IMPERIUM - SPACE MARINES

FIRESTRIKE SERVO-TURRETS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Firestrike Autocannon RAPID FIRE 2 TWIN-LINKED	48"	4	2+	9	-1	3
Twin Firestrike Las-talon TWIN-LINKED	36"	2	2+	10	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hovering Bulk	Melee	3	3+	5	0	1

AUFSTELLUNG

1-2x Firestrike Servo-Turret (80mm)

Equipped with: Twin Firestrike Autocannon, Twin Firestrike Las-talon, Hovering Bulk

Wargear Options:

- Each Firestrike Servo-Turret can replace its Twin Firestrike Las-talon with Twin Firestrike Autocannon.

ABILITIES

Sentinel Protocols

(Once per phase per unit) You can target this unit with the Fire Overwatch stratagem, regardless of any other uses of that stratagem this phase. If you do:

- This unit's snap shooting attacks hit on unmodified hit rolls of 4+ until that stratagem is resolved.
- That use does not prevent any uses of that stratagem on other units this phase.

WEAPON RULES

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).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Artillery, Vehicle, Imperium, Firestrike Servo-turrets

FACTION: Adeptus Astartes