

MARSHAL

Leader Combat Doctrines Transhuman Strategist

M6"

T5

SV3+

W5

LD6+

OC1

RW4+

80 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Combi-weapon - DamnatuMELTA 2

R12"

A1

BS2+

S9

AP-3

D3+2

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Combi-weapon - InfernuBLAST 1TORRENT

R12"

A3

BS-

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-weapon - Purgatus

R24"

A2

BS2+

S7

AP-2

D2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Plasma Pistol - StandardPISTOL

R12"

A1

BS2+

S7

AP-2

D1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Plasma Pistol - SuperchargeHAZARDOUSPISTOL

R12"

A1

BS2+

S8

AP-3

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Master-crafted Power WeaponLETHAL HITS

RMelee

A7

WS2+

S6

AP-2

D2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Inspirational Exemplar

This unit's melee attacks have +1 to hit rolls.

Pious Fervour

When this unit is selected to fight, you can use this ability. If you do, this model's melee attacks have +1 A for each enemy unit within 6" of this model (to a maximum of +3 A).

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6-9

4+S5

5+S3-4

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -24++

DS -34++

DS -44++

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Transhuman Strategist At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

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 (roun...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

MELTA This ability always takes the form [MELTA X].

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

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

AUFSTELLUNG

1x Marshal

Ausrüstung:

Combi-weapon - Damnatu

,

Combi-weapon - Infernu

,

Combi-weapon - Purgatus

,

Plasma Pistol - Standard

,

Plasma Pistol - Supercharge

, Master-crafted Power Weapon

This model can be equipped with 1x Warlord.

This model can replace its Plasma Pistol with Combi-weapon.

Anführer

This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, CRUSADER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BROTHERS SQUAD

KEYWORDS Character, Infantry, Imperium, Tacticus, Marshal, Captain, Leader, Explosives · FRAKTION Adeptus Astartes, Black Templars