

SKORPIUS DUNERIDER

Deadly Demise D3

Doctrina Imperatives

Firing Deck 2

M12"

T9

SV3+

W11

LD7+

OC2

75 PTS

Base Hull



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Cognis heavy stubber array

RAPID FIRE 9

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	9	4+	4	0	1

VERWUNDET

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

Fire Support

In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

4ANGRIFF

5NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Deadly Demise D3

This ability always takes the form Deadly Demise X.

Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below.

Firing Deck 2

This ability always takes the form Firing Deck X.

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TWIN-LINKED

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

AUFSTELLUNG

1x Skorpius Dunerider

Ausrüstung:

Cognis heavy stubber array, Armoured hull

Transport

This model has a transport capacity of 12 Adeptus Mechanicus Infantry models. It cannot transport Jump Pack, Kataphron or Sydonian Skatros models.