

Imperium - Astra Militarum - Catachan Combined - (1000 pts)

Army Roster (Imperium - Astra Militarum) (1000 pts)

| Configuration | |
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| Battle Size | Incursion (1000 Point limit) |
| Detachment | Combined Arms Rules: Lethal Hits Abilities: Born Soldiers |
| Show/Hide Options | Unaligned Fortifications are visible, Unaligned Forces are visible, Titans are visible, Legends are visible, Imperial Knights are visible, Agents of the Imperium are visible |
| Character (80 pts) | |
| Catachan Command Squad (5) (80 pts) | <ul style="list-style-type: none">• Veteran Guardsman: Lasgun, Master vox• Veteran Guardsman: Lasgun, Medi-pack• Veteran Guardsman: Grenade launcher• Veteran Guardsman: Plasma gun• Catachan Commander: Power fist, Bolt pistol, Grand Strategist, Warlord Rules: Voice Of Command, Scouts 6", Leader, Assault, Pistol, Rapid Fire, Blast, Hazardous Orders: Orders Unit: Catachan Commander, Veteran Guardsman (x4) (x16) Abilities: Grand Strategist, Master Vox, Medi-pack Melee Weapons: Close combat weapon (x8) (x40), Power fist Ranged Weapons: Bolt pistol (x3) (x3), Laspistol (x5) (x20), Lasgun (x11) (x22), Grenade launcher - frag, Grenade launcher - krak, Plasma gun - standard, Plasma gun - supercharge Abilities: Leader Abilities: Gung-ho Command |
| Battleline (195 pts) | |
| Catachan Jungle Fighters (10) (65 pts) | 1 Jungle Fighter Sergeant and 9 Jungle Fighters <ul style="list-style-type: none">• 7x Jungle Fighter• 2x Jungle Fighter w/ Flamer• Jungle Fighter Sergeant Rules: Scouts 6", Pistol, Rapid Fire, Ignores Cover, Torrent Abilities: Jungle Fighters, Unit Composition Unit: Catachan Jungle Fighter (x10) (x30) Melee Weapons: Close combat weapon (x13) (x39) Ranged Weapons: Laspistol (x5) (x5), Lasgun (x11) (x11), Flamer (x3) (x3) |
| Death Korps of Krieg (10) (65 pts) | 1 Death Korps Watchmaster and 9 Death Korps Troopers <ul style="list-style-type: none">• 5x Death Korps Trooper• Death Korps Trooper w/ Death Korps medi-pack• Death Korps Trooper w/ Vox-caster• Death Korps Trooper w/ Flamer• Death Korps Trooper w/ Meltagun• Death Korps Watchmaster: Laspistol and chainsword, Bolt pistol, Chainsword Rules: Pistol, Rapid Fire, Ignores Cover, Torrent, Melta Abilities: Grim Demeanour, Unit Composition, Death Korps of Krieg Medi-pack, Vox-caster Unit: Death Korps of Krieg (x20) (x120) Melee Weapons: Chainsword (x2) (x2), Close combat weapon (x13) (x65) Ranged Weapons: Bolt pistol (x3) (x3), Lasgun (x11) (x33), Flamer (x3) (x3), Meltagun (x2) (x2) |
| Death Korps of Krieg (10) (65 pts) | 1 Death Korps Watchmaster and 9 Death Korps Troopers <ul style="list-style-type: none">• 5x Death Korps Trooper• Death Korps Trooper w/ Death Korps medi-pack• Death Korps Trooper w/ Vox-caster• Death Korps Trooper w/ Flamer• Death Korps Trooper w/ Meltagun• Death Korps Watchmaster: Laspistol and chainsword, Bolt pistol, Chainsword Rules: Pistol, Rapid Fire, Ignores Cover, Torrent, Melta Abilities: Grim Demeanour, Unit Composition, Death Korps of Krieg Medi-pack, Vox-caster Unit: Death Korps of Krieg (x20) (x120) Melee Weapons: Chainsword (x2) (x2), Close combat weapon (x13) (x65) Ranged Weapons: Bolt pistol (x3) (x3), Lasgun (x11) (x33), Flamer (x3) (x3), Meltagun (x2) (x2) |
| Infantry (195 pts) | |

