



COMBAT PATROL: ASTRA MILITARUM

KARSK'S GUNNERS

The soldiers gathered under Major Karsk's banner are but one small part of the far larger Astra Militarum muster now defending the vaunted Sanctus Wall systems. Gathered to battle the forces of Chaos, they have also faced alien pirates and even heretic insurgents, emerging victorious time and again thanks to a blend of tight regimental discipline and raw, overwhelming firepower. As far as Major Karsk is concerned, they will continue to do so for as long as any of them draw breath.

This Combat Patrol includes the units shown below.

A Command Squad Karsk (5 models)

- **Karsk is equipped with:** plasma pistol; power weapon.
- **1 Cadian Veteran Guardsman is equipped with:** bolt pistol; power fist.
- **1 Cadian Veteran Guardsman is equipped with:** lasgun; close combat weapon.
- **1 Cadian Veteran Guardsman is equipped with:** lasgun; close combat weapon; medi-pack.
- **1 Cadian Veteran Guardsman is equipped with:** lasgun; close combat weapon; regimental standard.

B Cadian Shock Troops (10 models)

- **1 Shock Trooper Sergeant is equipped with:** laspistol; chainsword.
- **7 Shock Troopers are equipped with:** lasgun; close combat weapon.
- **1 Shock Trooper is equipped with:** flamer; close combat weapon.
- **1 Shock Trooper is equipped with:** meltagun; close combat weapon.

C Cadian Shock Troops (10 models)

- **1 Shock Trooper Sergeant is equipped with:** drum-fed autogun; close combat weapon.
- **6 Shock Troopers are equipped with:** lasgun; close combat weapon.
- **1 Shock Trooper is equipped with:** lasgun; close combat weapon; vox caster.
- **1 Shock Trooper is equipped with:** grenade launcher; close combat weapon.
- **1 Shock Trooper is equipped with:** plasma gun; close combat weapon.

D Field Ordnance Battery (2 models)

- **1 model is equipped with:** bombast field gun; lasgun; laspistol; battery close combat weapons.
- **1 model is equipped with:** malleus rocket launcher; lasgun; laspistol; battery close combat weapons.

E Armoured Sentinel (1 model)

- **This model is equipped with:** hunter-killer missile; plasma cannon; close combat weapon.





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KARSK'S GUNNERS

ABILITIES

The datasheets required to use Karsk's Gunners can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Voice of Command – that is referenced on the Command Squad Karsk datasheet, and is described below.

VOICE OF COMMAND

Raised and trained to instil unwavering obedience, officers of the Imperial Guard command authority and respect, and issue orders with imperious bellows that cut through the clamour of war.

In your Command phase, **OFFICER** models from your army 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.

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). If a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Move! Move! Move!

Add 3" to the Move characteristic of models in this unit.

Take Aim!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

Take Cover!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

ENHANCEMENTS

Your **OFFICER** model is your **WARLORD** and has the Command Laurels Enhancement. You can replace this with Gunnery Officer.

DEFAULT ENHANCEMENT

COMMAND LAURELS

Only by exhibiting exceptional strategic and tactical awareness in multiple engagements can an officer earn this award. Such an august commander can be expected to extend their coordinating influence effortlessly across the battlefield.

In your Command phase, if the bearer is on the battlefield, you gain 1CP. In addition, each time the bearer issues an Order, it is issued to all friendly **ASTRA MILITARUM** units on the battlefield.

OR

OPTIONAL ENHANCEMENT

GUNNERY OFFICER (AURA)

Having risen through the ranks of an artillery regiment, this officer is an expert in siting, concealing then commanding the fire of heavy field pieces. The resulting devastation amongst the foe is never less than spectacular.

In your Command phase, if the bearer is on the battlefield, you gain 1CP. In addition, while a friendly **ARTILLERY** unit is within 6" of the bearer's unit:

- Each time you roll to determine the number of attacks a model in that **ARTILLERY** unit makes with a weapon, you can re-roll the result.
- Models in that **ARTILLERY** unit have the Lone Operative ability if they have not made any attacks yet this battle.

SECONDARY OBJECTIVES

You will use the Hold the Line secondary objective. You can replace this with Methodical Destruction.

DEFAULT SECONDARY OBJECTIVE

HOLD THE LINE

Once the Astra Militarum have drawn up their fighting lines it is their sworn duty to dig in and prevent the enemy from overrunning their positions no matter the cost in lives.

At the end of your opponent's turn, you score 3VP if there are no enemy units wholly within your deployment zone (excluding Battle-shocked units). If there are no enemy units wholly within 6" of your deployment zone (excluding Battle-shocked units), you score 5VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

METHODICAL DESTRUCTION

*The *Tactica Imperialis* emphasises the importance of focusing the firepower of your warriors upon a single enemy target unto its absolute destruction, before switching to the elimination of the next.*

At the start of the battle round, select one enemy unit that is not destroyed to be your army's target for that battle round. At the end of that battle round, you score 4VP if your army's target for that battle round is destroyed.

STRATAGEMS

You can use the following Stratagems:



SEND IN THE NEXT WAVE

KARSK'S GUNNERS – STRATEGIC PLOY STRATAGEM

Amongst the greatest strengths of the Astra Militarum is its sheer numerical might. There are always more bodies to be hurled into the meat-grinder of battle.

