

Legion Assault Squad	[145Pts]
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Special Rules	Legiones Astartes (X), Bulky 2, Hammer of Wrath (1), Deep Strike
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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
Chainsword	-	5	5	Melee, Shred

Rules	Description
Warhawk Jump Pack	<p>At the start of the controlling player's Movement phase, a model with a Legion Warhawk jump pack may set its Move Characteristic to a value of 12 for the duration of the controlling player's turn</p> <p>In addition, all models with a Warhawk jump pack that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain.</p> <p>Any model with a Legion Warhawk jump pack also gains the Bulky (2), Hammer of Wrath (1) and Deep Strike special rules</p> <p>During a Reaction made in any Phase, a player may not choose to activate a model's Legion Warhawk jump pack to gain any bonus to its Movement Characteristic.</p>
Deep Strike	A unit made up entirely of models with this special rule may perform a Deep Strike Assault as described on page 310. Certain Faction or unit special rules may present other options for the deployment of units with the Deep Strike special rule.
Shred	If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred rule, it re-rolls failed To Wound rolls in close combat. Similarly, if a model makes a Shooting Attack with a weapon that has the Shred rule, it re-rolls its failed To Wound rolls.
Hammer of Wrath (1)	If a model with this special rule ends its Charge Move in base or hull contact with an enemy model, it makes a number of additional attacks equal to the value in brackets listed as part of this special rule. These attacks hit automatically and are resolved at the models unmodified Strength with AP-
Bulky (2)	Bulky models count as a number of models equal to the value X in brackets after the rule's name for the purposes of Transport Capacity and whether a given unit outnumbers another in combat.