SYDONIAN SKATROS

M	T	SV	W	LD	OC	
8"	4	4+	4	7+	1	5+

AUFSTELLUNG

1x Sydonian Skatros (40mm)

Equipped with: Mechanicus pistol, Radium Jezzail, Skatros transuranic arquebus, Sydonian Feet

Wargear Options:

- This model can replace its Radium Jezzail with Skatros transuranic arquebus.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1
Radium Jezzail HEAVY, PRECISION, ANTI-INFANTRY 3+	36"	1	3+	5	-2	3
Skatros transuranic arquebus HEAVY, PRECISION, ANTI-MONSTER 4+, ANTI-VEHICLE 4+	36"	1	3+	7	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sydonian Feet	Melee	3	4+	3	0	1

ABILITIES

RULES - Doctrina Imperatives, Lone Operative, Stealth

Achillan Eye
Each time this model makes an attack with a radium jezzail that targets an Infantry unit, you can re-roll the Wound roll. Each time this model makes an attack with a Skatros transuranic arquebus that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

Dread Snipers
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Sydonian Sentinel
This model cannot be your Warlord.

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.