

ASSAULT SQUAD

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



| ⚡ | RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|--|-------|----|-----|---|----|----|
| | Bolt pistol [PISTOL] | 12" | 1 | 3+ | 4 | 0 | 1 |
| | Flamer [IGNORES COVER, TORRENT] | 12" | D6 | N/A | 4 | 0 | 1 |
| | Meltagun [MELTA 2] | 12" | 1 | 3+ | 9 | -4 | D6 |
| ➡ | Plasma gun – standard [RAPID FIRE 1] | 24" | 1 | 3+ | 7 | -2 | 1 |
| ➡ | Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1] | 24" | 1 | 3+ | 8 | -3 | 2 |
| ➡ | Plasma pistol – standard [PISTOL] | 12" | 1 | 3+ | 7 | -2 | 1 |
| ➡ | Plasma pistol – supercharge [HAZARDOUS, PISTOL] | 12" | 1 | 3+ | 8 | -3 | 2 |

| ⚔ | MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|-------------------------------------|-------|---|----|---|----|---|
| | Astartes chainsword | Melee | 4 | 3+ | 4 | -1 | 1 |
| | Eviscerator [SUSTAINED HITS 1] | Melee | 3 | 4+ | 7 | -2 | 2 |
| | Power fist | Melee | 3 | 3+ | 8 | -2 | 2 |
| | Power weapon | Melee | 4 | 3+ | 5 | -2 | 1 |
| | Thunder hammer [DEVASTATING WOUNDS] | Melee | 3 | 4+ | 8 | -2 | 2 |
| | Twin lightning claws [TWIN-LINKED] | Melee | 5 | 3+ | 4 | -2 | 1 |

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, ASSAULT SQUAD



ABILITIES

FACTION: Oath of Moment

Chainsword Doctrines: Each time this unit is selected to fight, select one of the following abilities to apply to all Astartes chainswords equipped by models in this unit until the end of the phase:

- [SUSTAINED HITS 1]
- [LETHAL HITS]
- [LANCE]

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES

ASSAULT SQUAD

Experts in brutal close-quarters fighting, Assault Squads take pride in drawing the most gruelling battlefield assignments. On foot they are merciless trench-clearers, bunker-purgers and charge-breakers, slaughtering all before them with gouts of flamer fire and roaring chainswords.



WARGEAR OPTIONS

- The Assault Sergeant's bolt pistol can be replaced with one of the following:
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol
- The Assault Sergeant's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- The Assault Sergeant can do one of the following:
 - Replace its bolt pistol and Astartes chainsword with 1 twin lightning claws.
 - Be equipped with 1 Astartes shield.
- Up to 2 Assault Marines can each have their bolt pistol and Astartes chainsword replaced with one of the following:
 - 1 plasma pistol and 1 Astartes chainsword
 - 1 flamer
 - 1 meltagun
 - 1 plasma gun
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with 1 eviscerator.

** The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Assault Sergeant
- 4-9 Assault Marines

Every model is equipped with: bolt pistol; Astartes chainsword.

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