


Sicaran Venator						[200Pts]					
Special Rules		Legiones Astartes (X), Containment Breach. Smoke									
Move	WS	BS	S	Front	Side	Rear	I	A	HP	CAP	
16"	-	(4) 3+	-	13	12	12	-	-	4	-	
Weapon		Range		Strength		AP		Type			
Hunter Killer Missile		48"		8		3		Heavy 1, One Shot			
Heavy Bolter		36"		5		4		Heavy 4			
Volkite Culverin		45"		6		5		Heavy 5, Deflagrate			
Neutron Beam Laser		36"		10		1		Ordnance 2, Concussive (3), Shock Pulse, Gets Hot			
Rules		Description									
Searchlights		A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights.									
Deflagrate		After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic Hits on the same unit using the weapon's profile equal to the number of unsaved Wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional Hits to take effect. These									
Concussive		A unit that suffers one or more Wounds, regardless of whether those Wounds are Saved or otherwise discounted, from a weapon with this special rule must take a Leadership test at the end of the Shooting phase (if the attacks were inflicted as part of a Shooting Attack), or the current combat (if the attacks were inflicted as part of a Melee attack). If the test is failed then that unit's WS is reduced by the value in brackets listed as part of the special rule until the end of the following Assault phase (if no value is listed then reduce the target unit's WS by -1). The effects do not stack or otherwise become cumulative.									
Ordnance		When making Shooting Attacks, a model equipped with an Ordnance weapon fires the number of times indicated in its profile after its Type. A non-Vehicle model carrying an Ordnance weapon cannot attack with it in the Shooting phase if they moved in the preceding Movement phase. Ordnance weapons cannot make Snap Shots.									



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Rules	Description
Smoke Launchers	The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.
Containment Breach	If a model with this special rule suffers an Explodes result on the Vehicle Damage table then when determining the radius of the explosion roll D6+3 instead of D6.
Shock Pulse	Any model with the Vehicle, Dreadnought or Automata Unit Type that suffers a Penetrating Hit or unsaved Wound from an attack with this special rule may only make Snap Shots when it next makes a Shooting Attack either as part of a Reaction or during its controlling player's Shooting phase.
Gets Hot	When firing a weapon that Gets Hot, roll To Hit as normal. For each unmodified To Hit roll of 1, the firing model immediately suffers a single Wound with an AP value equal to that of the weapon that was used to attack (Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken, but not Cover Saves or Shrouded rolls) - this Wound cannot be allocated to any other model in the unit. A Vehicle instead rolls a D6 for each roll of a 1 To Hit. If this roll results in a 1 or 2, the Vehicle suffers a Glancing Hit. Gets Hot and Weapons that do not Roll To Hit Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; that shot is not fired and the firing model immediately suffers a single Wound with an AP value equal to that of the weapon that was used to attack (Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken, but not Cover Saves or Shrouded rolls) – this Wound cannot be allocated to any other model in the unit. A Vehicle instead rolls a D6 for each roll of a 1 to Hit. If this roll results in a 1 or 2, the Vehicle suffers a Glancing Hit. Gets Hot and Re-rolls If a model has the ability to re-roll its rolls To Hit (including because of BS 6+ or the Twin-linked special rule), a Wound is only suffered if the To Hit re-roll is a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.