HASTARII FUSILIERS

105 PTS

HASTARII FUSILIER ALPHA

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hastarii phosphor blaster IGNORES COVER	18"	2	4+	5	0	1
Neutron fusil	24"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Power weapon	Melee	2	4+	5	-2	1

ABILITIES

Attached Unit
If a Character unit from your army can be attached to a Skitarii Rangers unit, it can be attached to this unit instead

Monocular Targeting Helms
Each time a model in this unit makes an attack with a neutron fusil against a Monster or Vehicle unit, that attack has the [IGNORES COVER] ability.

WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

KEYWORDS: Imperium, Infantry, Skitarii, Hastarii, Fusiliers

FACTION: Adeptus Mechanicus

AUFSTELLUNG

1x Hastarii Fusilier Alpha - Equipped with: Hastarii phosphor blaster, Neutron fusil, Power weapon (32mm)
4x Hastarii Fusilier (32mm)

RULES

Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.