WHEN: Reinforcements step of your Movement phase.

TARGET: One destroyed **CADIAN SHOCK TROOPS** unit from your army. You can use this Stratagem on that unit even though it is destroyed.

EFFECT: Add a new unit to your army identical to your destroyed unit, at its original Starting Strength. Set that unit up anywhere on the battlefield wholly within 9" of your battlefield edge and not within Engagement Range of one or more enemy units.



BRING IT DOWN

KARSK'S GUNNERS – BATTLE TACTIC STRATAGEM

Prioritising a vital enemy target, the Astra Militarum soldiery focus all their fury upon it.

WHEN: Your Shooting phase.

TARGET: Any number of **ASTRA MILITARUM** units from your army, and one enemy unit.

EFFECT: Until the end of the phase, each time a model in one of your selected units makes an attack that targets that enemy unit, you can re-roll the Hit roll.



ARTILLERY STRIKE

KARSK'S GUNNERS – STRATEGIC PLOY STRATAGEM

Big guns behind the Imperial lines rain down a disruption bombardment upon the foe. As the ground shakes and debris fountains skywards, the enemy are thrown into disarray.

WHEN: Start of your opponent's Command phase.

TARGET: One **OFFICER** model from your army.

EFFECT: Until the end of the turn, halve the Move characteristic of enemy models, halve Advance rolls made for enemy units, enemy units cannot declare a charge and each time an enemy model makes a ranged attack, subtract 1 from the Hit roll.

RESTRICTIONS: You can only use this Stratagem once per battle.

COMMAND SQUAD KARSK

M	T	SV	W	LD	OC	
6"	3	5+	3	7+	1	KARSK
6"	3	5+	1	7+	1	VETERAN GUARDSMAN



Combat Patrol Datasheet

Major Karsk is every bit the unforgiving and grizzled Cadian commander of the propaganda vid-feeds. Though given at times to the odd flourish of grim gallows humour, he is typically stern and disciplined. A gifted strategist, he is accompanied by a cadre of specialist troopers who aid him in his command duties.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
▶ Plasma pistol – standard [PISTOL]	12"	1	4+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1

LEADER

This unit can be attached to the following unit: **CADIAN SHOCK TROOPS**

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS – ALL MODELS: INFANTRY, IMPERIUM, CADIAN, COMMAND SQUAD
– KARSK: CHARACTER, OFFICER, KARSK

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

WARGEAR ABILITIES

Medi-pack: The bearer's unit has the Feel No Pain 6+ ability.

Regimental Standard: Add 1 to the Objective Control characteristic of models in the bearer's unit.

ORDERS

This unit's **OFFICER** can issue 1 Order to a **REGIMENT** unit.

FACTION KEYWORDS:
ASTRA MILITARUM

FIELD ORDNANCE BATTERY

M	T	SV	W	LD	OC	
4"	5	4+	6	7+	2	



Combat Patrol Datasheet

Amongst the largest man-portable weapons fielded by the Astra Militarum are those crewed by Ordnance Teams. From bombast field guns that fire heavy shells indirectly, to the multiple warheads of the malleus rocket launcher, such batteries are powerful assets.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bombast field gun [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	5+	7	-1	2
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Lasipistol [PISTOL]	12"	1	4+	3	0	1
Malleus rocket launcher [BLAST, HEAVY]	48"	D6+6	5+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	3	4+	3	0	1

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing one model.

KEYWORDS: INFANTRY, ARTILLERY, IMPERIUM, REGIMENT, FIELD ORDNANCE BATTERY

ABILITIES

Rearm, Reload, Fire: While this unit is being affected by an Order, provided it Remained Stationary this turn, Heavy weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

FACTION KEYWORDS:
ASTRA MILITARUM

CADIAN SHOCK TROOPS

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



Combat Patrol Datasheet

Born soldiers, the Shock Troops of Cadia have trained their entire lives for military service with the Astra Militarum. Decades of rigorous firing drills have forged them into expert sharpshooters. Skilled in both dogged defence and storming assaults, Cadian Shock Troops are held by many as being the ideal soldiers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Drum-fed autogun	24"	2	4+	3	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Grenade launcher – krak	24"	1	4+	9	-2	D3
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Las pistol [PISTOL]	12"	1	4+	3	0	1
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	4+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-3	2

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

ABILITIES

None.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, REGIMENT, PLATOON, CADIAN, CADIAN SHOCK TROOPS



FACTION KEYWORDS:
ASTRA MILITARUM

ARMoured SENTINEL

M	T	SV	W	LD	OC
8"	8	2+	7	7+	2



Combat Patrol Datasheet

Modified with extra protective panelling, Armoured Sentinels are superb front-line hunters, wielding their deadly heavy weapons across terrain too cramped for battle tanks to operate on. As mobile hunter-killers, they excel in destroying vehicles, fortified bunkers and xenos monstrosities.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	6	0	1

ABILITIES

CORE: Deadly Demise 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.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, REGIMENT, SQUADRON, SMOKE, ARMoured SENTINEL



FACTION KEYWORDS:
ASTRA MILITARUM