IRONSTRIDER BALLISTARII

80 PTS

M	T	SV	W	LD	OC
10"	7	3+	7	7+	2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin cognis autocannon SUSTAINED HITS 1, TWIN-LINKED	48"	4	4+	9	-1	3
Twin cognis lascannon SUSTAINED HITS 1, TWIN-LINKED	48"	2	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ironstrider feet	Melee	3	4+	5	0	1

AUFSTELLUNG

1-3x Ironstrider Ballistarius (Twin cognis autocannon) oder Ironstrider Ballistarius (Twin cognis lascannon) (105x70mm Oval Base)

Equipped with: Twin cognis autocannon, Twin cognis lascannon, Ironstrider feet

ABILITIES

Broad Spectrum Data-tether

Each time you select this unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

Elevated Strider

This unit is eligible to shoot in a turn in which it Fell Back or Advanced, and you can re-roll Desperate Escape tests taken for models in this unit.

WEAPON RULES

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Ironstrider Ballistarii, Vehicle, Smoke, Skitarii, Walker, Imperium

FACTION: Adeptus Mechanicus

RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.