

SYDONIAN DRAGOONS WITH TASER LANCES - IMPERIUM - ADEPTUS MECHANICUS

60–170 PTS

M	T	Sv	W	LD	OC
10"	7	3+	7	7+	2

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Sydonian Dragoon with taser lance

Equipped with: Phosphor serpenta, Taser lance

KEYWORDS:

Imperium, Skitarii, Vehicle, Walker, Sydonian, Dragoons with Taser Lances, Smoke

FACTION KEYWORDS:

Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Phosphor serpenta IGNORES COVER, PISTOL	18"	1	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Taser lance ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2	Melee	4	4+	7	-2	2

ABILITIES

- Broad Spectrum Data-tether

Each time you select the bearer as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.
- Dynamic Efficiency

This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back, and you can re-roll Desperate Escape tests taken for models in this unit.

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+.
- 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).
- Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- 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).

FACTION RULES

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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

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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).