

COMMAND SQUAD [LEGENDS]

Close-quarters Combat Doctrines

M 4 3+ 3 6+ 1

165 PTS
Base —



1KOMMANDO

Nartheicum

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

2BEWEGUNG

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 OCP, even if you have already used that Stratagem on a different unit this phase.

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Combi-weaponANTI-INFANTRY 4+DEVIATING WOUNDSRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

FlamerIGNORES COVERTORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Grav-cannonANTI-VEHICLE 2+HEAVY

R	A	BS	S	AP	D
24"	3	4+	6	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Grav-gunANTI-VEHICLE 2+

R	A	BS	S	AP	D
18"	2	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Grav-pistolANTI-VEHICLE 2+PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Hand flamerCLOSE-QUARTERSTORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Heavy BolterHEAVYRAPID FIRE 2SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Heavy FlamerBLAST 2TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Inferno PistolCLOSE-QUARTERSMELTA 1

R	A	BS	S	AP	D
9"	1	3+	8	-3	D3+2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

LascannonHEAVY

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

MeltagunMELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Multi-meltaHEAVYMELTA 3

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Storm bolterRAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

► Missile Launcher - FragBLAST 1HEAVY

R	A	BS	S	AP	D
48"	4	4+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

► Missile Launcher - Krak

R	A	BS	S	AP	D
48"	1	4+	10	-2	D3+3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

► Plasma cannon - standardBLASTHEAVY

R	A	BS	S	AP	D
36"	D3	4+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

► Plasma cannon - superchargeBLASTHEAVYHAZARDOUS

R	A	BS	S	AP	D
36"	D3	4+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

► Plasma gun - standardRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

► Plasma gun - superchargeRAPID FIRE 1HAZARDOUS

R	A	BS	S	AP	D
24"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

► Plasma pistol - standardCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

► Plasma pistol - superchargeHAZARDOUSCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4ANGRIFF

5NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Champion's BladePRECISION

R	A	WS	S	AP	D
Melee	4	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Power fist

R	A	WS	S	AP	D
Melee	2	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Thunder HammerDEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	4+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Twin lightning clawsTWIN-LINKED

R	A	WS	S	AP	D
Melee	4	3+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

6VERTEIDIGUNG

Astartes Shield

The bearer has a 4+ invulnerable save.

7IMMER / EINMALIG

Astartes Banner

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

GEGEN DIESE EINHEIT

W4 - RW 3+ - 3 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
SB+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

-

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
[ANTI] This ability always takes the form [ANTI-X Y+].
[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 (round...)
[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...
[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...
[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 unen...
[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 mod...
[MELTA] This ability always takes the form [MELTA X].
[PISTOL] [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
[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 m...
[RAPID FIRE] This ability always takes the form [RAPID FIRE X].
[SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].
[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.

KEYWORDS Infantry, Grenades, Imperium, Command Squad - FRAKTION Adeptus Astartes