

DESOLATION SQUAD - IMPERIUM - SPACE MARINES

140 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

AUFSTELLUNG

5x Desolation Marine oder Desolation Sergeant (32mm)

Equipped with: Bolt pistol, Castellan Launcher, Superfrag Rocket Launcher, Superkrak Rocket Launcher, Vengor launcher, Ceramite Fists

Wargear Options:

- Each Desolation Marine can replace its Superfrag Rocket Launcher with Superkrak Rocket Launcher.
- Each Desolation Sergeant can replace its Superfrag Rocket Launcher with Superkrak Rocket Launcher or Vengor launcher.

KEYWORDS: Infantry, Imperium, Tacticus, Desolation Squad, Explosives

FACTION KEYWORDS: Adeptus Astartes

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol <small>CLOSE-QUARTERS</small>	12"	1	3+	5	-1	1
Castellan Launcher <small>HEAVY</small>	24"	2	3+	5	-1	1
Superfrag Rocket Launcher <small>BLAST 1, HEAVY</small>	48"	4	3+	5	-1	1
Superkrak Rocket Launcher <small>HEAVY</small>	48"	1	3+	10	-2	D3+3
Vengor launcher <small>BLAST 1, HEAVY, INDIRECT FIRE</small>	48"	4	3+	7	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Targeter Optics

This unit's ranged attacks that target a visible enemy unit have [IGNORES COVER]

WEAPON ABILITIES

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).*

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.

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

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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.