

# CATACHAN JUNGLE FIGHTERS

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

## 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.

## ⦿ RANGED WEAPONS

| WEAPON                           | RANGE | A  | BS  | S | AP | D |
|----------------------------------|-------|----|-----|---|----|---|
| Flamer<br>IGNORES COVER, 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

### RULES - Scouts 6"

#### 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 RULES

### 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.

