

STERNGUARD VETERAN SQUAD -
IMPERIUM - SPACE MARINES

100–200 PTS

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

AUFSTELLUNG
5-10x Sternguard Veteran w/ Bolt Rifle oder Sternguard Veteran Sergeant oder Sternguard Veteran w/ Special Weapon oder Sternguard Veteran w/ Combi-weapon
Equipped with: Combi-weapon, Pyrecannon, Sternguard Bolt Pistol, Sternguard Bolt Rifle, Sternguard Heavy Bolter, Astartes Chainsword, Close combat weapon, Power fist, Power weapon
Wargear Options:

- This model's Sternguard Bolt Rifle can be replaced with 1x Combi-weapon.
- Each Sternguard Veteran Sergeant can replace its Sternguard Bolt Rifle with Combi-weapon.
- 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 Sternguard Heavy Bolter with Pyrecannon.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Sternguard Veteran Squad
FACTION KEYWORDS: Adeptus Astartes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
Pyrecannon IGNORES COVER, TORRENT	12"	D6+1	N/A	6	-1	1
Sternguard Bolt Pistol DEVASTATING WOUNDS, PISTOL	12"	1	3+	4	0	1
Sternguard Bolt Rifle ASSAULT, DEVASTATING WOUNDS, HEAVY, RAPID FIRE 1	24"	2	3+	4	-1	1
Sternguard Heavy Bolter DEVASTATING WOUNDS, HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2

✂ MELEE WEAPONS

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

ABILITIES

Sternguard Focus
Each time a model in this unit makes an attack that targets your Oath of Moment Target, you can re-roll the wound roll

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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

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Equipped with: Combi-weapon, Pyrecannon, Sternguard Bolt Pistol, Sternguard Bolt Rifle, Sternguard Heavy Bolter, Astartes Chainsword, Close combat weapon, Power fist, Power weapon

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- This model's Sternguard Bolt Rifle can be replaced with 1x Combi-weapon.
- Each Sternguard Veteran Sergeant can replace its Sternguard Bolt Rifle with Combi-weapon.
- 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 Sternguard Heavy Bolter with Pyrecannon.

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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.

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.

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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

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.