

MARSHAL

M	T	SV	W	LD	OC	
6"	5	3+	5	6+	1	4+

AUFSTELLUNG

1x Marshal (40mm)

Equipped with: ➤ Combi-weapon - Damnatu**s**, ➤ Combi-weapon - Infernu**s**, ➤ Combi-weapon - Purgatu**s**, ➤ Plasma Pistol - Standard, ➤ Plasma Pistol - Supercharge, Master-crafted Power Weapon

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Plasma Pistol with Combi-weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Combi-weapon - Damnatu s MELTA 2	12"	1	2+	9	-3	D3+2
➤ Combi-weapon - Infernu s BLAST 1, TORRENT	12"	3	-	4	0	1
➤ Combi-weapon - Purgatu s	24"	2	2+	7	-2	2
➤ Plasma Pistol - Standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma Pistol - Supercharge HAZARDOUS, PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Leader, Transhuman Strategist

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).



WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon LETHAL HITS	Melee	7	2+	6	-2	2

Leader

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



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).*

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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.*



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.

Torrent

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

