

DESOLATION SQUAD

180 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

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 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).

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.

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.