IMPERIUM - SPACE MARINES

SCOUT SQUAD

Close-quarters | Combat Doctrines | Infiltrators

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

65–120 PTS
Base 28.5mm

1 KOMMANDO

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2 BEWEGUNG

Flexible Asset
When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.

3 BESCHUSS

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+

Boltgun — RAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy Bolter — HEAVY | RAPID FIRE 2 | SUSTAINED 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+

Shotgun — ASSAULT | BLAST 1

R	A	BS	S	AP	D
18"	2	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Sniper Rifle — HEAVY | PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Missile Launcher - Frag — BLAST 1 | HEAVY

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+

4 ANGRIFF

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5 NAHKAMPF

Chainsword

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Combat Knife

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W4 · RW 4+ · 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
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.

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym…

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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…

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…

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].

AUFSTELLUNG

5-10x Scouts w/ Boltgun oder Scout Sergeant oder Scouts w/ Shotgun oder Scout w/ Heavy Weapon oder Scout w/ Sniper Rifle

Ausrüstung: Bolt pistol, Boltgun, Heavy Bolter, Shotgun, Sniper Rifle, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, Chainsword, Combat Knife

- This model's Boltgun can be replaced with 1x Shotgun.
- Each Scout Sergeant can replace its Boltgun with Shotgun.
- Each Scout Sergeant can replace its Combat Knife with Chainsword.
- Each Scout w/ Heavy Weapon can replace its Heavy Bolter with Missile Launcher.

KEYWORDS Infantry, Imperium, Smoke, Scout Squad, Explosives · **FRAKTION** Adeptus Astartes