

DESOLATION SQUAD

M	T	SV	W	LD	OC
6"	5	3+	2	6+	1

AUFSTELLUNG

5x Desolation Marine oder Desolation Sergeant (32mm)

Equipped with: Bolt pistol, Castellan Launcher, Superfrag Rocket Launcher, Superkrak Rocket Launcher, Vengor launcher, Ceramite Fists

Wargear Options:

- Each Desolation Marine can replace its Superfrag Rocket Launcher with Superkrak Rocket Launcher.
- Each Desolation Sergeant can replace its Superfrag Rocket Launcher with Superkrak Rocket Launcher or Vengor launcher.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Castellan Launcher HEAVY	24"	2	3+	5	-1	1
Superfrag Rocket Launcher BLAST 1, HEAVY	48"	4	3+	5	-1	1
Superkrak Rocket Launcher HEAVY	48"	1	3+	10	-2	D3+3
Vengor launcher BLAST 1, HEAVY, INDIRECT FIRE	48"	4	3+	7	-1	2

ABILITIES

RULES - Close-quarters, Combat Doctrines

Targeter Optics

This unit's ranged attacks that target a visible enemy unit have [IGNORES COVER]



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramide Fists	Melee	3	3+	5	0	1

WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

