

CADIAN SHOCK TROOPS - IMPERIUM -
ASTRA MILITARUM

75–145 PTS

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

AUFSTELLUNG
1x Cadian Shock Troops
Equipped with: Bolt pistol, Flamer, Lasgun, Laspistol, Meltagun, Sergeant's autogun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Chainsword, Close combat weapon
Wargear Options:

- This model can replace its 1 Shock Trooper Sergeant and 9 Shock Troopers with 2 Shock Trooper Sergeants and 18 Shock Troopers.
- This model can replace its Laspistol and chainsword with Bolt pistol and chainsword or Sergeant's autogun and close combat weapon.
- This model must be equipped with 9 of: Shock Trooper, Shock Trooper w/ Vox Caster, Shock Trooper w/ Special Weapon.
- This model must be equipped with 18 of: Shock Trooper, Shock Trooper w/ Vox Caster, Shock Trooper w/ Special Weapon.

KEYWORDS: Cadian Shock Troops, Imperium, Infantry, Battleline, Grenades, Regiment, Platoon, Cadian
FACTION KEYWORDS: Astra Militarum

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	4	0	1
Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Sergeant's autogun	24"	2	4+	3	0	1
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1, HAZARDOUS	24"	1	4+	8	-3	2

⚔ MELEE WEAPONS

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

ABILITIES

Shock Troops
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

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.

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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

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.

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).

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.

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.