

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
2000	11	13	Skitarii
POINTS	CP	DETACHMENT "	UNITS
480	+5	Battalion	Tech-Priest Dominus; Tech-Priest Dominus; Tech-Priest Enginseer; Skitarii Rangers; Skitarii Rangers; Skitarii Vanguard; Sicarian Infiltrators; Cybernetica Datasmith; Kastelan Robots; Onager Duncrawler;
766	+3	Super heavy	Armiger Warglaive; Armiger Warglaive; Knight Warden;

CANTICLES OF THE OMNISSIAH	
<p>At units with this ability gain a bonus during the battle depending on the Canticle of the Omnisiah currently being canted.</p> <p>At the start of each battle round, pick which Canticle of the Omnisiah from the table below is in effect for the duration of the battle round. The same Canticle may not be picked twice during the same battle.</p> <p>Alternatively, you can randomly determine which Canticle of the Omnisiah is in effect by rolling a D6 and consulting the table below. Note that if you randomly determine a Canticle, it takes effect even if the same Canticle has been in effect earlier in the battle.</p> <p>If you have a Battle-forged army, units only receive the bonus if every model in their Detachment has this ability.</p>	
1. INCARNATION OF THE IRON SOUL	You can re-roll failed Morale tests for affected units.
2. LITANY OF THE ELECTROMANCER	Roll a D6 for each enemy unit that is within 1" of any affected units; on a roll of 6, the unit being rolled for suffers D3 mortal wounds.
3. CHANT OF THE REMORSELESS FIST	You can re-roll any hit rolls of 1 for affected units in the Fight phase.
4. SHROUDPSALM	Affected units gain the bonus to their armour saving throws as if they were in cover. Units already in cover are unaffected.
5. INVOCATION OF MACHINE MIGHT	Affected units have +1 Strength.
6. BENEDICTION OF THE OMNISSIAH	You can re-roll failed hit rolls of 1 for affected units in the Shooting phase.

FORGEWORLD DOGMA	
MARS	Glory to the Omnisiah: Each time you randomly determine which Canticle of the Omnisiah is being canted, roll two dice instead of one. All units with this dogma receive the benefit of both results, instead of just the result of the first dice (if duplicate is rolled, no additional Canticle is canted this turn).
GRAIA	Refusal to Yield: Roll a D6 each time a model with this dogma is slain or flees - on a 6 that model refuses to yield; either that model is not slain (and has 1 wound remaining), or that model does not flee. However, GRAIA units with this dogma cannot Fall Back unless there is a friendly GRAIA CHARACTER on the battlefield.
METALICA	Relentless March: If a unit with this dogma Advances, it can ignore the penalty for firing Assault weapons and treats all Rapid Fire weapons it is armed with as Assault weapons until the end of the turn (e.g. a Rapid Fire 1 weapon is treated as an Assault 1 weapon).
LUCIUS	The Solar Blessing: When making saving throws, units with this dogma treat enemy attacks with an Armour Penetration characteristic of -1 as having an Armour Penetration of 0 instead.
AGRIPINAA	Staunch Defenders: When firing Overwatch, units with this dogma hit on a roll on 5+, instead of only 6, irrespective of modifiers.
STYGIES VIII	Shroud Protocols: Your opponent must subtract 1 from their hit rolls when shooting at units with this dogma if they are more than 12" away.
RYZA	Red in cog and claw: You can re-roll wound rolls of 1 in the Fight phase for units with this dogma.

