

COMPANY HEROES

M	T	SV	W	LD	OC
6"	5	3+	4	6+	2

AUFSTELLUNG

1x Ancient oder Company Champion oder Company Veteran w/ Bolt Rifle oder Company Veteran w/ Heavy Bolter (40mm)

Equipped with: Master-crafted Bolt Pistol, Master-crafted Bolt Rifle, Master-crafted Heavy Bolter, Combat Knife, Master-crafted Power Weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Pistol CLOSE-QUARTERS	12"	1	3+	5	-1	2
Master-crafted Bolt Rifle ASSAULT, RAPID FIRE 1	24"	2	3+	5	-1	2
Master-crafted Heavy Bolter ASSAULT, HEAVY, RAPID FIRE 2, SUSTAINED HITS 1	36"	4	3+	6	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	5	3+	5	-1	1
Master-crafted Power Weapon PRECISION	Melee	6	2+	6	-2	2

ABILITIES

RULES - Close-quarters, Combat Doctrines

Command Squad

Attacks that target this unit have -1 to wound rolls

Raise the Banner

At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.



WEAPON RULES

Assault

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

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