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| Cadian Heavy Weapons Squad (3) (65 pts) | <ul style="list-style-type: none">• 3x Heavy Weapons Team w/ Mortar <p>Rules: Pistol, Blast, Heavy, Indirect Fire Abilities: Covering Fire, Embarking Unit: Heavy Weapons Team (x9) (x9) Ranged Weapons: Laspistol, Mortar (x2) (x2) Melee Weapons: Close combat weapon (x8) (x8)</p> |
| Catachan Heavy Weapons Squad (3) (65 pts) | <ul style="list-style-type: none">• 3x Heavy Weapons Team w/ Missile launcher <p>Rules: Scouts 6", Rapid Fire, Heavy, Blast Abilities: Bring it Down!, Embarking Unit: Heavy Weapons Team (x9) (x9) Ranged Weapons: Lasgun (x11) (x11), Missile launcher - frag, Missile launcher - krak Melee Weapons: Close combat weapon (x8) (x8)</p> |
| Catachan Heavy Weapons Squad (3) (65 pts) | <ul style="list-style-type: none">• 3x Heavy Weapons Team w/ Mortar <p>Rules: Scouts 6", Rapid Fire, Blast, Heavy, Indirect Fire Abilities: Bring it Down!, Embarking Unit: Heavy Weapons Team (x9) (x9) Ranged Weapons: Lasgun (x11) (x11), Mortar (x2) (x2) Melee Weapons: Close combat weapon (x8) (x8)</p> |
| Vehicle (360 pts) | |
| Armoured Sentinels (1) (65 pts) | <ul style="list-style-type: none">• Armoured Sentinel: Autocannon, Sentinel chainsaw, Hunter-killer missile, Close combat weapon <p>Rules: Deadly Demise 1, One Shot Abilities: Mobile Hunter-killers Unit: Armoured Sentinel (x3) (x3) Melee Weapons: Close combat weapon (x3)[1] (x3), Sentinel chainsaw (x6) (x6) Ranged Weapons: Hunter-killer missile (x8) (x8), Autocannon (x3) (x3)</p> |
| Armoured Sentinels (1) (65 pts) | <ul style="list-style-type: none">• Armoured Sentinel: Autocannon, Sentinel chainsaw, Hunter-killer missile <p>Rules: Deadly Demise 1, One Shot Abilities: Mobile Hunter-killers Unit: Armoured Sentinel (x3) (x3) Melee Weapons: Close combat weapon (x3)[1] (x3), Sentinel chainsaw (x6) (x6) Ranged Weapons: Hunter-killer missile (x8) (x8), Autocannon (x3) (x3)</p> |
| Armoured Sentinels (1) (65 pts) | <ul style="list-style-type: none">• Armoured Sentinel: Autocannon, Sentinel chainsaw, Hunter-killer missile <p>Rules: Deadly Demise 1, One Shot Abilities: Mobile Hunter-killers Unit: Armoured Sentinel (x3) (x3) Melee Weapons: Close combat weapon (x3)[1] (x3), Sentinel chainsaw (x6) (x6) Ranged Weapons: Hunter-killer missile (x8) (x8), Autocannon (x3) (x3)</p> |
| Scout Sentinels (1) (55 pts) | <ul style="list-style-type: none">• Scout Sentinel: Lascannon, Sentinel chainsaw, Hunter-killer missile, Close combat weapon <p>Rules: Deadly Demise 1, Scouts 9", One Shot Abilities: Daring Recon Unit: Scout Sentinel (x3) (x3) Melee Weapons: Close combat weapon (x3)[2] (x3), Sentinel chainsaw (x6) (x6) Ranged Weapons: Hunter-killer missile (x8) (x8), Lascannon (x3) (x3)</p> |
| Scout Sentinels (1) (55 pts) | <ul style="list-style-type: none">• Scout Sentinel: Lascannon, Sentinel chainsaw, Hunter-killer missile <p>Rules: Deadly Demise 1, Scouts 9", One Shot Abilities: Daring Recon Unit: Scout Sentinel (x3) (x3) Melee Weapons: Close combat weapon (x3)[2] (x3), Sentinel chainsaw (x6) (x6) Ranged Weapons: Hunter-killer missile (x8) (x8), Lascannon (x3) (x3)</p> |
| Scout Sentinels (1) (55 pts) | <ul style="list-style-type: none">• Scout Sentinel: Lascannon, Sentinel chainsaw, Hunter-killer missile <p>Rules: Deadly Demise 1, Scouts 9", One Shot Abilities: Daring Recon Unit: Scout Sentinel (x3) (x3) Melee Weapons: Close combat weapon (x3)[2] (x3), Sentinel chainsaw (x6) (x6) Ranged Weapons: Hunter-killer missile (x8) (x8), Lascannon (x3) (x3)</p> |
| Dedicated Transport (170 pts) | |

