

REGIMENTAL ATTACHÉS [LEGENDS]

ASTROPATH	M 6"	T 3	SV 5+	W 1	LD 7+	OC 1
MASTER OF ORDNANCE	M 6"	T 3	SV 5+	W 1	LD 7+	OC 1
OFFICER OF THE FLEET	M 6"	T 3	SV 5+	W 1	LD 7+	OC 1

40 PTS
Base —

1
KOMMANDO

—

2 BEWEGUNG

Attachés
At the start of the Declare Battle Formations step, this unit must join one Command Squad unit from your army (a Command Squad unit cannot have more than one Regimental Attaché unit joined to it). For the rest of the battle, every model in this unit counts as part of that Command Squad unit, and its Starting Strength is increased accordingly. If it is not possible to join a Regimental Attaché unit to a Command Squad in this way, it does not take part in the battle and counts as having been destroyed.
While this unit is joined to a unit, it can embark within any Transport that unit can embark within.
Divination (Psychic)
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit's Astropath model.

3 BESCHUSS

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+

Aeronautica Commander
At the start of your Shooting phase, select one enemy unit within 30" of and visible to this unit's Officer of the Fleet model. Until the end of the phase, each time a friendly Astra Militarum Aircraft model makes a ranged attack that targets that unit, add 1 to the Hit roll.
Artillery Commander
At the start of your Shooting phase, select one enemy unit within 30" of and visible to this unit's Master of Ordnance model that has not already been selected for this ability this phase. Until the end of the phase, Blast weapons equipped by friendly Astra Militarum Artillery models have the [SUSTAINED HITS 1] ability when targeting that unit

4
ANGRIFF

—

5 NAHKAMPF

Astropath's stave **PSYCHIC**

R	A	WS	S	AP	D
Melee	1	4+	6	-1	D3

VERWUNDET

2+
T1-3

3+
T4-5

4+
T6

5+
T7-11

6+
T12+

Close combat weapon

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

VERWUNDET

2+
T1

3+
T2

4+
T3

5+
T4-5

6+
T6+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

Astropath

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 —

REGELN & KEYWORDS KURZ

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

- 1x Astropath - Equipped with: Laspistol, Astropath's stave
- 1x Master of Ordnance - Equipped with: Laspistol, Close combat weapon
- 1x Officer of the Fleet - Equipped with: Laspistol, Close combat weapon

KEYWORDS Regimental Attachés, Imperium, Infantry · FRAKTION Astra Militarum · ASTROPATH Psyker