

SUPPRESSOR SQUAD - IMPERIUM - SPACE MARINES

85 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

AUFSTELLUNG 1x Suppressor Sergeant oder Suppressor (40mm) Equipped with: Accelerator Autocannon, Bolt pistol, Close combat weapon	KEYWORDS: Infantry, Grenades, Imperium, Smoke, Fly, Jump Pack, Suppressor Squad FACTION KEYWORDS: Adeptus Astartes
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⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator Autocannon HEAVY	48"	3	4+	8	-1	2
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Suppression Fire In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with an accelerator autocannon. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.
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WEAPON ABILITIES

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.

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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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.
Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.