SICARIAN RUSTSTALKERS

75–160 PTS

M	T	Sv	W	LD	OC
8"	4	4+	2	7+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Transonic blades **DEVASTATING WOUNDS** **PRECISION**	Melee	5	4+	5	-1	1
Transonic blades & chordclaw **ANTI-INFANTRY 3+** **DEVASTATING WOUNDS** **PRECISION**	Melee	5	4+	5	-2	1
Transonic razor & chordclaw **ANTI-INFANTRY 3+** **PRECISION**	Melee	3	4+	5	-2	2

ABILITIES

Optimised Gait
Add 1 to Advance and Charge rolls made for this unit. While this unit is within 6" of one or more friendly Adeptus Mechanicus Battleline units, add 2 to Advance and Charge rolls made for this unit instead.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

4-9x Sicarian Ruststalker (Transonic razor & chordclaw) oder Sicarian Ruststalker (Transonic blades) (40mm)

1x Sicarian Ruststalker Princeps (Transonic blades & chordclaw) oder Sicarian Ruststalker Princeps (Transonic razor & chordclaw) (40mm)

Equipped with: Transonic blades, Transonic blades & chordclaw, Transonic razor & chordclaw

KEYWORDS: Ruststalkers, Imperium, Infantry, Skitarii, Sicarian
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

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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