IMPERIUM - ADEPTUS MECHANICUS

PTERAXII STERYLIZORS

75–150 PTS

PTERAXII STERYLIZOR ALPHA

M	T	SV	W	LD	OC	
12"	4	4+	2	7+	1	5+

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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette blaster PISTOL	12"	5	4+	3	0	1
Phosphor torch IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Pteraxii talons	Melee	2	4+	4	0	1
Taser goad SUSTAINED HITS 2	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Pteraxii Sterylizor Alpha - Equipped with: Flechette blaster, Taser goad, Pteraxii talons (40mm)
4-9x Pteraxii Sterylizors - Equipped with: Pteraxii talons, Phosphor torch (40mm)

ABILITIES

Searing Conflagaration
Each time a model in this unit makes an attack with a phosphor torch that targets an enemy unit within range of an objective marker, re-roll a Wound roll of 1. If this unit is also within 6" of one or more friendly Adeptus Mechanicus Battleline units, each time such an attack targets such a unit, you can re-roll the Wound roll instead.

WEAPON RULES

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).

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).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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.