

IMPERIAL SPACE MARINE [LEGENDS]

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

AUFSTELLUNG

1x Imperial Space Marine [Legends]

Equipped with: Disintegration Combi-gun, Disintegration Pistol, Close combat weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Disintegration Combi-gun ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	5	-1	1
Disintegration Pistol ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PISTOL	12"	1	3+	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE - Support

RULES - Combat Doctrines, Support

Swift Assault

While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Unbreakable Duty

While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

Leader

This model can be attached to the following units: ASSAULT SQUAD, COMMAND SQUAD, DEVASTATOR SQUAD, TACTICAL SQUAD, VANGUARD VETERAN SQUAD



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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).