

# SECUTARII HOPLITES [LEGENDS]

## SECUTARII HOPLITE ALPHA

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 6" | 3 | 5+ | 1 | 7+ | 1  | 4+ |

### 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/ omnisplex

### Wargear Options:

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

## ⦿ RANGED WEAPONS

| WEAPON                                           | RANGE | A | BS | S | AP | D |
|--------------------------------------------------|-------|---|----|---|----|---|
| Arc lance<br>ANTI-VEHICLE 4+, DEVASTATING WOUNDS | 12"   | 1 | 4+ | 5 | -1 | 1 |
| Archeotech pistol<br>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<br>ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE | Melee | 2 | 4+ | 5 | -1 | 1 |

## ABILITIES

### RULES - Doctrina Imperatives

#### 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 OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase. When doing so, if there are one or more friendly Adeptus Titanicus units on the battlefield, you can re-roll the subsequent charge roll.



## 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.