IMPERIUM - ASTRA MILITARUM

REGIMENTAL ATTACHÉS [LEGENDS]

40 PTS

ASTROPATH

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

MASTER OF ORDNANCE

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

OFFICER OF THE FLEET

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astropath's stave PSYCHIC	Melee	1	4+	6	-1	D3
Close combat weapon	Melee	1	4+	3	0	1

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

ABILITIES

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

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.

Astropath KEYWORDS: Psyker
KEYWORDS: Regimental Attachés, Imperium, Infantry

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.

WEAPON RULES

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.