

<b>Tactical Squad</b>	<b>[100Pts]</b>
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<b>Special Rules</b>	<b>Fury Of The Legion, Grenades, Heart Of The Legion</b>
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Move	WS	BS	S	T	W	I	A	LD	SV
7"	4	(4) 3+	4	4	1	4	1(2*)	7(8*)	3+



Weapon	Range	Strength	AP	Type
Bolt Pistol	12"	4	5	Pistol 1
Bolter	24"	4	5	Rapid Fire
Plasma Pistol	12"	7	4	Pistol 1, Breaching (4+), Gets Hot
Chain Bayonet	-	+1	-	Melee, Two-Handed, Shred
Bayonet	-	+1	-	Melee, Two-Handed
Chainsword	-	User	-	Melee, Shred
Lightning Claw	-	User	3	Melee, Shred, Rending (6+), Specialist Weapon
Powerfist	-	X2	2	Melee, Unwieldy, Specialist Weapon
Power Weapon	-	User	3	Melee, Rending (6+)

Rules	Description
Shred	Reroll failed To Wound rolls in close combat
Breaching (X)	For every To Wound roll higher than or equal to X make these wounds AP2. This rule has no effect on units that do not have a toughness value.
Gets Hot	For every To Hit roll of a 1 the attacking unit suffers a single wound with an AP value equal to the weapons AP, Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken.

## Tactical Squad

[100Pts]

Rules	Description
Specialist Weapon	Does not receive a +1 attack for fighting with two weapons unless it is armed with 2 or more Melee weapons with the Specialist Weapon rule.
Rending	Critical blow will be struck when the To Wound roll is greater than or equal to X, The target automatically suffers a wound irrespective of the targets toughness, The controlling player may also choose to resolve those attacks as AP 2 instead of the weapons normal AP value.
Unwieldy	A model with a weapon with this rule attacks at Initiative Step 1
Rapid Fire	If the target is at or within half range of the weapon they can get +1 attacks
Two-Handed	A model attacking with this weapon never receives +1 Attack for fighting with two Melee weapons (see page 177).
Fury Of The Legion	If a model with this special rule has not moved or Run during the Movement phase of its controlling player's turn then that model may add one to the number of shots fired when making a Shooting Attack with a bolter (this does not include combi-bolters, bolt pistols or other bolt weapons).
Heart Of The Legion	When a unit that includes at least one model with this special rule has at least half of its models within 6" of an Objective then all models in the unit gain the Feel No Pain (6+) and Stubborn special rules. If any model in the unit already has a variant of the Feel No Pain special rule then instead increase the value in brackets of one of those rules by +1 while the unit has at least half of its models within 6" of an Objective (for example, a model that already had Feel No Pain (5+) could choose to increase this to Feel No Pain (4+) while it fulfils the conditions of this special rule).