

SEKHETAR ROBOTS

85-175 PTS



M8"

T6

SV3+

W4

LD7+

OC1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy warpfamer IGNORES COVER TORRENT	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	4+	10	-2	3
Pyreflux meltagun MELTA 2	12"	1	4+	10	-4	D6
Warplame projector IGNORES COVER TORRENT	12"	D3	N/A	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	5	0	1
Power claw	Melee	3	4+	10	-2	2

AUFSTELLUNG

2-4x Sekhetar Robot w/ pyreflux meltagun oder Sekhetar Robot w/ warplame projector and claw

Equipped with: Heavy warpfamer, Hellfyre missile rack, Pyreflux meltagun, Warplame projector, Close combat weapon, Power claw

ABILITIES

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Prophetic Sentinels

Once per turn, when you target this unit with the Fire Overwatch/ Heroic Intervention stratagem, that use is -1 CP.

WEAPON RULES

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).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



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).

