

SYDONIAN DRAGOONS WITH TASER LANCES

M	T	SV	W	LD	OC	
10"	7	3+	7	7+	2	

AUFSTELLUNG

1x Sydonian Dragoon with taser lance (105x70mm Oval Base)

Equipped with: Phosphor serpenta, Taser lance

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Phosphor serpenta <small>IGNORES COVER, PISTOL</small>	18"	1	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Taser lance <small>ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2</small>	Melee	4	4+	7	-2	2

ABILITIES

RULES - Deadly Demise 1, Doctrina Imperatives, Stealth

Broad Spectrum Data-tether

Each time you select the bearer as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

Dynamic Efficiency

This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back, and you can re-roll Desperate Escape tests taken for models in this unit.



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+.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.



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).

