

amended CATACHAN DEATHWORLD VETERANS IMPERIAL GUARD ARMY REFERENCE

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Catachan Devils	INF	15cm	5+	5+	5+	Catachan Knives Meltaguns	(base contact) 15cm AND (15cm)	(Assault Weapons) MW5+ (Small Arms), MW	Scout, Teleport, Booby Traps
Catachan Infantry	INF	15cm	-	6+	5+	Lasguns Catachan Knives Heavy Bolter	(15cm) (base contact) 30cm	(Small Arms) (Assault Weapons) AP5+	Booby Traps One unit in every two has a Heavy Bolter. Count up the number of Catachan Infantry units in the formation that can fire at the target and divide by 2 (rounding up) to find the number of Heavy Bolter shots you may take.
Catachan Mortar Team	INF	15cm	-	6+	6+	Lasguns 2x Mortars	(15cm) 30cm	(Small Arms) AP5+/AT6+, Indirect Fire	
Catachan Valkyrie	AV	35cm	5+	6+	5+	2x Rocket Pod 2x Heavy Bolter Multilaser	30cm 30cm 30cm	1BP, Disrupt, One-Shot AP5+ AT5+/AT6+	Skimmer, Scout, Transport: (May carry 2 of the following units: Deathworld Veterans, Imperial Guard Commander, Catachan Infantry, Catachan Mortar Team, Support Squad, Sniper; Or 1 Ogryn unit)

SPECIAL RULE: Booby Traps

Catachan Infantry units often set up elaborate defensive booby traps before battle, however, they are impractical when attacking. Any unit with Booby Traps has the First Strike ability during an Engage action. This ability does not apply when the unit is performing an Engage action.

(16xFS 5+FF attacks = 2.67 kills vs 4+ save; = 3.52 vs 5+; = 4.44 vs 6+)

(10xFS 5+FF (degraded by 6x based up units) FS = 1.66 vs 4+; 2.2 vs 5+; 2.77 vs 6+ (&) 6x FS 6+CC = .5 kills vs 4+; .66 vs 5+; .83 vs 6+) = **TOTAL = 2.16 vs 4+; 2.86 vs 5+; 3.66 vs 6+**)

CATACHAN DEATHWORLD VETERANS IMPERIAL GUARD ARMY LIST

v2.0 Sub-Army Champion: "Dobbsy"

Catachan Imperial Guard armies have a Strategy rating of 2. All formations have an initiative rating of 2+.

CATACHAN DEATHWORLD VETERANS COMPANIES

(A Catachan Deathworld Veterans Imperial Guard army may contain any number of Companies)

COMPANY	CORE UNITS	COST
0-1 Deathworld Air Cavalry Company	1 Imperial Guard Commander unit, plus 9 Catachan Infantry units, plus 5 Catachan Valkyries (Any infantry upgrades must be equipped with Catachan Valkyries)	450 points
Catachan Infantry Company	1 Imperial Guard Commander unit, plus 9 Catachan Infantry units	200 points
0-1 Catachan Regimental HQ	1 Supreme Commander unit, plus 9 Catachan Infantry units	300 points

DEATHWORLD VETERANS COMPANY UPGRADES

(Up to three may be added to each Deathworld Veterans Company)

UPGRADE	UNITS	COST
Infantry Platoon	Add 6 Catachan Infantry units*	+100 points
Ogryns	Add 2 Ogryn units*	+50 points
Mortar Support	Add 2 Catachan Mortar Team units*	+50 points
Snipers	Add 2 Sniper units*	+50 points
Armour Support	Add up to 2 Leman Russ Demolishers**	+50 points each
Hellhounds	Add up to 2 Hellhounds**	+50 points each
Hydra	Add 1 Hydra Flak Tank**	+50 points

**These upgrades may not be added to a Deathworld Air Cavalry Company.

DEATHWORLD VETERANS SUPPORT FORMATIONS

(Up to two support formations may be taken for each Deathworld Veterans Company)

FORMATION	UNITS	COST
Deathworld Sentinel Squadron	4 Catachan Sentinels	100 points
Mortar Platoon	6 Catachan Mortar Team units	175 points
Catachan Devils (1 per 1000 points)	6 Catachan Devil units. (These units may be split up and added to the Regimental HQ or 1 or more Catachan Infantry Companies in the army, or fielded as a single formation in their own right)	300 points
Ogryn Platoon (1 per 1000 points)	6 Ogryn units	200 points

NAVAL SUPPORT

(Up to 1/3 of the army's points may be spent on Naval Support)

FORMATION	UNITS	COST
Thunderbolt Squadron	2 Thunderbolt Fighters	150 points