

SECUTARII HOPLITES

WARHAMMER LEGENDS

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

4+

INVULNERABLE SAVE

RANGED WEAPON

	RANGE	A	BS	S	AP	D
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 WEAPON

	RANGE	A	WS	S	AP	D
Alpha close combat weapon	Melee	3	4+	5	-1	1
Arc lance [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE]	Melee	2	4+	5	-1	1

ABILITIES

FACTION: **Doctrina Imperatives**

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 doing so, if there are one or more friendly **ADEPTUS TITANICUS** units on the battlefield, you can re-roll the subsequent charge roll.

WARGEAR ABILITIES

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.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SECUTARII HOPLITES



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SECUTARII HOPLITES

WARHAMMER LEGENDS

Secutarii Hoplites are defensive troops able to endure the most hazardous battlefields thanks to the crackling energy barriers generated by their interlocking Kyropatris field generators. The power of these surgically implanted devices is channelled and amplified by the Hoplites' unique shields, which allow them to withstand phenomenal amounts of enemy firepower while striking back with their potent arc lances.

WARGEAR OPTIONS

- The Hoplite Alpha's arc lance can be replaced with 1 archeotech pistol.
- The Hoplite Alpha can be equipped with 1 Alpha close combat weapon.
- 1 Secutarii Hoplite can be equipped with one of the following:
 - 1 enhanced data-tether
 - 1 omnispeX

UNIT COMPOSITION

- 1 Hoplite Alpha
 - 4-9 Secutarii Hoplites
- Every model is equipped with: arc lance.

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.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SECUTARII HOPLITES



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SECUTARII PELTASTS



WARHAMMER LEGENDS

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

6+


INVULNERABLE SAVE

RANGED WEAPON

	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
 Galvanic caster – flechette [ASSAULT]	18"	5	4+	4	0	1
 Galvanic caster – hammershot [HEAVY]	24"	2	4+	5	-1	1

MELEE WEAPON

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

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SECUTARII PELTASTS

ABILITIES

FACTION: **Doctrina Imperatives**

Blind Barrage: In your Shooting phase, after this unit has shot, select one enemy **INFANTRY** unit hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is blinded. While a unit is blinded, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WARGEAR ABILITIES

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.



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SECUTARII PELTASTS

WARHAMMER LEGENDS

Secutarii Peltasts are specialised Adeptus Mechanicus ground troops principally employed to saturate targets with concentrated firepower from their galvanic casters, neutralising any threats to valuable Mechanicus assets. Like the Skitarii infantry they resemble, Peltasts are adaptable and mobile soldiers, and are often deployed to reach, encircle and defend their masters' fallen god-engines.

WARGEAR OPTIONS

- The Peltast Alpha's arc lance can be replaced with 1 archeotech pistol.
- The Peltast Alpha can be equipped with 1 Alpha close combat weapon.
- 1 Secutarii Peltast can be equipped with one of the following:
 - 1 enhanced data-tether
 - 1 omnispex

UNIT COMPOSITION

- 1 Peltast Alpha
- 4-9 Secutarii Peltasts

Every model is equipped with: galvanic caster; close combat weapon.

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.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SECUTARII PELTASTS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TERRAX-PATTERN TERMITE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
8"	10	3+	14	6+	2



RANGED WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Terrax melta cutter [MELTA 2]	12"	5	4+	9	-4	D6
Twin volkite charger [DEVASTATING WOUNDS, TWIN-LINKED]	18"	2	4+	5	0	2

MELEE WEAPON	RANGE	A	WS	S	AP	D
Termite drill [ANTI-VEHICLE 3+]	Melee	6	4+	14	-2	D3+3

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Doctrina Imperatives**

Termite Assault: This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, DEDICATED TRANSPORT, TERRAX-PATTERN TERMITE



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TERRAX-PATTERN TERMITE

WARHAMMER LEGENDS

Originally designed on Terra for the task of rooting out burrowing xenos species during the Great Crusade, canny commanders quickly found use for the Termite Assault Drill in tearing through the foundations of enemy bastions or emerging behind barricades or trench lines to lay waste to their defenders.



WARGEAR OPTIONS

- This model's 2 combi-bolters can be replaced with one of the following:
 - 2 heavy flammers
 - 2 twin volkite chargers

UNIT COMPOSITION

- 1 Terrax-pattern Termite
- This model is equipped with: Terrax melta cutter; 2 combi-bolters; Termite drill.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS MECHANICUS INFANTRY** models. It cannot transport **JUMP PACK** or **KATAPHRON** models.

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, DEDICATED TRANSPORT, TERRAX-PATTERN TERMITE



FACTION KEYWORDS: ADEPTUS MECHANICUS