

STERNGUARD
VETERAN SQUAD

Close-quarters Combat Doctrines

M6"

T5

SV3+

W2

LD6+

OC1

105–210 PTS
Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolCLOSE-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+

Heavy BolterHEAVYRAPID FIRE 2

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

PyrecannonBLAST 2TORRENT

R	A	BS	S	AP	D
12"	4	-	6	-1	1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Artificer Firearm - Damnatu

ASSAULT	MELTA 2				
R	A	BS	S	AP	D
12"	1	3+	9	-3	D3+2

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Artificer Firearm - Infernu

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Artificer Firearm - Purgatu

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

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Sternguard Focus

This unit's ranged attacks can re-roll hit rolls of 1

4ANGRIFF

5NAHKAMPF

Astartes Chainsword

R	A	WS	S	AP	D
Melee	6	3+	4	-1	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Ceramite Fists

R	A	WS	S	AP	D
Melee	4	3+	5	0	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Power fist

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

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Power weapon

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6-9

4+SS

5+S3-4

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

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.

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 (round...).

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].

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.

AUFSTELLUNG

5-10x Sternguard Veteran w/ Artificer Firearm oder Sternguard Veteran Sergeant oder Sternguard Veteran w/ Special Weapon

Ausrüstung: Bolt pistol, Heavy Bolter, Pyrecannon, ▶ Artificer Firearm - Damnatu, ▶ Artificer Firearm - Infernu, ▶ Artificer Firearm - Purgatu, Astartes Chainsword, Ceramite Fists, Power fist, Power weapon

• Each Sternguard Veteran Sergeant can be equipped with one of: Power weapon, Power fist, Astartes Chainsword.

• Each Sternguard Veteran w/ Special Weapon can replace its Heavy Bolter with Pyrecannon.

KEYWORDS Infantry, Imperium, Tacticus, Sternguard Veteran Squad, Explosives · FRAKTION Adeptus Astartes