

DEVASTATOR SQUAD

Close-quarters Combat Doctrines

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1

120–200 PTS

Base 32mm



3

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

Grav-cannon

ANTI-VEHICLE 2+

HEAVY

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

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

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

Heavy Bolter

HEAVY

RAPID FIRE 2

SUSTAINED HITS 1

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

Lascannon

HEAVY

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

Multi-melta

HEAVY

MELTA 2

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

► 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 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

5

NAHKAMPF

Chainsword

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

Close combat weapon

R	A	WS	S	AP	D
Melee	2	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

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+

S8+

3+

S5–7

4+

S4

5+

S3

6+

S1–2

DS 0

3+

DS –1

4+

DS –2

5+

DS –3

6+

DS –4

–

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Signum</div> <div>Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>Armorium Cherub</div> <div>Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.</div>
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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...
- 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].
- SUSTAINED HITS** This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

- 4-9x Devastator Marine w/ Boltgun oder Devastator Marine w/ Heavy Weapon
1x Devastator Sergeant
- Ausrüstung:** Bolt pistol, Boltgun, Combi-weapon, Grav-cannon, Grav-pistol, Heavy Bolter, Lascannon, Multi-melta, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer
- This model can be equipped with 1x Boltgun.
 - Each Devastator Marine w/ Heavy Weapon can replace its Heavy Bolter with Lascannon, Grav-cannon, Multi-melta, Plasma cannon or Missile Launcher.
 - Each Devastator Sergeant can replace its Bolt pistol with Chainsword, Grav-pistol, Plasma pistol, Power fist, Thunder Hammer or Power weapon.
 - Each Devastator Sergeant can replace its Boltgun with Chainsword, Power fist, Thunder Hammer, Power weapon or Combi-weapon.