

IMPERIUM - SPACE MARINES

COMMAND SQUAD

[LEGENDS]

Close-quarters

Combat Doctrines

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

165 PTS

Base —



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BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

Boltgun

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

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

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

Flamer

IGNORES COVER

TORRENT

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

Grav-cannon

ANTI-VEHICLE 2+

HEAVY

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

Grav-gun

ANTI-VEHICLE 2+

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

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

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

Hand flamer

CLOSE-QUARTERS

TORRENT

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

Heavy Bolter

HEAVY

RAPID FIRE 2

SUSTAINED HITS 1

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

Heavy Flamer

BLAST 2

TORRENT

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

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

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

Lascannon

HEAVY

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

Meltagun

MELTA 2

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

Multi-melta

HEAVY

MELTA 2

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

Storm bolter

RAPID FIRE 2

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

> Missile Launcher - Frag

BLAST 1

HEAVY

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

> Missile Launcher - Krak

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

> Plasma cannon - standard

BLAST

HEAVY

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

> Plasma cannon - supercharge

BLAST

HEAVY

HAZARDOUS

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

> Plasma gun - standard

RAPID FIRE 1

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

> Plasma gun - supercharge

RAPID FIRE 1

HAZARDOUS

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

> Plasma pistol - standard

CLOSE-QUARTERS

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

> Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

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

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NAHKAMPF

Chainsword

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

Champion's Blade

PRECISION

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

Close combat weapon

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

Power fist

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

Power weapon

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

Thunder Hammer

DEVASTATING WOUNDS

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

Twin lightning claws

TWIN-LINKED

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

GEGEN DIESE EINHEIT

W4 - RW 3+ - 3 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

DS 0

3+

3+

SS-7

DS -1

4+

4+

S4

DS -2

5+

5+

S3

DS -3

6+

6+

S1-2

DS -4

-

1 KOMMANDO**Nartheceum**

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

2 BEWEGUNG**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.

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ANGRIFF

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VERTEIDIGUNG**Astartes Shield**

The bearer has a 4+ invulnerable save.

∞ IMMER / EINMALIG**Astartes Banner**

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

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 (roun...

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.

AUFSTELLUNG

1x Apothecary oder Company Ancient oder Company Champion oder Company Veterans

Ausrüstung: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Hand flamer, Heavy Bolter, Heavy Flamer, Inferno Pistol, Lascannon, Meltagun, Multi-melta, Storm bolter, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Champion's Blade, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

- Each Apothecary can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Ancient can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol, Hand flamer, Boltgun or Combi-weapon.
- Each Company Champion can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Bolt pistol with Astartes Shield, Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Boltgun with Astartes Shield, Flamer, Meltagun, Grav-gun, Power fist, Heavy Bolter, Heavy Flamer, Grav-cannon, Missile Launcher, Lascannon, Multi-melta, Plasma cannon, Power weapon, Thunder Hammer, Plasma gun, Combi-weapon, Storm bolter or Chainsword.