SECUTARII HOPLITES [LEGENDS]

65–130 PTS

SECUTARII HOPLITE ALPHA

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS	12"	1	4+	5	-1	1
Archeotech pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Alpha close combat weapon	Melee	4	4	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE	Melee	2	4+	5	-1	1

ABILITIES

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.

Secutarii
If a model from your army with the Leader ability can be attached to a Skitarii Vanguard unit, it can be attached to this unit instead.

Titan Guard
You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase. When oing so, if there are one or more friendly Adeptus Titanicus units on the battlefield, you can re-roll the subsequent charge roll.

KEYWORDS: Secutarii Hoplites, Infantry, Imperium, Skitarii

FACTION: Adeptus Mechanicus

AUFSTELLUNG

1x Secutarii Hoplite Alpha - Equipped with: Alpha close combat weapon, Archeotech pistol, Arc lance
4-9x Secutarii Hoplite oder Secutarii Hoplite w/ data-tether oder Secutarii Hoplite w/ omnispex

Wargear Options:

■ Each Secutarii Hoplite Alpha can replace its Arc lance with Archeotech pistol.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lance

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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.