

CADIAN COMMAND SQUAD

Leader Voice Of Command

M6"

T3

SV5+

W3

LD7+

OC1

60 PTS
Base 28.5mm



3 BESCHUSS

Bolt pistol

PISTOL

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Flamer

IGNORES COVER

TORRENT

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+

Lasgun

RAPID FIRE 1

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

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+

Meltagun

MELTA 2

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

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Grenade launcher - frag

BLAST

R	A	BS	S	AP	D
24"	D3	4+	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	4+	9	-2	D3

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Plasma gun - standard

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	7	-2	1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma gun - supercharge

HAZARDOUS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	8	-3	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	4+	7	-2	1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma pistol - supercharge

HAZARDOUS

PISTOL

R	A	BS	S	AP	D
12"	1	4+	8	-3	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

5 NAHKAMPF

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 fist

R	A	WS	S	AP	D
Melee	3	4+	6	-2	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

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+

GEGEN DIESE EINHEIT

W3 · RW 5+ · 3 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+

S6+

3+

S4-5

4+

S3

5+

S2

6+

S1

DS 0

5+

DS -1

6+

DS -2

-

DS -3

-

DS -4

-

<div>1KOMMANDO</div> <div>Medi-pack</div> <div>At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Platoon (excluding Characters) to this unit.</div>	<div>2BEWEGUNG</div> <div></div>	<div>4ANGRIFF</div> <div></div>	<div>◆VERTEIDIGUNG</div> <div></div>	<div>∞IMMER / EINMALIG</div> <div>Cadia Stands!</div> <div>While this unit contains an OFFICER model and this unit is within range of an objective, this unit can re-roll battle-shock rolls.</div> <div>Master Vox</div> <div>Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.</div> <div>Regimental Standard</div> <div>Add 1 to the Objective Control characteristic of models in the bearer's unit.</div> <div>Orders</div> <div>This unit's Officer can issue 1 Order to a Regiment unit.</div>
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REGELN & KEYWORDS KURZ

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.

- 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...
- 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.
- 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

- 1x Cadian Commander
- 1x Cadian Veteran Guardsman w/ Regimental standard oder Cadian Veteran Guardsman oder Cadian Veteran Guardsman w/ Master vox oder Cadian Veteran Guardsman w/ Medi-pack
- Ausrüstung:** Bolt pistol, Flamer, Lasgun, Laspistol, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon
- Each Cadian Commander can replace its Chainsword with Power fist or Power weapon.
 - Each Cadian Commander can replace its Laspistol with Bolt pistol or Plasma pistol.
 - Each Cadian Veteran Guardsman w/ Regimental standard can replace its Regimental standard and lasgun with Flamer, Grenade launcher, Meltagun or Plasma gun.
 - Each Cadian Veteran Guardsman can replace its Chainsword with Flamer and close combat weapon, Grenade launcher and close combat weapon, Plasma gun and close combat weapon, Meltagun and close combat weapon, Power fist or Power weapon.
 - Each Cadian Veteran Guardsman can replace its Bolt pistol with Laspistol or Plasma pistol.
- Anführer**
- This model can be attached to the following unit: Cadian Shock Troops