

CADIAN SHOCK TROOPS

M

6"

T

3

SV

5+

W

1

LD

7+

OC

2

70-145 PTS

Base 25mm



1KOMMANDO

Shock Troops

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

2BEWEGUNG

3BESCHUSS

Bolt pistol **PISTOL**

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

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Flamer **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Lasgun **RAPID FIRE 1**

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

VERWUNDET

2+3+4+5+6+

T1T2T3T4-5T6+

Laspisto **PISTOL**

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

VERWUNDET

2+3+4+5+6+

T1T2T3T4-5T6+

Meltagun **MELTA 2**

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

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Sergeant's autogun

R	A	BS	S	AP	D
24"	2	4+	3	0	1

VERWUNDET

2+3+4+5+6+

T1T2T3T4-5T6+

➤ Grenade launcher - frag

BLAST

R	A	BS	S	AP	D
24"	D3	4+	4	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

➤ Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	-2	D3

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

➤ Plasma gun - standard

RAPID FIRE 1

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

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

➤ Plasma gun - supercharge

RAPID FIRE 1 **HAZARDOUS**

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

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

4ANGRIFF

5NAHKAMPF

Chainsword

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

VERWUNDET

2+3+4+5+6+

T1T2T3T4-5T6+

Close combat weapon

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

VERWUNDET

2+3+4+5+6+

T1T2T3T4-5T6+

VERTEIDIGUNG

IMMER / EINMALIG

Unit Composition

This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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

GEGEN DIESE EINHEIT

W3 · RW 5+ · 1 LP je Model

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
-

REGELN & KEYWORDS KURZ

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 (round...)

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 Shock Troops

Ausrüstung: Bolt pistol, Flamer, Lasgun, Laspisto, Meltagun, Sergeant's autogun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Chainsword, Close combat weapon

• This model can replace its 1 Shock Trooper Sergeant and 9 Shock Troopers with 2 Shock Trooper Sergeants and 18 Shock Troopers.

• This model can replace its Laspisto and chainsword with Bolt pistol and chainsword or Sergeant's autogun and close combat weapon.

• This model must be equipped with 9 of: Shock Trooper, Shock Trooper w/ Vox Caster, Shock Trooper w/ Special Weapon.

• This model must be equipped with 18 of: Shock Trooper, Shock Trooper w/ Vox Caster, Shock Trooper w/ Special Weapon.

KEYWORDS Cadian Shock Troops, Imperium, Infantry, Battline, Grenades, Regiment, Platoon, Cadian · FRAKTION Astra Militarum