

REGIMENTAL ATTACHÉS [LEGENDS]

ASTROPATH	M 6"	T 3	SV 5+	W 1	LD 7+	OC 1
MASTER OF ORDNANCE	M 6"	T 3	SV 5+	W 1	LD 7+	OC 1
OFFICER OF THE FLEET	M 6"	T 3	SV 5+	W 1	LD 7+	OC 1

40 PTS
Base —

1KOMMANDO

2BEWEGUNG

Attachés

At the start of the Declare Battle Formations step, this unit must join one Command Squad unit from your army (a Command Squad unit cannot have more than one Regimental Attaché unit joined to it). For the rest of the battle, every model in this unit counts as part of that Command Squad unit, and its Starting Strength is increased accordingly. If it is not possible to join a Regimental Attaché unit to a Command Squad in this way, it does not take part in the battle and counts as having been destroyed. While this unit is joined to a unit, it can embark within any Transport that unit can embark within.

Divination (Psychic)

Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit's Astropath model.

3BESCHUSS

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+
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Aeronautica Commander

At the start of your Shooting phase, select one enemy unit within 30" of and visible to this unit's Officer of the Fleet model. Until the end of the phase, each time a friendly Astra Militarum Aircraft model makes a ranged attack that targets that unit, add 1 to the Hit roll.

Artillery Commander

At the start of your Shooting phase, select one enemy unit within 30" of and visible to this unit's Master of Ordnance model that has not already been selected for this ability this phase. Until the end of the phase, Blast weapons equipped by friendly Astra Militarum Artillery models have the [SUSTAINED HITS 1] ability when targeting that unit

4ANGRIFF

5NAHKAMPF

Astropath's stave **PSYCHIC**

R	A	WS	S	AP	D
Melee	1	4+	6	-1	D3

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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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+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

Astropath

W3 · RW 5+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4–5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 5+	DS -1 6+	DS -2 –	DS -3 –	DS -4 –
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REGELN & KEYWORDS KURZ

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

AUFSTELLUNG

1x Astropath - Equipped with: Laspistol, Astropath's stave

1x Master of Ordnance - Equipped with: Laspistol, Close combat weapon

1x Officer of the Fleet - Equipped with: Laspistol, Close combat weapon