






DEVASTATOR 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
Boltgun	24"	2	3+	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
 Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
 Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
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, DEVASTATOR SQUAD



ABILITIES

FACTION: Oath of Moment

Signum: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

Armorum Cherub: Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

Designer's Note: Place an Armorum Cherub token next to the unit, removing it once this ability has been used.

FACTION KEYWORDS:
ADEPTUS ASTARTES

DEVASTATOR SQUAD

Devastator Squads pound the enemy at long range with overwhelming heavy weapons fire, annihilating any caught in the ferocious blasts. Once they have secured the perfect firing position, they hold it firmly, providing their battle-brothers with intense covering fire as they advance.



WARGEAR OPTIONS

- Up to 4 Devastator Marines can each have their boltgun replaced with one of the following:
 - 1 grav-cannon
 - 1 heavy bolter
 - 1 heavy flamer*
 - 1 lascannon
 - 1 missile launcher
 - 1 multi-melta
 - 1 plasma cannon*
- The Devastator Sergeant's bolt pistol and boltgun can be replaced with two different weapons from the following list:**
 - 1 Astartes chainsword
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol*
 - 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.

** This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol)

UNIT COMPOSITION

- 1 Devastator Sergeant
- 4-9 Devastator Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

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