

KATAPHRON BREACHERS

Doctrina Imperatives

M5"

T7

SV3+

W3

LD7+

OC1

RW6+

140–290 PTS

Base 60mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy arc rifleANTI-VEHICLE 4+RAPID FIRE 2

R	A	BS	S	AP	D
30"	2	4+	8	-2	3

VERWUNDET

2+T1–4	3+T5–7	4+T8	5+T9–15	6+T16+
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Torsion cannonANTI-INFANTRY 2+BLAST

R	A	BS	S	AP	D
36"	D3	4+	6	-2	2

VERWUNDET

2+T1–3	3+T4–5	4+T6	5+T7–11	6+T12+
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4ANGRIFF

5NAHKAMPF

Arc clawANTI-VEHICLE 4+

R	A	WS	S	AP	D
Melee	4	4+	5	-1	1

VERWUNDET

2+T1–2	3+T3–4	4+T5	5+T6–9	6+T10+
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Hydraulic claw

R	A	WS	S	AP	D
Melee	2	4+	8	-2	3

VERWUNDET

2+T1–4	3+T5–7	4+T8	5+T9–15	6+T16+
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VERTEIDIGUNG

IMMER / EINMALIG

Breaching Command

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. While this unit is within 6" of one or more friendly Adeptus Mechanicus Battleline units, you can re-roll the Hit roll instead.

GEGEN DIESE EINHEIT

W7 · RW 3+ · 6++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S14+	3+S8–13	4+S7	5+S4–6	6+S1–3
RETTUNGSWURF JE DS				
DS 03+	DS -14+	DS -25+	DS -36+	DS -46++

REGELN & KEYWORDS KURZ

Doctrina Imperatives At the start of the battle round, you can select one of the Doctrina Imperatives below.

- ANTI This ability always takes the form [ANTI-X Y+].
- BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...
- RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

3-6x Kataphron Breacher (Heavy arc rifle & arc claw) oder Kataphron Breacher (Heavy arc rifle & hydraulic claw) oder Kataphron Breacher (Torsion cannon & arc claw) oder Kataphron Breacher (Torsion cannon & hydraulic claw)

Ausrüstung: Heavy arc rifle, Torsion cannon, Arc claw, Hydraulic claw

KEYWORDS Breachers, Kataphron, Infantry, Imperium, Cult Mechanicus · FRAKTION Adeptus Mechanicus