

SKITARII VANGUARD

Doctrina Imperatives

SKITARII VANGUARD

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

SKITARII VANGUARD

85 PTS

Base 25mm



1KOMMANDO

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+

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+

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+

Radium carbine

ANTI-INFANTRY 4+

R	A	BS	S	AP	D
18"	3	4+	3	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

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.

Rad-saturation (Aura)

While an enemy unit (excluding Vehicle units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that unit.

GEGEN DIESE EINHEIT

Skitarii Vanguard 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.

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 Vanguard Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Radium carbine
- 9x Skitarii Vanguard w/ radium carbine - Equipped with: Close combat weapon, Radium carbine
- 1x Skitarii Vanguard w/ transuranic arquebus oder Skitarii Vanguard w/ arc rifle oder Skitarii Vanguard w/ plasma caliver
- Each Skitarii Vanguard Alpha can replace its Radium carbine with Mechanicus pistol.