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| Chimera (1) (85 pts) | Heavy stubber, Heavy flamer, Heavy flamer, Hunter-killer missile, Lasgun array, Armoured tracks Rules: Deadly Demise D3, Firing Deck 2, Rapid Fire, One Shot, Ignores Cover, Torrent Unit: Chimera (x2) (x2) Abilities: Mobile Command Vehicle Transport: Transport Melee Weapons: Armoured tracks (x2) (x2) Ranged Weapons: Lasgun array (x2) (x2), Hunter-killer missile (x8) (x8), Heavy flamer (x4) (x8), Heavy stubber (x2) (x2) |
| Chimera (1) (85 pts) | Heavy stubber, Heavy flamer, Heavy flamer, Hunter-killer missile Rules: Deadly Demise D3, Firing Deck 2, Rapid Fire, One Shot, Ignores Cover, Torrent Unit: Chimera (x2) (x2) Abilities: Mobile Command Vehicle Transport: Transport Melee Weapons: Armoured tracks (x2) (x2) Ranged Weapons: Lasgun array (x2) (x2), Hunter-killer missile (x8) (x8), Heavy flamer (x4) (x8), Heavy stubber (x2) (x2) |

Rules:

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| Lethal Hits | Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target. |
| Voice Of Command | <p>If your Army Faction is ASTRA MILITARUM, OFFICER models with this ability can issue Orders. Each OFFICER's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an OFFICER model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that OFFICER model to issue it to. OFFICER models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a TRANSPORT or were set up on the battlefield.</p> <p>Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.</p> <p>MOVE! MOVE! MOVE! Add 3" to the Move characteristic of models in this unit.</p> <p>FIX BAYONETS! Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.</p> <p>TAKE AIM! Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.</p> <p>FIRST RANK, FIRE! SECOND RANK, FIRE! Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.</p> <p>TAKE COVER! Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).</p> <p>DUTY AND HONOUR! Improve the Leadership and Objective Control characteristics of models in this unit by 1.</p> |
| Scouts 6" | <p>Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".</p> <p>DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).</p> <p>A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.</p> |
| Leader | <p>While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.</p> <p>Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.</p> |
| Assault | Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with. |
| Pistol | <p>Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.</p> <p>If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.</p> |

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| Rapid Fire | Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'. |
| Blast | Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit). |
| Hazardous | <p>Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time):</p> <p>% If possible, select one model in that unit that has lost one or more wounds and remove that model from play.</p> <p>% Otherwise, if possible, select one model in that unit (excluding CHARACTER models) that has lost one or more wounds and remove that model from play.</p> <p>% Otherwise, select one CHARACTER model in that unit equipped with one or more weapons and remove that model from play.</p> <p>If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model.</p> <p>If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.</p> |
| Scouts 6" | <p>Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".</p> <p>DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).</p> <p>A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.</p> |
| Ignores Cover | Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack. |
| Torrent | Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target. |
| Melta | Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'. |
| Heavy | Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll. |
| Indirect Fire | <p>Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit even though none may have been visible to the attacking unit when you selected that target.</p> <p>If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll, an unmodified Hit roll of 1-3 always fails, and the target has the Benefit of Cover against that attack. Weapons with the [TORRENT] ability cannot be fired using the [INDIRECT FIRE] ability.</p> |
| Deadly Demise 1 | Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6"). |
| One Shot | The bearer can only shoot with this weapon once per battle. |
| Scouts 9" | <p>Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".</p> <p>DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).</p> <p>A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.</p> |

