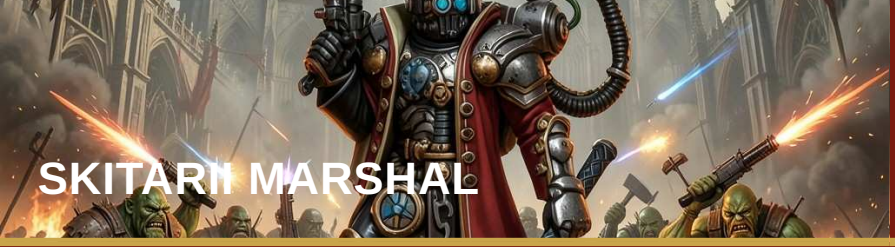

SKITARII MARSHAL

35 PTS

M	T	SV	W	LD	OC
6"	3	4+	3	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Control stave	Melee	4	3+	6	-1	1

AUFSTELLUNG

1x Skitarii Marshal (32mm)

Equipped with: Mechanicus pistol, Control stave

Wargear Options:

■ This model can be equipped with 1x Warlord.

ABILITIES

CORE - Support

Control Edict

While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Servo-skull Uplink

Once per battle, at the start of any phase, you can select one friendly Skitarii unit that is Battle-shocked and within 6" of this model. That unit is no longer Battle-shocked.

Leader

This model can be attached to the following units: HASTARII EXTERMINATORS, HASTARII FUSILIERS, SECUTARII HOPLITES, SECUTARII PELTASTS, SKITARII RANGERS, SKITARII VANGUARD

KEYWORDS: Marshal, Imperium, Skitarii, Character, Infantry

FACTION: Adeptus Mechanicus

WEAPON RULES

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.*

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.

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.