

SKITARII VANGUARD

SKITARII VANGUARD ALPHA

M	T	SV	W	LD	OC	
6"	3	4+	1	7+	2	

AUFSTELLUNG

1x Skitarii Vanguard Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Radium carbine

9x Skitarii Vanguard w/ transuranic arquebus oder Skitarii Vanguard w/ arc rifle oder Skitarii Vanguard w/ plasma caliver oder Skitarii Vanguard w/ radium carbine oder Skitarii Vanguard w/ data-tether oder Skitarii Vanguard w/ omnisplex

Wargear Options:

- Each Skitarii Vanguard Alpha can replace its Radium carbine with Mechanicus pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc rifle ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1	30"	1	4+	8	-1	D3
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1
Radium carbine ANTI-INFANTRY 4+	18"	3	4+	3	0	1
Radium carbine ANTI-INFANTRY 4+	18"	3	4+	3	0	1
Radium carbine ANTI-INFANTRY 4+	18"	3	4+	3	0	1

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.

Rad-saturation (Aura)

While an enemy unit (excluding Vehicle units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that unit.



Radium carbine ANTI-INFANTRY 4+	18"	3	4+	3	0	1
Transuranic arquebus HEAVY, PRECISION	36"	1	4+	7	-2	D3
► Plasma caliver - supercharge HAZARDOUS	30"	2	4+	8	-3	2
► Plasma caliver - standard	30"	2	4+	7	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Alpha combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

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.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

