

TACTICAL SQUAD

Close-quarters Combat Doctrines

M

6"

T

4

SV

3+

W

2

LD

6+

OC

2

140 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

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

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

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

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

Twin lightning claws

TWIN-LINKED

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

GEGEN DIESE EINHEIT

W4 - RW 3+ - 2 LP je Modell
WIRD VERWUNDET MIT

2+

S8+

3+

S5-7

4+

S4

5+

S3

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

-

1
KOMMANDO

2 BEWEGUNG

Combat Squads
At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models

4
ANGRIFF

◆
VERTEIDIGUNG

∞
IMMER / EINMALIG

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.

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

10x Tactical Marine oder Tactical Marine Sergeant oder Tactical Marine w/Special Weapon oder Tactical Marine w/Heavy or Special Weapon

Ausrüstung: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Heavy Bolter, 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, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

- Each Tactical Marine Sergeant can be equipped with 1x Twin lightning claws.
- Each Tactical Marine Sergeant can replace its Bolt pistol with Chainsword, Grav-pistol, Plasma pistol, Power fist, Thunder Hammer or Power weapon.
- Each Tactical Marine Sergeant can replace its Boltgun with Chainsword, Storm bolter, Power fist, Thunder Hammer, Power weapon or Combi-weapon.
- Each Tactical Marine w/Special Weapon can replace its Flamer with Meltagun, Plasma gun or Grav-gun.
- Each Tactical Marine w/Heavy or Special Weapon can replace its Flamer with Meltagun, Plasma gun, Grav-gun, Heavy Bolter, Multi-melta, Lascannon, Missile Launcher, Plasma cannon or Grav-cannon.