

COMPANY HEROES - IMPERIUM - SPACE MARINES

105 PTS

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

AUFSTELLUNG 1x Ancient oder Company Champion oder Company Veteran w/ Bolt Rifle oder Company Veteran w/ Heavy Bolter Equipped with: Bolt Rifle, Bolt pistol, Master-crafted Bolt Rifle, Master-crafted Heavy Bolter, Close combat weapon, Master-crafted Power Weapon	KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Company Heroes FACTION KEYWORDS: Adeptus Astartes
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle	24"	2	3+	4	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Master-crafted Bolt Rifle DEVASTATING WOUNDS, RAPID FIRE 1	24"	2	2+	4	-1	2
Master-crafted Heavy Bolter HEAVY, SUSTAINED HITS 2	36"	3	3+	5	-1	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Master-crafted Power Weapon PRECISION	Melee	6	2+	5	-2	2

ABILITIES

Ancient Banner While this unit contains an Ancient, add 1 to the Objective Control characteristic of models in this unit
Command Squad While a Character model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

WEAPON ABILITIES

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. <i>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.</i>
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.
Precision While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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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).

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.