



## SECUTARII HOPLITES

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Secutarii Hoplite	6"	3+	3+	3	3	1	2	6	4+	
Hoplite Alpha	6"	3+	3+	3	3	1	3	7	4+	
This unit contains 1 Hoplite Alpha and 9 Secutarii Hoplites. It can include up to 10 additional Secutarii Hoplites ( <b>Power Rating +4</b> ). Each model is armed with an arc lance and a mag-inverter shield.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Arc lance (shooting)	12"	Assault 1		6	-1	1	When attacking a <b>VEHICLE</b> , this weapon has a Damage characteristic of D3.			
Arc lance (melee)	Melee	Melee		+3	-1	1	When attacking a <b>VEHICLE</b> , this weapon has a Damage characteristic of D3.			
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"><li>The Hoplite Alpha may replace its arc lance with one item from the <i>Pistol Weapons</i> list (see <i>Codex: Adeptus Mechanicus</i>).</li><li>The Hoplite Alpha may replace its mag-inverter shield with one of the following:<ul style="list-style-type: none"><li>Enhanced data-tether</li><li>Omnispex</li><li>One item from the <i>Melee Weapons</i> list (see <i>Codex: Adeptus Mechanicus</i>)</li></ul></li></ul>									
<b>ABILITIES</b>	<b>Canticles of the Ommissiah</b> (see <i>Codex: Adeptus Mechanicus</i> )  <b>Omnispex:</b> Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a model with an omnispex.  <b>Enhanced Data-tether:</b> You can re-roll failed Morale tests for a unit that includes a model with an enhanced data-tether.  <b>Kyropatris Field Generator:</b> Models in this unit have a 5+ invulnerable save.						<b>Titan Guard:</b> If your army is Battle-forged, this unit can be included in an <b>ADEPTUS MECHANICUS</b> Detachment without preventing other units in that Detachment from gaining a forge world dogma (see <i>Codex: Adeptus Mechanicus</i> ). Note, however, that this unit can never itself benefit from a forge world dogma.  <b>Mag-inverter Shield:</b> Models with a mag-inverter shield have a 4+ invulnerable save against attacks made with melee weapons. In addition, each time you make an unmodified saving throw of 6 for a model with a mag-inverter shield against an attack made with a melee weapon, the attacking unit suffers 1 mortal wound after it has made all of its attacks.			
<b>FACTION KEYWORDS</b>	<b>IMPERIUM, ADEPTUS MECHANICUS, SKITARII, SECUTARII</b>									
<b>KEYWORDS</b>	<b>INFANTRY, SECUTARII HOPLITES</b>									

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Secutarii Hoplites	10-20	9

WARGEAR	
ITEM	POINTS PER ITEM
Arc lance	0
Arc maul	5
Arc pistol	3
Enhanced data-tether	5
Mag-inverter shield	0
Omnispex	7
Phosphor blast pistol	3
Power sword	4
Radium pistol	0
Taser goad	4