

# SHOCK TROOPER SERGEANT

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

## RANGED WEAPONS

| WEAPON                    | RANGE | A | BS | S | AP | D |
|---------------------------|-------|---|----|---|----|---|
| Bolt pistol <b>PISTOL</b> | 12"   | 1 | 4+ | 4 | 0  | 1 |
| Laspistol <b>PISTOL</b>   | 12"   | 1 | 4+ | 3 | 0  | 1 |
| Sergeant's autogun        | 24"   | 2 | 4+ | 3 | 0  | 1 |

## MELEE WEAPONS

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

## AUFSTELLUNG

1x Shock Trooper Sergeant

**Equipped with:** Bolt pistol, Laspistol, Sergeant's autogun, Chainsword, Close combat weapon

### Wargear Options:

- This model can replace its Laspistol and chainsword with Bolt pistol and chainsword or Sergeant's autogun and close combat weapon.

## ABILITIES

## WEAPON RULES

### 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.

