

CATACHAN COMMAND SQUAD

Leader Scouts 6" Voice Of Command

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

60 PTS
Base 25mm



1 KOMMANDO

Medi-pack
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Platoon (excluding Characters) to this unit.

2 BEWEGUNG

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3 BESCHUSS

Bolt pistol **PISTOL**

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

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

Boltgun **RAPID FIRE 1**

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

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

Flamer **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

Heavy flamer **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+ T1-23+ T3-44+ T55+ T6-96+ T10+

Lasgun **RAPID FIRE 1**

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

VERWUNDET

2+ T13+ T24+ T35+ T4-56+ T6+

Lasapistol **PISTOL**

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

VERWUNDET

2+ T13+ T24+ T35+ T4-56+ T6+

Meltagun **MELTA 2**

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

VERWUNDET

2+ T1-43+ T5-84+ T95+ T10-176+ T18+

Sniper rifle **HEAVY** **PRECISION**

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

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

► Grenade launcher - frag **BLAST**

R	A	BS	S	AP	D
24"	D3	4+	4	0	1

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

► Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	-2	D3

VERWUNDET

2+ T1-43+ T5-84+ T95+ T10-176+ T18+

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

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

VERWUNDET

2+ T1-33+ T4-64+ T75+ T8-136+ T14+

► Plasma gun - supercharge **HAZARDOUS**

RAPID FIRE 1

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

VERWUNDET

2+ T1-43+ T5-74+ T85+ T9-156+ T16+

► Plasma pistol - standard **PISTOL**

R	A	BS	S	AP	D
12"	1	4+	7	-2	1

VERWUNDET

2+ T1-33+ T4-64+ T75+ T8-136+ T14+

► Plasma pistol - supercharge **HAZARDOUS**

PISTOL

R	A	BS	S	AP	D
12"	1	4+	8	-3	2

VERWUNDET

2+ T1-43+ T5-74+ T85+ T9-156+ T16+

4 ANGRIF

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5 NAHKAMPF

Chainsword

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

VERWUNDET

2+ T13+ T24+ T35+ T4-56+ T6+

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+ T13+ T24+ T35+ T4-56+ T6+

Power fist

R	A	WS	S	AP	D
Melee	3	4+	6	-2	2

VERWUNDET

2+ T1-33+ T4-54+ T65+ T7-116+ T12+

Power weapon

R	A	WS	S	AP	D
Melee	3	4+	4	-2	1

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

VERTEIDIGUNG

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60 IMMER / EINMALIG

Gung-ho Command

While this unit contains an Officer, ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.

Master Vox

Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Regimental Standard

Add 1 to the Objective Control characteristic of models in the bearer's unit.

Orders

This unit's Officer can issue 1 Order to a Regiment unit.

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

REGELN & KEYWORDS KURZ

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Scouts 6" This ability always takes the form Scouts X".

Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.

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...

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 mod...

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].

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

AUFSTELLUNG

4x Veteran Guardsman oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard oder Veteran Guardsman w/ Medi-pack

1x Catachan Commander

Ausrüstung: Bolt pistol, Boltgun, Flamer, Heavy flamer, Lasgun, Lasapistol, Meltagun, Sniper rifle, ► Grenade launcher - frag, ► Grenade launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon

- This model can be equipped with 1x Master vox, 1x Regimental standard or 1x Medi-pack.
- Up to 4 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Heavy flamer, 1x Meltagun, 1x Plasma gun or 1x Sniper rifle.
- Each Catachan Commander can replace its Lasapistol with Bolt pistol or Plasma pistol.
- Each Catachan Commander can be equipped with one of: Boltgun, Chainsword, Power fist, Power weapon.

Anführer

This model can be attached to the following unit: Catachan Jungle Fighters

KEYWORDS Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Catachan, Leader · FRAKTION Astra Militarum