

SERBERYS SULPHURHOUNDS

Doctrina Imperatives

M12"

T4

SV4+

W2

LD7+

OC2

RW5+

55-95 PTS
Base 60x35.5mm Oval Base



3 BESCHUSS

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+

Phosphor blast carbine

BLAST IGNORES COVER

R	A	BS	S	AP	D
18"	D6	4+	6	0	1

VERWUNDET

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

2x Phosphor pistol

IGNORES COVER PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

VERWUNDET

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

Phosphor pistol

IGNORES COVER PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

VERWUNDET

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

Sulphur breath

IGNORES COVER PISTOL TORRENT

R	A	BS	S	AP	D
9"	D6	N/A	3	-1	1

VERWUNDET

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

5 NAHKAMPF

Cavalry arc maul

ANTI-VEHICLE 4+ DEVASTATING WOUNDS EXTRA ATTACKS

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

VERWUNDET

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

Clawed limbs

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

VERWUNDET

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

GEGEN DIESE EINHEIT

W4 · RW 4+ · 5++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	5++	5++	5++

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2</div> <div>BEWEGUNG</div> <div>—</div>	<div>4 ANGRIFF</div> <div>Line-breakers</div> <div>Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit that is within Engagement Range of that enemy unit, adding 2 to the result if this unit started its Charge move within 6" of one or more friendly Adeptus Mechanicus Battleline units. For each 4+, that enemy unit suffers 1 mortal wound.</div>	<div></div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>—</div>
---	---	--	--	---

REGELN & KEYWORDS KURZ

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

- ANTI** This ability always takes the form [ANTI-X Y+].
- 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 (roun...
- 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...
- EXTRA ATTACKS** Each time a unit containing one or more models with an [EXTRAATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.
- IGNORES COVER** Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...
- PISTOL** [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- TORRENT** Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

- 1x Serberys Sulphurhound Alpha - Equipped with: Mechanicus pistol, Sulphur breath, Cavalry arc maul, Clawed limbs
- 2-5x Serberys Sulphurhound (Twin phosphor pistols) oder Serberys Sulphurhound (Phosphor blast carbine & Phosphor pistol)