

SKORPIUS DISINTEGRATOR - IMPERIUM -
ADEPTUS MECHANICUS

160 PTS

M	T	Sv	W	LD	OC
10"	10	2+	12	7+	3

AUFSTELLUNG
1x Skorpis Disintegrator (Hull)
Equipped with: Belleros energy cannon, 3x Cognis heavy stubber, Disruptor missile launcher, Ferrumite cannon, Armoured hull
Wargear Options:
■ This model can replace its Belleros energy cannon with Ferrumite cannon.

KEYWORDS: Skorpis Disintegrator, Imperium, Skitarii, Vehicle, Smoke, Frame
FACTION KEYWORDS: Adeptus Mechanicus

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Belleros energy cannon <small>BLAST, INDIRECT FIRE</small>	36"	2D6	4+	7	-2	1
3x Cognis heavy stubber <small>RAPID FIRE 3, SUSTAINED HITS 1</small>	36"	3	4+	4	0	1
Disruptor missile launcher <small>TWIN-LINKED</small>	36"	3	4+	9	-2	D6
Ferrumite cannon	48"	3	4+	12	-3	D6+1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Blistering Salvoes
Each time this model makes an attack with a belleros energy cannon that targets an Infantry unit, add 1 to the Hit roll. Each time this model makes an attack with a ferrumite cannon that targets a Monster or Vehicle unit, add 1 to the Hit roll.

Broad spectrum data-tether
Each time you select the bearer as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Indirect Fire
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

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Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; 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").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.