TRAITS	
MONITOR MALEVOLUS	Once per battle, you can re-roll a single hit roll, wound roll or damage roll made for your Warlord.
MAGOS BIOLOGIS	You can re-roll failed wound rolls when attacking enemy INFANTRY , BEAST or MONSTER units with your Warlord.
MECHADOMINATOR	Your opponent must subtract 1 from hit rolls they make for any of their VEHICLES that target your Warlord.
NECROMECHANIC	Each time your Warlord uses an ability to repair a friendly model, that model regains 1 additional wound.
CHORISTER TECHNIS	Whilst your Warlord is on the battlefield, you can re-roll the dice whenever you randomly select which Canticle of the Omnisiah is being canted. If your Warlor has the Glory to the Omnisiah dogma, you can only re-roll the first dice, not both.
PRIME HERMETICON	Friendly INFANTRY units within 6" of your Warlord can re-roll failed hit rolls in the Fight phase.
MARS	Static Psalm-code: Add 3" to the range of any aura abilities on your Warlord's datasheet (such as Lord of the Machine Cult).
GRAIA	Emotionless Clarity: Models in friendly GRAIA units within 6" of your Warlord can shoot with Assault and Rapid Fire weapons even if there are enemy units within 1" of their own unit, but only if they target the closest enemy unit. In such circumstances, the model can shoot even if other friendly units are within 1" of the same enemy unit.
METALICA	Ordered Efficiency: If a friendly METALICA unit is within 6" of your Warlord when it Falls Back, it can still shoot during its turn but you must subtract 1 from that unit's hit rolls in that Shooting phase.
LUCIUS	Superior Bionics: Add 1 to invulnerable saving throws made for your Warlord.
AGRIPINAA	Reinforced Exoskeleton: All damage suffered by your Warlord is reduced by 1 (to a minimum of 1).
STYGIES VIII	Xenarite Studies: Add 1 to any wound rolls made for your Warlord against units that do not have the CHAOS , IMPERIUM or UNALIGNED Faction keywords.
RYZA	First-hand Field Testing: When setting up your Warlord, choose one of their weapons (this cannot be an Arcana Mechanicum); increase the Strength and Damage characteristics of that weapon by 1.

RELICS						
PATER COG-TOOTH	Model with an Omnisian Axe only. Pater Cog-tooth replaces the bearer's Omnisian Axe and has appropriate profile:					
	RANGE	TYPE	STR	AP	DMG	ABILITY
	Melee	Melee	+2	-2	3	-
ANZION'S PSEUDOGENETOR	Each time the bearer fights, they can make D6 additional attacks using appropriate profile:					
	RANGE	TYPE	STR	AP	DMG	ABILITY
	Melee	Melee	4	-1	1	You can re-roll failed wound rolls for this weapon when attacking INFANTRY units.
AUTOCADUCEUS OF ARKHAN LAND	At the start of each of your turns, the bearer of this relic heals 1 wound. In addition, when the bearer uses an ability to repair a friendly ADEPTUS MECHANICUS model (such as Master of Machines), you may re-roll the dice to determine how many wounds are regained.					
THE UNCREATOR GAUNTLET	Model with a power fist only. The Uncreator Gauntlet replaces the model's power fist and has appropriate profile:					
	RANGE	TYPE	STR	AP	DMG	ABILITY
	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you successfully wound an enemy VEHICLE with this weapon, the target suffers 1 mortal wound in addition to any other damage.
PHOSPHOENIX	Model with a phosphor serpenta only. Phosphoenix replaces the model's phosphor serpenta and has appropriate profile:					
	RANGE	TYPE	STR	AP	DMG	ABILITY
	18	Assault 3	5	-3	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
RAIMENT OF THE TECHNOMARTYR	Roll a dice each time the bearer of the Raiment of the Technomartyr loses a wound. On a 6 that model does not lose a wound. In addition, each time a friendly model within 6" of the bearer fires Overwatch and you roll a 6 to hit, you can make one bonus attack for the same weapon against the charging unit (these attacks cannot generate further attacks).					
THE SKULL OF ELDER NIKOLA	Once per game, in your Shooting phase, roll a dice for each enemy VEHICLE unit within 2D6" of the bearer; on a roll of 2+, that unit suffers a mortal wound.					
THE OMNISCIENT MASK	You can re-roll failed hit rolls in the Fight phase for friendly SKITARI units that are within 6" of the bearer of the Omniscient Mask.					
THE CEREBRAL TECHNO-MITRE	GRAIA Tech-Priest Dominus only. If your army is Battle-forged and includes the bearer of the Cerebral Techno-Mitre, you start the battle with 1 additional Command Point.					
THE RED AXE	MARS model with an Omnisian Axe only. The Red Axe replaces the bearer's Omnisian Axe and has the following profile:					
	RANGE	TYPE	STR	AP	DMG	ABILITY
	Melee	Melee	+1	-5	2	-
THE SOLAR FLARE	LUCIUS model only. Once per game, at the end of any of your Movement phases, the bearer of the Solar flare can teleport instead of moving normally. When they do so, remove them from the battlefield and then replace them anywhere that is within 30" of their starting position and more than 9" from any enemy models.					
THE ADAMANTINE ARM	METALICA model only. This weapon has the following profile:					
	RANGE	TYPE	STR	AP	DMG	ABILITY
	Melee	Melee	x3	-3	3	This weapon can only be used to make one attack each time this model fights.
THE OMNISSIAH'S HAND	STYGIES VIII model only. Roll a dice at the end of each Fight phase for each enemy unit that is within 1" of the bearer of the Omnissiah's Hand; on a 4+ that unit suffers a mortal wound.					
WEAPON XCIX	RYZA model with volkite blaster only. Weapon XCIX replaces the model's volkite blaster and has the following profile:					
	RANGE	TYPE	STR	AP	DMG	ABILITY
	24	Heavy 3	7	-1	2	Wound roll of 6+: the target suffers a mortal wound in addition to any other damage.
THE EYE OF XI-LEXUM	AGRIPINAA model only. At the start of each of your Shooting phases, pick one enemy VEHICLE unit within 18" of the bearer. You can re-roll wound rolls of 1 for friendly AGRIPINAA units that target the unit you picked for the rest of the phase. If the unit you picked is a CHAOS VEHICLE , you can instead re-roll failed wound rolls for friendly AGRIPINAA units that target the unit.					

