

HASTARII EXTERMINATORS

105 PTS

HASTARII EXTERMINATOR ALPHA

M	T	Sv	W	LD	OC
5"	4	3+	2	7+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Hastarii Exterminator
Alpha - Equipped with:
Power weapon, Hastarii arc
blaster, ► Eradication caster
- focused, ► Eradication
caster - dissipated
4x Hastarii Exterminator

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Hastarii arc blaster ANTI-VEHICLE 4+ DEVASTATING WOUNDS	18"	1	4+	6	-1	2	
► Eradication caster - dissipated ANTI-INFANTRY 4+	30"	2	4+	5	-1	2	
► Eradication caster - focused ANTI-INFANTRY 4+	15"	2	4+	5	-2	2	

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Close combat weapon	Melee	1	4+	4	0	1	
Power weapon	Melee	2	4+	5	-2	1	

ABILITIES

- Attached Unit**
If a Character unit from your army can be attached to a Skitarii Rangers unit, it can be attached to this unit instead
- Broad-spectrum Targeting Augurs**
Each time a model in this unit makes an attack with an eradication caster that targets a unit (excluding Monster and Vehicle units), that attack has the **[SUSTAINED HITS 1]** ability.

WEAPON ABILITIES

- 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+.*
- 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.*
- 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).*



KEYWORDS: Imperium,
Infantry, Skitarii, Hastarii,
Exterminators
FACTION KEYWORDS:
Adeptus Mechanicus

HASTARII EXTERMINATORS

105 PTS

FACTION RULES

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.

KEYWORDS: Imperium,
Infantry, Skitarii, Hastarii,
Exterminators
FACTION KEYWORDS:
Adeptus Mechanicus