KATAPHRON DESTROYERS

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

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

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

ABILITIES

RULES - Doctrina Imperatives

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 **100–200 PTS**

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

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.