

SICARIAN INFILTRATORS

75–155 PTS

M	T	Sv	W	LD	OC
8"	4	4+	2	7+	1

INVULNERABLE
SAVE



RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	4	4+	4	-2	1
Power weapon	Melee	4	4+	4	-2	1
Taser goad SUSTAINED HITS 2	Melee	3	4+	6	-1	1
Taser goad SUSTAINED HITS 2	Melee	3	4+	6	-1	1

ABILITIES

Neurostatic Interference (Aura)

While an enemy unit is within 6" of this unit, each time a Battle-shock or Leadership test is taken for that unit, subtract 1 from that test. While this unit is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 2 from that test instead.

WEAPON ABILITIES

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).



AUFSTELLUNG

4-9x Sicarian Infiltrator (Power weapon & stubcarbine) oder Sicarian Infiltrator (Taser goad & flechette blaster)

1x Sicarian Infiltrator Princeps (Power weapon & stub carbine) oder Sicarian Infiltrator Princeps (Taser goad & flechette blaster)

Equipped with: Flechette blaster, Stubcarbine, Power weapon, Taser goad



KEYWORDS: Imperium, Skitarii, Infantry, Sicarian, Infiltrators, Recon Augury
FACTION KEYWORDS: Adeptus Mechanicus

SICARIAN INFILTRATORS

75–155 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.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Imperium, Skitarii, Infantry, Sicarian, Infiltrators, Recon Augury
FACTION KEYWORDS:
Adeptus Mechanicus