RATLINGS - IMPERIUM - ASTRA MILITARUM

60–100 PTS

M	T	Sv	W	LD	OC
6"	2	6+	1	8+	1

AUFSTELLUNG

5-10x Ratlings oder Ratling w/ tankstopper rifle
Basegrößen: 25mm, Tankstopper Rifle 28.5mm
Equipped with: Sniper rifle, Tankstopper rifle, Close combat weapon

KEYWORDS: Imperium, Infantry, Ratlings
FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sniper rifle HEAVY, PRECISION	36"	1	3+	4	-2	2
Tankstopper rifle HEAVY	36"	1	3+	9	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	2	0	1

ABILITIES

Demolition Gear
The bearer's unit has the Grenades keyword.

Ratling Battlemutt
Once per battle, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.

Designer's Note: *Place a Ratling Battlemutt token next to the unit, removing it once this ability has been used.*

Shoot Sharp and Scarper
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move as if it were your Movement phase. If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

RATLINGS - IMPERIUM - ASTRA MILITARUM

60–100 PTS

M	T	Sv	W	LD	OC
6"	2	6+	1	8+	1

AUFSTELLUNG

5-10x Ratlings oder Ratling w/ tankstopper rifle
Basegrößen: 25mm, Tankstopper Rifle 28.5mm

Equipped with: Sniper rifle, Tankstopper rifle, Close combat weapon

KEYWORDS: Imperium, Infantry, Ratlings

FACTION KEYWORDS: Astra Militarum

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).