IMPERIUM - SPACE MARINES

SUPPRESSOR SQUAD

Close-quarters | Combat Doctrines | Deep Strike

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

85 PTS
Base 40mm

1 KOMMANDO	2 BEWEGUNG	3 BESCHUSS	4 ANGRIFF	5 NAHKAMPF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
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3 BESCHUSS

Accelerator Autocannon HEAVY

R	A	BS	S	AP	D
48"	3	4+	8	-1	2

VERWUNDET

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

Bolt pistol CLOSE-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+

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.

5 NAHKAMPF

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+

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

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.

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" horizo…

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…

AUFSTELLUNG

1x Suppressor Sergeant oder Suppressor

Ausrüstung: Accelerator Autocannon, Bolt pistol, Close combat weapon

KEYWORDS Infantry, Grenades, Imperium, Smoke, Fly, Jump Pack, Suppressor Squad · **FRAKTION** Adeptus Astartes