

CATACHAN HEAVY WEAPONS SQUAD

Scouts 6"

M

6"

T

3

SV

5+

W

2

LD

7+

OC

2

70 PTS
Base 60mm



1

KOMMANDO

2

BEWEGUNG

Embarking
While embarked within a Transport, each model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

3

BESCHUSS

Autocannon **HEAVY**
R A BS S AP D
48" 2 5+ 9 -1 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-8 T9 T10-17 T18+

Heavy bolter **HEAVY**
SUSTAINED HITS 1
R A BS S AP D
36" 3 5+ 5 -1 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

Lascannon **HEAVY**
R A BS S AP D
48" 1 5+ 12 -3 D6+1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-6 T7-11 T12 T13-23 T24+

Lasgun **RAPID FIRE 1**
R A BS S AP D
24" 1 4+ 3 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

Mortar **BLAST** **HEAVY**
INDIRECT FIRE
R A BS S AP D
48" D6 5+ 5 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

► Missile launcher - frag
BLAST **HEAVY**
R A BS S AP D
48" D6 5+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

► Missile launcher - krak
HEAVY
R A BS S AP D
48" 1 5+ 9 -2 D6
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-8 T9 T10-17 T18+

4

ANGRIFF

5

NAHKAMPF

Close combat weapon
R A WS S AP D
Melee 2 4+ 3 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT
W3 · RW 5+ · 2 LP je Modell
WIRD VERWUNDET MIT
2+ 3+ 4+ 5+ 6+
S6 S4-5 S3 S2 S1
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 DS -3 DS -4
5+ 6+ - - -

REGELN & KEYWORDS KURZ
Scouts 6" This ability always takes the form Scouts X".
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...
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...
INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
RAPID FIRE This ability always takes the form [RAPID FIRE X].
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG
3x Heavy Weapons Team w/ Heavy bolter oder Heavy Weapons Team w/ Mortar oder Heavy Weapons Team w/ Missile launcher oder Heavy Weapons Team w/ Lascannon oder Heavy Weapons Team w/ Autocannon
Ausrüstung: Autocannon, Heavy bolter, Lascannon, Lasgun, Mortar, ► Missile launcher - frag, ► Missile launcher - krak, Close combat weapon
• This model's Heavy bolter can be replaced with 1x Mortar, 1x Missile launcher, 1x Lascannon or 1x Autocannon.