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MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	3+	2+	4	4	5	3	8	2+	5+

WEAPON	RNG"	T Y P E	S	A P	D M G	A B I L I T Y	P T S
Omniission Axe	Melee	Melee	+1	-2	2	-	0
Macrostubber	12	Pistol 5	4	0	1	-	2
Volkite Blaster	24	Heavy 3	6	0	1	Wound roll of 6+: the target suffers a mortal wound in addition to any other damage.	8

ABILITIES	
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CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Ommissiah currently being canted.
MASTERWORK BIONICS	At the beginning of each of your turns, this model regains D3 lost wounds.
MASTER OF MACHINES	At the end of your Movement phase this model can repair a single friendly FORGEWORLD or QUESTOR MECHANICUS model within 3" (but not itself). FORGEWORLD model regains D3 lost wounds; QUESTOR MECHANICUS model regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.
LORD OF THE MACHINE CULT	You can re-roll hit rolls of 1 in the Shooting phase for friendly FORGEWORLD units within 6".
REFRACTOR FIELD	This model has a 5+ invulnerable save.
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, DOMINUS

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MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
6	3+	2+	4	4	5	3	8	2+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Omnissian Axe	Melee	Melee	+1	-2	2	-	0
Phosphor serpenta	18	Assault 1	5	-1	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.	4
Eradication ray	24	Heavy D3	6	-2	1	Attacks from this weapon that target enemies at 8" or less are resolved with an AP of -4 and a Damage of D3.*	10
Eradication ray *	8	Heavy D3	6	-4	D3	-	0

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CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnisiah currently being canted.
MASTERWORK BIONICS	At the beginning of each of your turns, this model regains D3 lost wounds.
MASTER OF MACHINES	At the end of your Movement phase this model can repair a single friendly FORGEWORLD or QUESTOR MECHANICUS model within 3" (but not itself). FORGEWORLD model regains D3 lost wounds; QUESTOR MECHANICUS model regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.
LORD OF THE MACHINE CULT	You can re-roll hit rolls of 1 in the Shooting phase for friendly FORGEWORLD units within 6".
REFRACTOR FIELD	This model has a 5+ invulnerable save.
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, DOMINUS

TECH-PRIEST ENGINEER (HQ) (47 PTS) MODELS X

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	4+	4+	4	4	4	2	8	3+	6+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Omnissian Axe	Melee	Melee	+1	-2	2	-	0
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.	12
Laspistol	12	Pistol 1	3	0	1	-	0

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.
MASTER OF MACHINES	At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE , ASTRA MILITARUM VEHICLE or QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA MILITARUM model, it regains D3 lost wounds; if it is a QUESTOR MECHANICUS model, it regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.
BIONICS	This model has a 6+ invulnerable save.
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, ENGINEER

