

SECUTARII PELTASTS

[LEGENDS]

Doctrina Imperatives

M

6"

T

3

SV

5+

W

1

LD

7+

OC

1

RW

6+

50–100 PTS

Base —



1

COMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Archeotech pistol

DEVASTATING WOUNDS

PISTOL

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

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Galvanic caster - flechette

ASSAULT

R	A	BS	S	AP	D
18"	5	4+	4	0	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Galvanic caster - hammershot

HEAVY

R	A	BS	S	AP	D
24"	2	4+	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Blind Barrage

In your Shooting phase, after this unit has shot, select one enemy Infantry unit hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is blinded. While a unit is blinded, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

4

ANGRIFF

—

5

NAHKAMPF

Alpha close combat weapon

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

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Close combat weapon

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

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ 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.

Secutarii

If a model from your army with the Leader ability can be attached to a Skitarii Vanguard unit, it can be attached to this unit instead.

GEGEN DIESE EINHEIT

W3 · RW 5+ · 6++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+

3+ S4-5

4+ S3

5+ S2

6+ S1

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

5+

6+

6++

6++

6++

REGELN & KEYWORDS KURZ

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

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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...

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.

AUFSTELLUNG

1x Secutarii Peltast Alpha - Equipped with: Alpha close combat weapon, Close combat weapon, Archeotech pistol, ➤ Galvanic caster - flechette, ➤ Galvanic caster - hammershot

4-9x Secutarii Peltast oder Secutarii Peltast w/ data-tether oder Secutarii Peltast w/ omnisplex

• Each Secutarii Peltast Alpha can replace its Galvanic caster with Archeotech pistol.