

SECUTARII HOPLITES [LEGENDS]

SECUTARII HOPLITE ALPHA

M	T	SV	W	LD	OC	
6"	3	5+	1	7+	1	4+

AUFSTELLUNG

1x Secutarii Hoplite Alpha - Equipped with: Alpha close combat weapon, Archeotech pistol, Arc lance
4-9x Secutarii Hoplite oder Secutarii Hoplite w/ data-tether oder Secutarii Hoplite w/ omnisplex

Wargear Options:

- Each Secutarii Hoplite Alpha can replace its Arc lance with Archeotech pistol.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS	12"	1	4+	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS	12"	1	4+	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS	12"	1	4+	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS	12"	1	4+	5	-1	1
Archeotech pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Doctrina Imperatives

Enhanced data-tether

Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

Omnispex

Ranged weapons equipped by models in the bearer's unit have the IGNORES COVER ability.

Secutarii

If a model from your army with the Leader ability can be attached to a Skitarii Vanguard unit, it can be attached to this unit instead.



Alpha close combat weapon	Melee	4	4	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE	Melee	2	4+	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE	Melee	2	4+	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE	Melee	2	4+	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE	Melee	2	4+	5	-1	1

Titan Guard

You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase. When oing so, if there are one or more friendly Adeptus Titanicus units on the battlefield, you can re-roll the subsequent charge roll.



WEAPON RULES

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.

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.