PTERAXII SKYSTALKERS

75–150 PTS

PTERAXII SKYSTALKER ALPHA

M	T	SV	W	LD	OC
12"	4	4+	2	7+	1

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M	T	SV	W	LD	OC
12"	4	4+	2	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette blaster PISTOL	12"	5	4+	3	0	1
Flechette carbine	18"	6	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Taser goad SUSTAINED HITS 2	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Pteraxii Skystalker Alpha - Equipped with: Flechette blaster, Taser goad (40mm)
4-9x Pteraxii Skystalkers - Equipped with: Close combat weapon, Flechette carbine (40mm)

ABILITIES

Ride the Thermals

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can do one of the following:

- Make a Normal move of up to 6".
- Make a Normal move of up to 12", provided every model in this unit ends that move wholly within 6" of one or more friendly Adeptus Mechanicus Battleline units.

In either case, if it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON RULES

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).*

CORE RULES

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◈ Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.