



CADRE FIREBLADE

50 PTS

M	T	SV	W	LD	OC
6"	3	4+	3	7+	1

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Fireblade pulse rifle RAPID FIRE 1	30"	1	3+	5	0	2
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1

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

ABILITIES

CORE - Leader

Crack Shot

Each time this model makes a ranged attack, on a Critical Wound, that attack has an Armour Penetration characteristic of -3.

Guardian Drone

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

Marker Drone

The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.

Shield Drone

Add 1 to the bearer's Wounds characteristic.

Volley Fire

While this model is leading a unit, add 1 to the Attacks characteristic of ranged weapons equipped by models in that unit.

Leader

This model can be attached to the following units:

- Breacher Team
- Strike Team



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AUFSTELLUNG

1x Cadre Fireblade

Equipped with: Fireblade pulse rifle, Missile pod, Twin pulse carbine, Close combat weapon

Wargear Options:

- This model can be equipped with up to 2x Marker Drone.
- This model can be equipped with up to 2x Shield Drone.
- This model can be equipped with 1x Guardian Drone.
- This model can be equipped with up to 2x Missile Drone.

WEAPON RULES

Assault

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

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).*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



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RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.