

HASTARII FUSILIERS

115 PTS

HASTARII FUSILIER ALPHA

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Hastarii Fusilier Alpha -
Equipped with: Hastarii
phosphor blaster, Neutron
fusil, Power weapon
4x Hastarii Fusilier

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Hastarii phosphor blaster IGNORES COVER	18"	2	4+	5	0	1	
Neutron fusil	24"	1	4+	12	-3	D6+1	

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
- Monocular Targeting Helms**
Each time a model in this unit makes an attack with a neutron fusil against a Monster or Vehicle unit, that attack has the **IGNORES COVER** ability.

WEAPON ABILITIES

- 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).

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,
Fusiliers
FACTION KEYWORDS:
Adeptus Mechanicus