

IMPERIUM - SPACE MARINES

AGGRESSOR SQUAD

80–165 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto Boltstorm Gauntlets TWIN-LINKED	18"	3	3+	4	0	1
Auto Boltstorm Gauntlets TWIN-LINKED	18"	3	3+	4	0	1
Flamestorm Gauntlets IGNORES COVER TORRENT TWIN-LINKED	12"	D6+1	N/A	4	0	1
Flamestorm Gauntlets IGNORES COVER TORRENT TWIN-LINKED	12"	D6+1	N/A	4	0	1
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Twin power fist TWIN-LINKED	Melee	3	3+	8	-2	2

AUFSTELLUNG

2-5x Aggressors oder Aggressor Sergeant

Equipped with: Auto Boltstorm Gauntlets, Flamestorm Gauntlets, Fragstorm grenade launcher, Twin power fist

Wargear Options:

- Each Aggressors can replace its Flamestorm Gauntlets with Auto Boltstorm Gauntlets & Fragstorm Grenade Launcher.
- Each Aggressor Sergeant can replace its Flamestorm Gauntlets with Auto Boltstorm Gauntlets & Fragstorm Grenade Launcher.

ABILITIES

Close-quarters Firepower

Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.



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).

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).

TORRENT

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

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.