

ASSAULT SQUAD

[LEGENDS]

Cleave Close-quarters Combat Doctrines

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1

95–190 PTS

Base —



3 BESCHUSS

Bolt pistol CLOSE-QUARTERS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Flamer IGNORES COVER TORRENT

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Grav-pistol ANTI-VEHICLE 2+ PISTOL

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Hand flamer CLOSE-QUARTERS TORRENT

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Inferno Pistol CLOSE-QUARTERS MELTA 1

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Meltagun MELTA 2

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

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Plasma gun - standard RAPID FIRE 1

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

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Plasma pistol - standard CLOSE-QUARTERS

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

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

5 NAHKAMPF

Chainsword

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Eviscerator CLEAVE 1

R	A	WS	S	AP	D
Melee	3	3+	7	-2	2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Thunder Hammer DEVASTATING WOUNDS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Power fist

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Twin lightning claws TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	4	-2	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

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+	-

1
KOMMANDO

—

2
BEWEGUNG

—

4
ANGRIFF

—

◆ VERTEIDIGUNG

Astartes Shield
The bearer has a 4+ invulnerable save.

∞ IMMER / EINMALIG

Chainsword Doctrines
Each time this unit is selected to fight, select one of the following abilities to apply to all Astartes chainswords equipped by models in this unit until the end of the phase:

- [SUSTAINED HITS 1]
- [LETHAL HITS]
- [LANCE]

REGELN & KEYWORDS KURZ

- Cleave** This ability always takes the form [CLEAVE X].
- 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+].
- 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...
- 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.
- RAPID FIRE** This ability always takes the form [RAPID FIRE 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.

AUFSTELLUNG

- 5-10x Assault Sergeant oder Assault Marine w/ Eviscerator oder Assault Marine w/ Special Weapon oder Assault Marine
- Ausrüstung:** Bolt pistol, Flamer, Grav-pistol, Hand flamer, Inferno Pistol, Meltagun, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Eviscerator, Power fist, Power weapon, Thunder Hammer, Twin lightning claws
- This model's Chainsword and Bolt pistol can be replaced with 1x Eviscerator.
 - Each Assault Sergeant can replace its Bolt pistol with Grav-pistol, Plasma pistol, Inferno Pistol or Hand flamer.
 - Each Assault Sergeant can replace its Chainsword with Eviscerator, Power fist, Thunder Hammer or Power weapon.
 - Each Assault Sergeant can be equipped with one of: Astartes Shield, Twin lightning claws.
 - Each Assault Marine w/ Eviscerator can replace its Bolt pistol with Plasma pistol.
 - Each Assault Marine w/ Special Weapon can replace its Plasma Pistol & Astartes Chainsword with Flamer, Plasma gun or Meltagun.