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## ASSAULT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+
This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines ( <b>Power Rating +4</b> ). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Melta bomb	4"	Grenade 1		8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .		
WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>The Space Marine Sergeant may replace his bolt pistol with an item from the <i>Melee Weapons</i> or <i>Pistols</i> lists.</li> <li>The Space Marine Sergeant may replace his chainsword with an item from the <i>Melee Weapons</i> list.</li> <li>The Space Marine Sergeant may take a combat shield.</li> <li>The Space Marine Sergeant may take melta bombs.</li> <li>Up to two Space Marines may replace their bolt pistol and chainsword with a flamer, or with a plasma pistol and a chainsword.</li> <li>For every five models in the unit, one model may replace its bolt pistol and chainsword with an eviscerator.</li> <li>The entire unit may take jump packs (<b>Power Rating +1</b> for a 5-strong unit, or <b>+2</b> for a 10-strong one). If they do, their Move characteristic is increased to 12" and they gain the <b>JUMP PACK</b> and <b>FLY</b> keywords.</li> </ul>								
ABILITIES	<p><b>And They Shall Know No Fear</b> (pg 10)</p> <p><b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.</p> <p><b>Combat Squads:</b> Before any models are deployed at the start of the game, an Assault Squad containing 10 models may be split into two units, each containing 5 models.</p>						<p><b>Jump Pack Assault:</b> During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.</p>		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>								
KEYWORDS	INFANTRY, ASSAULT SQUAD								