

Space Marines 2

5 Tactical Squad			
Heavy Infantry			
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	6+	Shoot Value	5+/18"
Courage	4+	Movement	6"
Armor	3	Strength Points	10
Special Rules			
Armor-Piercing When Shooting, enemy armor -1.			
Firefight Can return fire.			
Go To Ground Go To Ground as a Move action. +1 armor vs shooting, defense value 5+.			

7 Death Company			
Elite Infantry			
Attack	5+	Attack Value	4+
Move	5+	Defence Value	4+
Shoot	5+	Shoot Value	4+/12"
Courage	3+	Movement	12"
Armor	4	Strength Points	5
Special Rules			
Back Into The Fray Can make an ordered activation after rallying.			
Firefight Can return fire.			
Ranger Use the normal Attack/Defence/armor profile when fighting in rough terrain.			
Skimmer Can ignore rough and impassable terrain.			

5 Rhino			
Transport Vehicle			
Attack	6+	Attack Value	6+
Move	6+	Defence Value	6+
Shoot	6+	Shoot Value	5+/12"
Courage	4+	Movement	10"
Armor	5	Strength Points	5
Special Rules			
All-Terrain Move through terrain.			
High-Powered Blades During Attacks, enemy armor -1.			
Transport (5)			
Vehicle			

7 Commander			
Elite Infantry			
Attack	5+	Attack Value	4+
Move	5+	Defence Value	4+
Shoot	5+	Shoot Value	4+/18"
Courage	3+	Movement	8"
Armor	4	Strength Points	5
Special Rules			
Back Into The Fray Can make an ordered activation after rallying.			
Commander Grants a +1 modifier to all ordered activations and Courage tests taken within 12".			
Firefight Can return fire.			
High-Powered Blades During Attacks, enemy armor -1.			
Ranger Use the normal Attack/Defence/armor profile when fighting in rough terrain.			

Rules Summary

All-Terrain

This unit does not halve its movement in rough terrain.

Armor-Piercing

When Shooting (including when using the Firefight rule), count the target's armor as being 1 point lower than usual.

Back Into The Fray

If Elite Infantry ever fall back under fire, they are merely withdrawing to find a better position to try another assault. On the turn that a unit of Elite Infantry carries out a successful Rally action, it can also take an ordered activation, which requires an activation test even if it would normally be a Free Action.

Commander

The Commander grants a +1 modifier to all ordered activations and Courage tests taken by units within 12" of its unit, including the Commander's own unit. These bonuses only apply if the Commander is not Suppressed.

Firefight

This unit may attempt a Firefight reaction against the first enemy unit that fires on it each turn.

Go To Ground

This unit may Go To Ground as a Move action, instead of moving, which grants them +1 Armour against incoming Shooting, in addition to any benefits from cover. If subjected to an Attack while Gone To Ground, the unit's Defence Value is treated as 5+.

High-Powered Blades

During Attacks (whether Attacking or Defending), count the target's armor as being one point lower than usual.

Ranger

This unit uses its normal Attack/Defence/armor profile when fighting in rough terrain.

Skimmer

When it moves, including during Retreats and Attacks, the unit can ignore rough and impassable terrain, gliding straight over it. The unit may not end its move in impassable terrain.

Vehicle

This unit is a vehicle and subject to all the relevant rules.

Campaign