IMPERIUM - ASTRA MILITARUM

RATLINGS

Infiltrators | Stealth

M	T	SV	W	LD	OC
6"	2	6+	1	8+	1

60–100 PTS

Base 25mm, Tankstopper Rifle: 28.5mm

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Sniper rifle — HEAVY | PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Tankstopper rifle — HEAVY

R	A	BS	S	AP	D
36"	1	3+	9	-3	D6

VERWUNDET

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

Ratling Battlemutt

Once per battle, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.

Designer's Note: *Place a Ratling Battlemutt token next to the unit, removing it once this ability has been used.*

Shoot Sharp and Scarper

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move as if it were your Movement phase. If it does, until the end of the turn, this unit is not eligible to declare a charge.

4 ANGRIFF

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5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	1	5+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Demolition Gear

The bearer's unit has the Grenades keyword.

GEGEN DIESE EINHEIT

W2 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	6+
S4+	S3	S2	S1

RETTUNGSWURF JE DS

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

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).

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…

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

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…

AUFSTELLUNG

5-10x Ratlings oder Ratling w/ tankstopper rifle

Ausrüstung: Sniper rifle, Tankstopper rifle, Close combat weapon

KEYWORDS Imperium, Infantry, Ratlings · **FRAKTION** Astra Militarum