Space MarineS – Imperial Fists

*The Imperial Fists are the masters of defense and fortification, their work impregnable, their Legionaries insurmountable.*

## Special Rules

Iron Will

An Imperial Fist does not surrender, not even to death. When taking a wound reducing them to 0 HP, roll a dice. On a <10, they resist the wound.

Breacher Shield

Every Imperial Fist may carry a special Siege Shield, providing massive defense. It counts as one-handed weapon, but Imperial Fists may still use Rifles with the Shield without any malus.

The shield deflects all ranged hits on a <15, but only from the front (180°). Due to its size, it also slows down the carrier. *Running* now has a 10cm range. *Penetration* reduces the roll to a <5.

Ranged Specialists

Trained to defend fortifications, Imperials Fists are specialized in ranged combat. They cannot make attacks in melee combat, and have their DF reduced by 3 on all units.