HASTARII EXTERMINATORS

HASTARII EXTERMINATOR ALPHA

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

5+

AUFSTELLUNG

1x Hastarii Exterminator Alpha - Equipped with: Power weapon, Hastarii arc blaster, ➤ Eradication caster - focused, ➤ Eradication caster - dissipated (32mm)
4x Hastarii Exterminator (32mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hastarii arc blaster ANTI-VEHICLE 4+, DEVASTATING WOUNDS	18"	1	4+	6	-1	2
➤ Eradication caster - dissipated ANTI-INFANTRY 4+	30"	2	4+	5	-1	2
➤ Eradication caster - focused ANTI-INFANTRY 4+	15"	2	4+	5	-2	2

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

RULES - Doctrina Imperatives

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

Broad-spectrum Targeting Augurs
Each time a model in this unit makes an attack with an eradication caster that targets a unit (excluding Monster and Vehicle units), that attack has the [**SUSTAINED HITS** 1] ability.

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.*

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).*