

SYDONIAN DRAGOONS WITH RADIUM JEZZAILS

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

AUFSTELLUNG

1x Sydonian Dragoon with radium jezzail

Equipped with: Phosphor serpenta, Radium jezzail, Ironstrider feet

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Phosphor serpenta IGNORES COVER, PISTOL	18"	1	4+	5	-1	2
Radium jezzail ANTI-INFANTRY 3+, HEAVY, PRECISION	36"	1	4+	5	-2	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ironstrider feet	Melee	3	4+	5	0	1

ABILITIES

RULES - Deadly Demise 1, Doctrina Imperatives, Stealth

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.

Focused Hunters

At the start of the battle, select one unit from your opponent's army. Until the end of the battle, each time a model in this unit makes an attack that targets that unit, you can re-roll the Hit 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+.

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.

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).



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.

