

CATACHAN HEAVY WEAPONS SQUAD

65 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon HEAVY	48"	2	5+	9	-1	3
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	5+	5	-1	2
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Mortar BLAST HEAVY INDIRECT FIRE	48"	D6	5+	5	0	1
► Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
► Missile launcher - krak HEAVY	48"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

- Bring it Down!**
Each time a model in this unit makes a ranged attack that targets a Monster or Vehicle unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.
- Embarking**
While embarked within a Transport, each model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

WEAPON ABILITIES

- 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).*



AUFSTELLUNG

3x Heavy Weapons Team w/
Heavy bolter oder Heavy
Weapons Team w/ Mortar
oder Heavy Weapons Team
w/ Missile launcher oder
Heavy Weapons Team w/
Lascannon oder Heavy
Weapons Team w/
Autocannon

Equipped with: Autocannon,
Heavy bolter, Lascannon,
Lasgun, Mortar, ► Missile
launcher - frag, ► Missile
launcher - krak, Close combat
weapon

Options:
► Heavy Weapons Team



KEYWORDS: Imperium,
Infantry, Grenades,
Regiment, Catachan Heavy
Weapons Squad
FACTION KEYWORDS:
Astra Militarum

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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.

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.

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