

CADIAN RECON SQUAD80 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Autostubber RAPID FIRE 3	24"	3	4+	4	0	1
Lasgun ASSAULT RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Long-las HEAVY PRECISION	36"	1	4+	4	-2	2
Meltagun MELTA 2	12"	1	4+	9	-4	D6
► Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
► Missile launcher - krak HEAVY	48"	1	5+	9	-2	D6
► Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
► Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

- Independent Operatives**
Each time an Order is issued to this unit, that Order affects this unit until a new Order is issued to this unit, or until this unit becomes Battle-shocked, or until the battle ends (whichever happens first).
- Signal Flares**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:
 - While a unit is designated, that unit has +3" detection range.
- Vox-caster**
Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP.
- Vox-relay beacon**
At the start of the battle, you can set up one Vox-relay Beacon token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. While a friendly Astra Militarum Regiment unit is within 6" of that token, Officer units from your army can issue orders to that Regiment unit as if the Officer unit was within 6" of it. At the end of every phase, If an enemy unit is within 1" of a Vox-relay Beacon token you set up, that token is removed from the battlefield.

- WEAPON ABILITIES**
- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).



- AUFSTELLUNG**
- 1x Recon Sergeant

9x Recon Trooper w/ Lasgun oder Recon Trooper w/ Autostubber oder Recon Trooper w/ Vox-caster oder Recon Trooper w/ Long-las

Equipped with: Autostubber, Lasgun, Laspistol, Long-las, Meltagun, ► Missile launcher - frag, ► Missile launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, Close combat weapon

Wargear Options:

 - This model's Lasgun can be replaced with 1x Long-las.
 - Up to 1 model can have its Lasgun replaced with 1x Plasma gun or 1x Meltagun.



KEYWORDS: Imperium, Infantry, Grenades, Regiment, Smoke, Cadian Recon Squad
FACTION KEYWORDS: Astra Militarum

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6"	3	5+	1	7+	1

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Melta
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

Precision
While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

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).*

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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