

IMMORTALS

M	T	SV	W	LD	OC
5"	5	3+	1	7+	2

AUFSTELLUNG

5-10x Immortal (32mm)

Equipped with: Gauss blaster, Tesla carbine, Close combat weapon

Wargear Options:

- Each Immortal can replace its Gauss blaster with Tesla carbine.

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss blaster LETHAL HITS	24"	2	3+	5	-1	1
Tesla carbine ASSAULT, SUSTAINED HITS 2	24"	2	3+	5	0	1

⚔️ MELEE WEAPONS

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

ABILITIES

RULES - Reanimation Protocols

Implacable Eradication

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON RULES

Assault

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



Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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).