CATACHAN JUNGLE FIGHTERS - IMPERIUM - ASTRA MILITARUM

70–135 PTS

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	2

AUFSTELLUNG

1x Catachan Jungle Fighters (25mm)

Equipped with: Flamer, Lasgun, Laspistol, Close combat weapon

Wargear Options:

- This model can replace its 1 Jungle Fighter Sergeant and 9 Jungle Fighters with 2 Jungle Fighter Sergeants and 18 Jungle Fighters.

KEYWORDS: Catachan Jungle Fighters, Imperium, Platoon, Infantry, Battleline, Regiment, Grenades

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

Jungle Fighters
Each time a model in this unit makes a melee attack, if this unit made a Charge move or was charged this turn, add 1 to the Wound roll.

Unit Composition
This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

Vox-caster
Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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CORE RULES

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.