

CATACHAN JUNGLE FIGHTERS

75–145 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 3 | 5+ | 1 | 7+ | 2  |

RANGED WEAPONS

| WEAPON                             | RANGE | A  | BS  | S | AP | D |
|------------------------------------|-------|----|-----|---|----|---|
| Flamer<br>IGNORES COVER<br>TORRENT | 12"   | D6 | N/A | 4 | 0  | 1 |
| Lasgun<br>RAPID FIRE 1             | 24"   | 1  | 4+  | 3 | 0  | 1 |
| Laspistol<br>PISTOL                | 12"   | 1  | 4+  | 3 | 0  | 1 |

MELEE WEAPONS

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

ABILITIES

- Jungle Fighters**  
Each time a model in this unit makes a melee attack, if this unit made a Charge move or was charged this turn, add 1 to the Wound roll.
- Unit Composition**  
*This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*
- 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

WEAPON ABILITIES

- 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).
- 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.
- 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.



- AUFSTELLUNG
- 1x Catachan Jungle Fighters
- Equipped with:** Flamer, Lasgun, Laspistol, Close combat weapon
- Wargear Options:**
  - This model can replace its 1 Jungle Fighter Sergeant and 9 Jungle Fighters with 2 Jungle Fighter Sergeants and 18 Jungle Fighters.



**KEYWORDS:** Catachan Jungle Fighters, Imperium, Platoon, Infantry, Battleline, Regiment, Grenades

**FACTION KEYWORDS:** Astra Militarum

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## CORE RULES

### Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

**KEYWORDS:** Catachan Jungle  
Fighters, Imperium, Platoon, Infantry,  
Battleline, Regiment, Grenades  
**FACTION KEYWORDS:** Astra  
Militarum