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| Deadly Demise D3 | Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6"). |
| Firing Deck 2 | Some TRANSPORT models have 'Firing Deck x' listed in their abilities. Each time such a model is selected to shoot in the Shooting phase, you can select up to 'x' models embarked within it whose units have not already shot this phase. Then, for each of those embarked models, you can select one ranged weapon that embarked model is equipped with (excluding weapons with the [ONE SHOT] ability). Until that TRANSPORT model has resolved all of its attacks, it counts as being equipped with all of the weapons you selected in this way, in addition to its other weapons. Until the end of the phase, those selected models' units are not eligible to shoot. |

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| Abilities |
| Born Soldiers |
| Each time a model in a Regiment unit from your army makes a ranged attack that targets a visible unit (excluding Monsters and Vehicles) that attack has the [LETHAL HITS] ability. |
| Each time a model in a Squadron unit from your army makes a ranged attack that targets a visible Monster or Vehicle unit, that attack has the [LETHAL HITS] ability. |
| Grand Strategist |
| Officer model only. In your Command phase, the bearer can issue one additional Order. |
| Master Vox |
| Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away. |
| Medi-pack |
| At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Platoon (excluding Characters) to this unit. |
| 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.* |
| Grim Demeanour |
| Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength. |
| Death Korps of Krieg Medi-pack |
| At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Death Korps Troopers to this unit (if this unit contains two models equipped with a Death Korps medi-pack, return up to D3+1 destroyed Death Korps Troopers to this unit instead). |
| 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 |
| Covering Fire |
| Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or on unmodified Hit rolls of 4+ instead if this unit is within 6" of one or more friendly Platoon units. |
| 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. |
| 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. |
| Mobile Hunter-killers |
| Each time a model in this unit makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll. |
| Daring Recon |
| At the start of your Shooting phase, select one enemy unit within 18" of and visible to this unit. Until the end of the phase, each time a friendly Astra Militarum model makes an attack that targets that unit, re-roll a Hit roll of 1. |
| Mobile Command Vehicle |
| In your Command phase, one Officer model embarked within this Transport can issue Orders even though it is not on the battlefield. When doing so, measure distances to and from this Transport . |

| Orders |
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| Orders |
| This unit's Officer can issue 1 Order to a Regiment unit. |

| Unit | M | T | SV | W | LD | OC |
|-------------------------------------|-----|---|----|----|----|----|
| Catachan Commander | 6" | 3 | 5+ | 3 | 7+ | 1 |
| Veteran Guardsman (x4) (x4) | 6" | 3 | 5+ | 1 | 7+ | 1 |
| Catachan Jungle Fighter (x10) (x10) | 6" | 3 | 5+ | 1 | 7+ | 2 |
| Death Korps of Krieg (x20) (x20) | 6" | 3 | 5+ | 1 | 7+ | 2 |
| Heavy Weapons Team (x9) (x9) | 6" | 3 | 5+ | 2 | 7+ | 2 |
| Armoured Sentinel (x3) (x3) | 8" | 8 | 2+ | 7 | 7+ | 2 |
| Scout Sentinel (x3) (x3) | 10" | 7 | 3+ | 7 | 7+ | 2 |
| Chimera (x2) (x2) | 10" | 9 | 3+ | 11 | 7+ | 2 |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|----------------------------------|-------|---|----|---|----|---|----------|
| Close combat weapon (x8) (x8) | Melee | 2 | 4+ | 3 | 0 | 1 | - |
| Power fist | Melee | 3 | 4+ | 6 | -2 | 2 | - |
| Close combat weapon (x13) (x13) | Melee | 1 | 4+ | 3 | 0 | 1 | - |
| Chainsword (x2) (x2) | Melee | 3 | 4+ | 3 | 0 | 1 | - |
| Close combat weapon (x3)[1] (x3) | Melee | 2 | 4+ | 6 | 0 | 1 | - |
| Sentinel chainsaw (x6) (x6) | Melee | 3 | 4+ | 6 | -1 | 1 | - |
| Close combat weapon (x3)[2] (x3) | Melee | 3 | 4+ | 6 | 0 | 1 | - |
| Armoured tracks (x2) (x2) | Melee | 3 | 4+ | 6 | 0 | 1 | - |

