



COMMAND SQUAD

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	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

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Champion's blade [PRECISION]	Melee	4	3+	5	-2	2
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD

ABILITIES

FACTION: Oath of Moment

Narthecium: While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding **CHARACTER** models) to this unit.

Astartes Banner: While this unit contains a Company Ancient, add 1 to the Objective Control characteristic of models in this unit.

Honour or Death: While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

WARGEAR ABILITIES

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

FACTION KEYWORDS:
ADEPTUS ASTARTES



COMMAND SQUAD

Command Squads accompany a Chapter's high-ranking officers. These veterans and specialists serve as honour guards and provide vital support to a commander. Champions defend their Company with martial excellence, Ancients guard its inspirational relic banners and Apothecaries tend to injuries or preserve the gene-seed of the fallen.



WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following:
 - 1 hand flamer*
 - 1 grav-pistol*
 - 1 inferno pistol*
 - 1 plasma pistol*
- Any number of Company Veterans can each have their bolt pistol replaced with 1 Astartes shield.
- Any number of Company Veterans can each have their bolt pistol and boltgun replaced with 1 twin lightning claws.
- The Company Ancient's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon*
- Any number of Company Veterans can each have their boltgun replaced with one of the following:
 - 1 Astartes chainsword
 - 1 Astartes shield
 - 1 combi-weapon*
 - 1 flamer
 - 1 heavy bolter*
 - 1 heavy flamer*
 - 1 grav-cannon*
 - 1 grav-gun
 - 1 lascannon*
 - 1 meltagun
 - 1 missile launcher*
 - 1 multi-melta*
 - 1 plasma cannon*
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

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

UNIT COMPOSITION

- 1 Apothecary
- 1 Company Ancient
- 1 Company Champion
- 2 Company Veterans

The Apothecary is equipped with: bolt pistol; Astartes chainsword.

The Company Ancient is equipped with: bolt pistol; close combat weapon.

The Company Champion is equipped with: bolt pistol; Champion's blade; Astartes shield.

Each Company Veteran is equipped with: bolt pistol; boltgun, close combat weapon.

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