

CADIAN RECON SQUAD

Infiltrators Stealth

M6"

T3

SV5+

W1

LD7+

OC1

80 PTS
Base 28.5mm



1KOMMANDO

2BEWEGUNG

Vox-relay beacon

At the start of the battle, you can set up one Vox-relay Beacon token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. While a friendly Astra Militarum Regiment unit is within 6" of that token, Officer units from your army can issue orders to that Regiment unit as if the Officer unit was within 6" of it. At the end of every phase, If an enemy unit is within 1" of a Vox-relay Beacon token you set up, that token is removed from the battlefield.

3BESCHUSS

Autostubber **RAPID FIRE 3**

R	A	BS	S	AP	D
24"	3	4+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
------------	----------	----------	------------	-----------

Lasgun **ASSAULT** **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
----------	----------	----------	------------	-----------

Laspistol **PISTOL**

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
----------	----------	----------	------------	-----------

Long-las **HEAVY** **PRECISION**

R	A	BS	S	AP	D
36"	1	4+	4	-2	2

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
------------	----------	----------	------------	-----------

Meltagun **MELTA 2**

R	A	BS	S	AP	D
12"	1	4+	9	-4	D6

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
------------	------------	----------	--------------	------------

► **Missile launcher - frag** **BLAST** **HEAVY**

R	A	BS	S	AP	D
48"	D6	5+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
------------	----------	----------	------------	-----------

► **Missile launcher - krak** **HEAVY**

R	A	BS	S	AP	D
48"	1	5+	9	-2	D6

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
------------	------------	----------	--------------	------------

► **Plasma gun - standard** **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	4+	7	-2	1

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
------------	------------	----------	-------------	------------

► **Plasma gun - supercharge** **HAZARDOUS** **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	4+	8	-3	2

VERWUNDET

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

Signal Flares

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:

- While a unit is designated, that unit has +3" detection range.

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
----------	----------	----------	------------	-----------

VERTEIDIGUNG

IMMER / EINMALIG

Independent Operatives

Each time an Order is issued to this unit, that Order affects this unit until a new Order is issued to this unit, or until this unit becomes Battle-shocked, or until the battle ends (whichever happens first).

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.

GEGEN DIESE EINHEIT

W3 · RW 5+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
-----------	------------	----------	----------	----------

RETTUNGSWURF JE DS

DS 0 5+	DS -1 6+	DS -2 -	DS -3 -	DS -4 -
------------	-------------	------------	------------	------------

REGELN & KEYWORDS KURZ

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 deploym...

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).

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

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 unen...

MELTA This ability always takes the form [MELTA X].

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

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 m...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Recon Sergeant

9x Recon Trooper w/ Lasgun oder Recon Trooper w/ Autostubber oder Recon Trooper w/ Vox-caster oder Recon Trooper w/ Long-las

Ausrüstung: Autostubber, Lasgun, Laspistol, Long-las, Meltagun, ► Missile launcher - frag, ► Missile launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, Close combat weapon

- This model's Lasgun can be replaced with 1x Long-las.
- Up to 1 model can have its Lasgun replaced with 1x Plasma gun or 1x Meltagun.