

CATACHAN COMMAND SQUAD

M

6"

T

3

SV

5+

W

1

LD

7+

OC

1

60 PTS
Base 25mm



Leader

Scouts 6"

Voice Of Command

3

BESCHUSS

Bolt pistol

PISTOL

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

Boltgun

RAPID FIRE 1

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

Flamer

IGNORES COVER

TORRENT

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

Heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

Lasgun

RAPID FIRE 1

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

Laspistol

PISTOL

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

Meltagun

MELTA 2

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

Sniper rifle

HEAVY

PRECISION

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

➤ Grenade launcher - frag

BLAST

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

➤ Grenade launcher - krak

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

➤ Plasma gun - standard

RAPID FIRE 1

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

➤ Plasma gun - supercharge

HAZARDOUS

RAPID FIRE 1

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

➤ Plasma pistol - standard

PISTOL

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

➤ Plasma pistol - supercharge

HAZARDOUS

PISTOL

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

5

NAHKAMPF

Chainsword

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

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

Power fist

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

Power weapon

R	A	WS	S	AP	D
Melee	3	4+	4	-2	1

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	DS -1	DS -2	DS -3	DS -4
5+	6+	-	-	-

<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>Gung-ho Command</div> <div>While this unit contains an Officer, ranged weapons equipped by models in this unit have the [ASSAULT] ability.</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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<div>REGELN & KEYWORDS KURZ</div> <div>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.</div> <div>Scouts 6" This ability always takes the form Scouts X".</div> <div>Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.</div> <div>ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).</div> <div>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...</div> <div>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...</div> <div>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 unen...</div> <div>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...</div> <div>MELTA This ability always takes the form [MELTA X].</div> <div>PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.</div> <div>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 m...</div> <div>RAPID FIRE This ability always takes the form [RAPID FIRE X].</div> <div>TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.</div>	<div>AUFSTELLUNG</div> <div>4x Veteran Guardsman oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard oder Veteran Guardsman w/ Medi-pack</div> <div>1x Catachan Commander</div> <div>Ausrüstung: Bolt pistol, Boltgun, Flamer, Heavy flamer, Lasgun, Laspistol, Meltagun, Sniper rifle, ► 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</div> <div>• This model can be equipped with 1x Master vox, 1x Regimental standard or 1x Medi-pack.</div> <div>• Up to 4 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Heavy flamer, 1x Meltagun, 1x Plasma gun or 1x Sniper rifle.</div> <div>• Each Catachan Commander can replace its Laspistol with Bolt pistol or Plasma pistol.</div> <div>• Each Catachan Commander can be equipped with one of: Boltgun, Chainsword, Power fist, Power weapon.</div> <div>Anführer</div> <div>This model can be attached to the following unit: Catachan Jungle Fighters</div>
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