| Ranged Weapons | Range | A | BS | S | AP | D |
|---------------------------------|-------|----|-----|----|----|------|
| Bolt pistol (x3) (x3) | 12" | 1 | 4+ | 4 | 0 | 1 |
| Pistol | | | | | | |
| Laspistol (x5) (x5) | 12" | 1 | 4+ | 3 | 0 | 1 |
| Pistol | | | | | | |
| Lasgun (x11) (x11) | 24" | 1 | 4+ | 3 | 0 | 1 |
| Rapid Fire 1 | | | | | | |
| Grenade launcher - frag | 24" | D3 | 4+ | 4 | 0 | 1 |
| Blast | | | | | | |
| Grenade launcher - krak | 24" | 1 | 4+ | 9 | -2 | D3 |
| - | | | | | | |
| Plasma gun - standard | 24" | 1 | 4+ | 7 | -2 | 1 |
| Rapid Fire 1 | | | | | | |
| Plasma gun - supercharge | 24" | 1 | 4+ | 8 | -3 | 2 |
| Hazardous, Rapid Fire 1 | | | | | | |
| Flamer (x3) (x3) | 12" | D6 | N/A | 4 | 0 | 1 |
| Ignores Cover, Torrent | | | | | | |
| Meltagun (x2) (x2) | 12" | 1 | 4+ | 9 | -4 | D6 |
| Melta 2 | | | | | | |
| Laspistol | 12" | 2 | 4+ | 3 | 0 | 1 |
| Pistol | | | | | | |
| Mortar (x2) (x2) | 48" | D6 | 5+ | 5 | 0 | 1 |
| Blast, Heavy, Indirect Fire | | | | | | |
| Missile launcher - frag | 48" | D6 | 5+ | 4 | 0 | 1 |
| Blast, Heavy | | | | | | |
| Missile launcher - krak | 48" | 1 | 5+ | 9 | -2 | D6 |
| Heavy | | | | | | |
| Hunter-killer missile (x8) (x8) | 48" | 1 | 4+ | 14 | -3 | D6 |
| One Shot | | | | | | |
| Autocannon (x3) (x3) | 48" | 2 | 4+ | 9 | -1 | 3 |
| - | | | | | | |
| Lascannon (x3) (x3) | 48" | 1 | 4+ | 12 | -3 | D6+1 |
| - | | | | | | |
| Lasgun array (x2) (x2) | 24" | 6 | 4+ | 3 | 0 | 1 |
| Rapid Fire 6 | | | | | | |
| Heavy flamer (x4) (x4) | 12" | D6 | N/A | 5 | -1 | 1 |
| Ignores Cover, Torrent | | | | | | |
| Heavy stubber (x2) (x2) | 36" | 3 | 4+ | 4 | 0 | 1 |
| Rapid Fire 3 | | | | | | |

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| Transport |
| Transport |
| This model has a transport capacity of 12 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models. |

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| Abilities |
| Leader |
| This model can be attached to the following unit: Catachan Jungle Fighters |

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| Abilities |
| Gung-ho Command |
| While this unit contains an Officer , ranged weapons equipped by models in this unit have the [ASSAULT] ability. |