IMPERIUM - SPACE MARINES

STERNGUARD VETERAN SQUAD

105–210 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
Pyrecannon BLAST 2 TORRENT	12"	4	-	6	-1	1
➤ Artificer Firearm - Damnatus ASSAULT MELTA 2	12"	1	3+	9	-3	D3+2
➤ Artificer Firearm - Infernus ASSAULT RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Artificer Firearm - Purgatus ASSAULT RAPID FIRE 1	24"	1	3+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	6	3+	4	-1	1
Ceramite Fists	Melee	4	3+	5	0	1
Power fist	Melee	4	3+	8	-2	2
Power weapon	Melee	5	3+	5	-2	1

AUFSTELLUNG

5-10x Sternguard Veteran w/ Artificer Firearm oder Sternguard Veteran Sergeant oder Sternguard Veteran w/ Special Weapon (32mm)

Equipped with: Bolt pistol, Heavy Bolter, Pyrecannon, ➤ Artificer Firearm - Damnatus, ➤ Artificer Firearm - Infernus, ➤ Artificer Firearm - Purgatus, Astartes Chainsword, Ceramite Fists, Power fist, Power weapon

Wargear Options:

- Each Sternguard Veteran Sergeant can be equipped with one of: Power weapon, Power fist, Astartes Chainsword.
- Each Sternguard Veteran w/ Special Weapon can replace its Heavy Bolter with Pyrecannon.

ABILITIES

Sternguard Focus
This unit's ranged attacks can re-roll hit rolls of 1

WEAPON RULES

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

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.

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Close-quarters
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.

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.