with Astartes Shield, Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Boltgun with Astartes Shield, Flamer, Meltagun, Grav-gun, Power fist, Heavy Bolter, Heavy Flamer, Grav-cannon, Missile Launcher, Lascannon, Multi-melta, Plasma cannon, Power weapon, Thunder Hammer, Plasma gun, Combi-weapon, Storm bolter or Chainsword.

KEYWORDS: Infantry, Grenades, Imperium, Command Squad

FACTION KEYWORDS: Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Grav-cannon ANTI-VEHICLE 2+, HEAVY	24"	3	4+	6	-1	3
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+, PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
Heavy Bolter HEAVY, RAPID FIRE 2, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Inferno Pistol CLOSE-QUARTERS, MELTA 1	9"	1	3+	8	-3	D3+2
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Multi-melta HEAVY, MELTA 2	18"	2	4+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

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1x Apothecary oder Company Ancient oder Company Champion oder Company Veterans

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Hand flamer, Heavy Bolter, Heavy Flamer, Inferno Pistol, Lascannon, Meltagun, Multi-melta, Storm bolter, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Champion's Blade, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Apothecary can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Ancient can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol, Hand flamer, Boltgun or Combi-weapon.
- Each Company Champion can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Bolt pistol with Astartes Shield, Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Boltgun with Astartes Shield, Flamer, Meltagun, Grav-gun, Power fist, Heavy Bolter, Heavy Flamer, Grav-cannon, Missile Launcher, Lascannon, Multi-melta, Plasma cannon, Power weapon, Thunder Hammer, Plasma gun, Combi-weapon, Storm bolter or Chainsword.

KEYWORDS: Infantry, Grenades, Imperium, Command Squad

FACTION KEYWORDS: Adeptus Astartes

➤ Missile Launcher - Frag BLAST 1, HEAVY	48"	4	4+	4	-1	1
➤ Missile Launcher - Krak	48"	1	4+	10	-2	D3+3
➤ Plasma cannon - standard BLAST, HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST, HEAVY, HAZARDOUS	36"	D3	4+	8	-3	2
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1, HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Champion's Blade PRECISION	Melee	4	3+	5	-2	2
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	4	3+	4	-2	1

ABILITIES

Astartes Banner
While this unit contains a Company Ancient, add 1 to the Objective Control characteristic of models in this unit.

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Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Hand flamer, Heavy Bolter, Heavy Flamer, Inferno Pistol, Lascannon, Meltagun, Multi-melta, Storm bolter, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Champion's Blade, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Apothecary can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Ancient can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol, Hand flamer, Boltgun or Combi-weapon.
- Each Company Champion can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Bolt pistol with Astartes Shield, Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Boltgun with Astartes Shield, Flamer, Meltagun, Grav-gun, Power fist, Heavy Bolter, Heavy Flamer, Grav-cannon, Missile Launcher, Lascannon, Multi-melta, Plasma cannon, Power weapon, Thunder Hammer, Plasma gun, Combi-weapon, Storm bolter or Chainsword.

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Astartes Shield
The bearer has a 4+ invulnerable save.

Honour or Death
While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase.

Narthecium
While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding Character models) to this unit

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

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Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Hand flamer, Heavy Bolter, Heavy Flamer, Inferno Pistol, Lascannon, Meltagun, Multi-melta, Storm bolter, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Champion's Blade, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Apothecary can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Ancient can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol, Hand flamer, Boltgun or Combi-weapon.
- Each Company Champion can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Bolt pistol with Astartes Shield, Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Boltgun with Astartes Shield, Flamer, Meltagun, Grav-gun, Power fist, Heavy Bolter, Heavy Flamer, Grav-cannon, Missile Launcher, Lascannon, Multi-melta, Plasma cannon, Power weapon, Thunder Hammer, Plasma gun, Combi-weapon, Storm bolter or Chainsword.

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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 model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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).*

Torrent

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

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Hand flamer, Heavy Bolter, Heavy Flamer, Inferno Pistol, Lascannon, Meltagun, Multi-melta, Storm bolter, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Champion's Blade, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Apothecary can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Ancient can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol, Hand flamer, Boltgun or Combi-weapon.
- Each Company Champion can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Bolt pistol with Astartes Shield, Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Boltgun with Astartes Shield, Flamer, Meltagun, Grav-gun, Power fist, Heavy Bolter, Heavy Flamer, Grav-cannon, Missile Launcher, Lascannon, Multi-melta, Plasma cannon, Power weapon, Thunder Hammer, Plasma gun, Combi-weapon, Storm bolter or Chainsword.

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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.