SKITARII MARSHAL

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

AUFSTELLUNG

1x Skitarii Marshal (32mm)

Equipped with: Mechanicus pistol, Control stave

Wargear Options:

■ This model can be equipped with 1x Warlord.

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

ABILITIES

CORE - Support

RULES - Doctrina Imperatives, 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 **35 PTS**

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.