KATAPHRON DESTROYERS

100–200 PTS

M	T	SV	W	LD	OC
5"	6	3+	3	7+	1

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cognis flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Heavy grav-cannon ANTI-VEHICLE 2+	30"	4	4+	6	-1	2
Phosphor blaster IGNORES COVER, RAPID FIRE 1	24"	1	4+	5	0	1
➤ Kataphron plasma culverin - standard	36"	4	4+	7	-2	1
➤ Kataphron plasma culverin - supercharge HAZARDOUS	36"	4	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	5	0	1

ABILITIES

Sentinel Directive
Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

KEYWORDS: Destroyers, Kataphron, Infantry, Imperium, Cult Mechanicus

FACTION: Adeptus Mechanicus

AUFSTELLUNG

3-6x Kataphron Destroyer (Heavy grav-cannon & Cognis flamer) oder Kataphron Destroyer (Heavy grav-cannon & phosphor blaster) oder Kataphron Destroyer (Kataphron plasma culverin & Phosphor blaster) oder Kataphron Destroyer (Kataphron plasma culverin & Cognis flamer) (60mm)

Equipped with: Cognis flamer, Heavy grav-cannon, Phosphor blaster, ➤ Kataphron plasma culverin - standard, ➤ Kataphron plasma culverin - supercharge, Close combat weapon

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

RULES

Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.