SECUTARII PELTASTS [LEGENDS]

SECUTARII PELTAST ALPHA

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

AUFSTELLUNG

1x Secutarii Peltast Alpha - Equipped with: Alpha close combat weapon, Close combat weapon, Archeotech pistol, ➤ Galvanic caster - flechette, ➤ Galvanic caster - hammershot

4-9x Secutarii Peltast oder Secutarii Peltast w/ data-tether oder Secutarii Peltast w/ omnispex

Wargear Options:

- Each Secutarii Peltast Alpha can replace its Galvanic caster with Archeotech pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Archeotech pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1
➤ Galvanic caster - flechette ASSAULT	18"	5	4+	4	0	1
➤ Galvanic caster - hammershot HEAVY	24"	2	4+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Alpha close combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

RULES - Doctrina Imperatives

Blind Barrage
In your Shooting phase, after this unit has shot, select one enemy Infantry unit hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is blinded. While a unit is blinded, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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.

WEAPON RULES

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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.*

Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.