

CATACHAN HEAVY WEAPONS SQUAD -
IMPERIUM - ASTRA MILITARUM

65 PTS

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

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
Wargear Options:
■ This model's Heavy bolter can be replaced with 1x Mortar, 1x Missile launcher, 1x Lascannon or 1x Autocannon.

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

⦿ 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).*

CATACHAN HEAVY WEAPONS SQUAD -
IMPERIUM - ASTRA MILITARUM

65 PTS

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

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
Wargear Options:
■ This model's Heavy bolter can be replaced with 1x Mortar, 1x Missile launcher, 1x Lascannon or 1x Autocannon.

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

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.