

IMPERIUM - ASTRA MILITARUM

CADIAN RECON SQUAD

InfiltratorsStealth

M6"

T3

SV5+

W1

LD7+

OC1

80 PTS

Base 28.5mm



3 BESCHUSS

Autostubber

RAPID FIRE 3

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

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Lasgun

ASSAULTRAPID FIRE 1

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

VERWUNDET

2+T13+T24+T35+T4-56+T6+

Laspistol

PISTOL

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

VERWUNDET

2+T13+T24+T35+T4-56+T6+

Long-las

HEAVYPRECISION

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

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Meltagun

MELTA 2

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

VERWUNDET

2+T1-43+T5-84+T95+T10-176+T18+

Missile launcher - frag

BLASTHEAVY

R	A	BS	S	AP	D
48"	D6	5+	4	0	1

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Missile launcher - krak

HEAVY

R	A	BS	S	AP	D
48"	1	5+	9	-2	D6

VERWUNDET

2+T1-43+T5-84+T95+T10-176+T18+

Plasma gun - standard

RAPID FIRE 1

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

VERWUNDET

2+T1-33+T4-64+T75+T8-136+T14+

Plasma gun - supercharge

HAZARDOUSRAPID FIRE 1

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

VERWUNDET

2+T1-43+T5-74+T85+T9-156+T16+

Signal Flares

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:

- While a unit is designated, that unit has +3" detection range.

GEGEN DIESE EINHEIT

W3 · RW 5+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS DS 0 5+	DS -1 6+	DS -2 -	DS -3 -	DS -4 -

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+T13+T24+T35+T4-56+T6+

KEYWORDS Imperium, Infantry, Grenades, Regiment, Smoke, Cadian Recon Squad · FRAKTION Astra Militarum

1
KOMMANDO

2 BEWEGUNG

Vox-relay beacon

At the start of the battle, you can set up one Vox-relay Beacon token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. While a friendly Astra Militarum Regiment unit is within 6" of that token, Officer units from your army can issue orders to that Regiment unit as if the Officer unit was within 6" of it. At the end of every phase, if an enemy unit is within 1" of a Vox-relay Beacon token you set up, that token is removed from the battlefield.

4
ANGRIFF


VERTEIDIGUNG

∞ IMMER / EINMALIG

Independent Operatives

Each time an Order is issued to this unit, that Order affects this unit until a new Order is issued to this unit, or until this unit becomes Battle-shocked, or until the battle ends (whichever happens first).

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.

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 deployment zone.
- 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).
- ASSAULT** Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
- BLAST** Each time you gather attack dice for a [BLAST] weapon, add one additional attack die for every five models that were in the target unit in the Select Targets step (round down).
- 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 unengaged...
- 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 models...
- RAPID FIRE** This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

- 1x Recon Sergeant
9x Recon Trooper w/ Lasgun oder Recon Trooper w/ Autostubber oder Recon Trooper w/ Vox-caster oder Recon Trooper w/ Long-las
- Ausrüstung:** Autostubber, Lasgun, Laspistol, Long-las, Meltagun, ► Missile launcher - frag, ► Missile launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, Close combat weapon
- This model's Lasgun can be replaced with 1x Long-las.
 - Up to 1 model can have its Lasgun replaced with 1x Plasma gun or 1x Meltagun.