

DESOLATION SQUAD - IMPERIUM - SPACE MARINES

180 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

AUFSTELLUNG
5x Desolation Marine oder Desolation Sergeant
Equipped with: Bolt pistol, Castellan Launcher, Superfrag Rocket Launcher, Superkrak Rocket Launcher, Vengor launcher, Close combat weapon
Wargear Options:

- Each Desolation Marine can replace its Superfrag Rocket Launcher with Superkrak Rocket Launcher.
- Each Desolation Sergeant can replace its Superfrag Rocket Launcher with Superkrak Rocket Launcher or Vengor launcher.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Desolation Squad
FACTION KEYWORDS: Adeptus Astartes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Castellan Launcher BLAST, INDIRECT FIRE	36"	D3	3+	4	0	1
Superfrag Rocket Launcher BLAST, HEAVY	48"	D6+1	4+	5	0	1
Superfrag Rocket Launcher BLAST, HEAVY	48"	D6+1	4+	5	0	1
Superkrak Rocket Launcher HEAVY	48"	1	4+	10	-2	D6+1
Superkrak Rocket Launcher HEAVY	48"	1	4+	10	-2	D6+1
Vengor launcher BLAST, INDIRECT FIRE	48"	D6	2+	7	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Targeter Optics
Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

WEAPON ABILITIES

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.

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Indirect Fire
Units containing one or more models with an **INDIRECT FIRE** weapon can shoot using indirect shooting (10.07).

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.