

KATAPHRON BREACHERS

Doctrina Imperatives

M5"

T7

SV3+

W3

LD7+

OC1

RW6+

140–290 PTS

Base 60mm



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Heavy arc rifle

ANTI-VEHICLE 4+

RAPID FIRE 2

R	A	BS	S	AP	D
30"	2	4+	8	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

Torsion cannon

ANTI-INFANTRY 2+

BLAST

R	A	BS	S	AP	D
36"	D3	4+	6	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–5

T6

T7–11

T12+

4ANGRIFF

—

5NAHKAMPF

Arc claw

ANTI-VEHICLE 4+

R	A	WS	S	AP	D
Melee	4	4+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Hydraulic claw

R	A	WS	S	AP	D
Melee	2	4+	8	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

VERTEIDIGUNG

—

IMMER / EINMALIG

Breaching Command

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. While this unit is within 6" of one or more friendly Adeptus Mechanicus Battleline units, you can re-roll the Hit roll instead.

GEGEN DIESE EINHEIT

W7 · RW 3+ · 6++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3
RETTUNGSWURF JE DS				
DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	6++

REGELN & KEYWORDS KURZ

Doctrina Imperatives At the start of the battle round, you can select one of the Doctrina Imperatives below.

- ANTI This ability always takes the form [ANTI-X Y+].
- 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...
- RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

3-6x Kataphron Breacher (Heavy arc rifle & arc claw) oder Kataphron Breacher (Heavy arc rifle & hydraulic claw) oder Kataphron Breacher (Torsion cannon & arc claw) oder Kataphron Breacher (Torsion cannon & hydraulic claw)

Ausrüstung: Heavy arc rifle, Torsion cannon, Arc claw, Hydraulic claw