



1KOMMANDO

Warrior Elite

Once per battle round, at the start of any phase, you can select one Order to affect this unit until the start of your next Command phase, in addition to any other Orders issued to this unit by an Officer model this turn.

2BEWEGUNG

3BESCHUSS

Bolt pistolPISTOL

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

FlamerIGNORES COVERTORRENT

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Hot-shot lasgunRAPID FIRE 1

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Hot-shot laspistolPISTOL

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Hot-shot marksman rifleHEAVYPRECISION

R	A	BS	S	AP	D
36"	1	3+	4	-2	3

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Hot-shot volley gunRAPID FIRE 2

R	A	BS	S	AP	D
30"	2	3+	4	-1	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

MeltagunMELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Grenade launcher - fragBLAST

R	A	BS	S	AP	D
24"	D3	3+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	3+	9	-2	D3

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Plasma gun - standardRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	7	-2	1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma gun - superchargeRAPID FIRE 1HAZARDOUS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Plasma pistol - standardPISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma pistol - superchargeHAZARDOUSPISTOL

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

4ANGRIFF

5NAHKAMPF

Chainsword

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Close combat weapon

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Power weapon

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

VERTEIDIGUNG

IMMER / EINMALIG

Melta mine

Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a Vehicle unit.

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 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

3+ S6+

4+ S3

5+ S2

6+ S1

RETTUNGSWURF JE DS

DS 0 4+

DS -1 5+

DS -2 6+

DS -3 -

DS -4 -

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...

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

9x Kasrkin Trooper oder Kasrkin Trooper w/ Hot-shot marksman rifle oder Kasrkin Trooper w/ Hot-shot laspistol and melta mine oder Kasrkin Trooper w/ Vox-caster

1x Kasrkin Sergeant

Ausrüstung: Bolt pistol, Flamer, Hot-shot lasgun, Hot-shot laspistol, Hot-shot marksman rifle, Hot-shot volley gun, Meltagun, ► Grenade launcher - frag, ► Grenade launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon

This model's Hot-shot lasgun can be replaced with 1x Hot-shot laspistol or 1x Vox-caster.

Up to 4 models can have their Hot-shot lasgun replaced with 1x Flamer, 1x Plasma gun, 1x Hot-shot volley gun, 1x Meltagun or 1x Grenade launcher.

Each Kasrkin Sergeant can replace its Hot-shot laspistol with Plasma pistol or Bolt pistol.

Each Kasrkin Sergeant can replace its Chainsword with Power weapon.

KEYWORDS

Kasrkin, Imperium, Regiment, Grenades, Infantry · FRAKTION Astra Militarum