

Legion Command Squad								[247Pts]			
Special Rules		Legiones Astartes (X), Chosen Warriors, Retinue, Relentless									
Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	6+
7"	5	(4) 3+	4	4	2	4	2	8	2+		
Weapon		Range		Strength		AP		Type			
Bolt Pistol		12"		4		5		Pistol 1			
Bolter		24"		4		5		Rapid Fire			
Power Sword		-		User		3		Melee, Rending 6+			
Rules		Description									
Chosen Warriors		A model with this special rule may issue and accept Challenges as if it had the Character type. Note that this does not allow a model with this special rule to use any other special rules associated with the Character type.									
Relentless		Relentless models can shoot with Heavy or Ordnance weapons, counting as Stationary, even if they moved in the previous Movement phase. They are also allowed to Charge in the same turn they fire Heavy, Ordnance, or Rapid Fire weapons.									
Combat Shield		Combat shields confer a 6+ Invulnerable Save. Invulnerable saves granted by a combat shield or boarding shield do not stack with other Invulnerable Saves, but can benefit from rules (like cyber-familiar) that specifically increase existing saves. If a model has another Invulnerable Save then the controlling player must choose which one to use.									
Legion Standard		All of the controlling player's units with the Legiones Hereticus (X) special rule within 6" of a friendly model with a Legion standard are considered to have a Leadership Characteristic of 10 when resolving Morale checks or Pinning tests (but not Psychic checks). In addition, all models in a unit that includes a Legion standard gain the Line Sub-type as long as they remain part of that unit – this benefit is lost immediately if the model with the Legion standard is removed as a casualty.									
Rending (6+)		If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that their close combat attacks will strike a critical blow. For each To Wound roll equal to or higher than the value listed, the target automatically suffers a Wound, regardless of its Toughness. The controlling player may choose to resolve these Wounds at AP 2 instead of the weapon's normal AP value.									



