

SKITARII RANGERS

Doctrina Imperatives Scouts 6"

SKITARII RANGER A

SKITARII RANGER V

M	T	SV	W	LD	OC	RW
6"	3	4+	1	7+	2	5+
M	T	SV	W	LD	OC	RW
6"	3	4+	1	7+	2	5+

85 PTS

Base 25mm



1KOMMANDO

Objective Scouted
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

2BEWEGUNG

3BESCHUSS

Arc rifle **ANTI-VEHICLE 4+**
DEVASTATING WOUNDS
RAPID FIRE 1

R	A	BS	S	AP	D
30"	1	4+	8	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Galvanic rifle

R	A	BS	S	AP	D
30"	2	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Mechanicus pistol
DEVASTATING WOUNDS **PISTOL**

R	A	BS	S	AP	D
12"	1	4+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Transuranic arquebus **HEAVY**
PRECISION

R	A	BS	S	AP	D
36"	1	4+	7	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Plasma caliver - supercharge **HAZARDOUS**

R	A	BS	S	AP	D
30"	2	4+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Plasma caliver - standard

R	A	BS	S	AP	D
30"	2	4+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

4ANGRIFF

5NAHKAMPF

Alpha combat weapon

R	A	WS	S	AP	D
Melee	2	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

VERTEIDIGUNG

IMMER / EINMALIG

Enhanced data-tether
Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.
Omnispex
Ranged weapons equipped by models in the bearer's unit have the IGNORES COVER ability.

GEGEN DIESE EINHEIT

Skitarii Ranger Alpha
W3 · RW 4+ · 5++ · 1 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	5++	5++	5++

REGELN & KEYWORDS KURZ

Doctrina Imperatives At the start of the battle round, you can select one of the Doctrina Imperatives below.
Scouts 6" This ability always takes the form Scouts X".
ANTI This ability always takes the form [ANTI-X Y+].
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...
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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 m...
RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Skitarii Ranger Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Galvanic rifle
9x Skitarii Ranger w/ galvanic rifle - Equipped with: Close combat weapon, Galvanic rifle
1x Skitarii Ranger w/ transuranic arquebus oder Skitarii Ranger w/ arc rifle oder Skitarii Ranger w/ plasma caliver
• Each Skitarii Ranger Alpha can replace its Galvanic rifle with Mechanicus pistol.