SYDONIAN SKATROS

45 PTS

M	T	Sv	W	LD	OC
8"	4	4+	4	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol **DEVASTATING WOUNDS** **PISTOL**	12"	1	4+	6	-1	1
Radium Jezzail HEAVY PRECISION ANTI-INFANTRY 3+	36"	1	3+	5	-2	3
Skatros transuranic arquebus HEAVY PRECISION ANTI-MONSTER 4+ ANTI-VEHICLE 4+	36"	1	3+	7	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sydonian Feet	Melee	3	4+	3	0	1

ABILITIES

Achillan Eye
Each time this model makes an attack with a radium jezzail that targets an Infantry unit, you can re-roll the Wound roll. Each time this model makes an attack with a Skatros transuranic arquebus that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

Dread Snipers
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Sydonian Sentinel
This model cannot be your Warlord.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

AUFSTELLUNG

1x Sydonian Skatros (40mm)

Equipped with: Mechanicus pistol, Radium Jezzail, Skatros transuranic arquebus, Sydonian Feet

Wargear Options:
- This model can replace its Radium Jezzail with Skatros transuranic arquebus.

KEYWORDS: Infantry, Imperium, Skitarii, Sydonian, Character, Skatros
FACTION KEYWORDS: Adeptus Mechanicus

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FACTION RULES

Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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