IMPERIUM - ASTRA MILITARUM

CATACHAN HEAVY WEAPONS SQUAD

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

70 PTS
Base 60mm

Scouts 6"

1 KOMMANDO

—

2 BEWEGUNG

Embarking

While embarked within a Transport, each model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

3 BESCHUSS

Autocannon — HEAVY

R	A	BS	S	AP	D
48"	2	5+	9	-1	3

VERWUNDET

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

Heavy bolter — HEAVY — SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	5+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Lascannon — HEAVY

R	A	BS	S	AP	D
48"	1	5+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Lasgun — RAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Mortar — BLAST — HEAVY — INDIRECT FIRE

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Missile launcher - frag — BLAST — HEAVY

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Missile launcher - krak — HEAVY

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

VERWUNDET

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

Bring it Down!

Each time a model in this unit makes a ranged attack that targets a Monster or Vehicle unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

4 ANGRIFF

—

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W3 · RW 5+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

REGELN & KEYWORDS KURZ

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

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…

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…

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

3x Heavy Weapons Team w/ Heavy bolter oder Heavy Weapons Team w/ Mortar oder Heavy Weapons Team w/ Missile launcher oder Heavy Weapons Team w/ Lascannon oder Heavy Weapons Team w/ Autocannon

Ausrüstung: Autocannon, Heavy bolter, Lascannon, Lasgun, Mortar, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon
▪ This model's Heavy bolter can be replaced with 1x Mortar, 1x Missile launcher, 1x Lascannon or 1x Autocannon.

KEYWORDS Imperium, Infantry, Grenades, Regiment, Catachan Heavy Weapons Squad · **FRAKTION** Astra Militarum