

SYDONIAN SKATROS

Doctrina Imperatives Lone Operative Stealth

M

8"

T

4

SV

4+

W

4

LD

7+

OC

1

RW

5+

45 PTS
Base 40mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Mechanicus 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+

Radium Jezzail

HEAVY

PRECISION

ANTI-INFANTRY 3+

R	A	BS	S	AP	D
36"	1	3+	5	-2	3

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Skatros transuranic arquebus

HEAVY

PRECISION

ANTI-MONSTER 4+

ANTI-VEHICLE 4+

R	A	BS	S	AP	D
36"	1	3+	7	-2	D3

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Dread Snipers

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

4

ANGRIFF

—

5

NAHKAMPF

Sydonian Feet

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

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

VERTEIDIGUNG

—

IMMER / EINMALIG

Achilian Eye

Each time this model makes an attack with a radium jezzail that targets an Infantry unit, you can re-roll the Wound roll. Each time this model makes an attack with a Skatros transuranic arquebus that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

Sydonian Sentinel

This model cannot be your Warlord.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 5++ · 4 LP je Modell
WIRD VERWUNDET MIT

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

REGELN & KEYWORDS KURZ

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

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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...

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Sydonian Skatros

Ausrüstung: Mechanicus pistol, Radium Jezzail, Skatros transuranic arquebus, Sydonian Feet

- This model can replace its Radium Jezzail with Skatros transuranic arquebus.