SKITARII RANGERS (TROOPS) (76 PTS) MODELS X (5-10)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	4+	3+	3	3	1	1 (2)	6 (7)	4+	6+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	User	0	1	-	0
Galvanic rifle	30	Rapid Fire 1	4	0	1	Wound roll of 6+; that hit is resolved with an AP of -1.	0
Arc maul	Melee	Melee	+2	-1	1	When attacking a VEHICLE , this weapon has s Damage of D3	5
Phosphor blast pistol	12	Pistol 1	5	-1	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.	4
Transuranic arquebus	60	Heavy 1	7	-2	D3	This weapon cannot be fired if the firing model moved during the Movement phase. This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	25
Omnispex	-	-	-	-	-	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.	7

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.
SOLDIERS OF THE MACHINE GOD	This unit within range of objective marker controls it if there no enemy units with such ability else who have most models.
BIONICS	All models in this unit have a 6+ invulnerable save.
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD
KEYWORDS	INFANTRY, SKITARII RANGERS

SKITARII RANGERS (TROOPS) (74 PTS) MODELS X 5 (5-10)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	4+	3+	3	3	1	1 (2)	6 (7)	4+	6+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	User	0	1	-	0
Galvanic rifle	30	Rapid Fire 1	4	0	1	Wound roll of 6+; that hit is resolved with an AP of -1.	0
Plasma caliver (Standard)	18	Assault 2	7	-3	1	-	14
Plasma caliver (Supercharge)	18	Assault 3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	0
Transuranic arquebus	60	Heavy 1	7	-2	D3	This weapon cannot be fired if the firing model moved during the Movement phase. This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	25

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.
SOLDIERS OF THE MACHINE GOD	This unit within range of objective marker controls it if there no enemy units with such ability else who have most models.
BIONICS	All models in this unit have a 6+ invulnerable save.
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD
KEYWORDS	INFANTRY, SKITARII RANGERS

SKITARII VANGUARD (TROOPS) (49 PTS) MODELS X 5 (5-10)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	4+	3+	3	3	1	1 (2)	6 (7)	4+	6+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	User	0	1	-	0
Radium Carbine	18	Assault 3	3	0	1	Wound roll of 6+; that hit inflicts 2 damage instead of 1	0
Arc rifle	24	Rapid Fire 1	6	-1	1	When attacking a VEHICLE , this weapon has Damage of D3	4
Enhanced Data-tether	-	-	-	-	-	You can re-roll failed Morale tests for unit that includes a model with enhanced data-tether.	5

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.
SOLDIERS OF THE MACHINE GOD	This unit within range of objective marker controls it if there no enemy units with such ability else who have most models.
BIONICS	All models in this unit have a 6+ invulnerable save.
RAD-SATURATION	Reduce the toughness of enemy units (other than VEHICLES) by 1 whilst they are within 1" of any Skitarii Vanguard units.
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD
KEYWORDS	INFANTRY, SKITARII VANGUARD

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MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
8	3+	3+	4	3	2	2 (3)	6 (7)	4+	6+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Taser goad	Melee	Melee	+2	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.	4
Flechette blaster	12	Pistol 5	3	0	1	-	2

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Ommissiah currently being canted.
NEUROSTATIC AURA	Enemy units within 3" of any Sicarian Infiltrators must subtract 1 from their Leadership.
INFILTRATORS	During deployment, you can set this unit up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can reveal its location - set it up anywhere on the battlefield that is more than 9" from any enemy model.
BIONICS	All models in this unit have a 6+ invulnerable save.
FORGEWORLD DOGMA	

FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD
KEYWORDS	INFANTRY, SICARIAN INFILTRATORS

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MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
6	3+	3+	4	4	4	2	8	2+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	12
Gamma pistol	12	Pistol 1	6	-3	2	You can re-roll failed wound rolls for this weapon when attacking a VEHICLE .	10

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Ommissiah currently being canted.
MASTER OF MACHINES	At the end of your Movement phase this model can repair a single friendly Kastelan Robot within 3". That model regains D3 lost wounds. A model may not be the target of the Master of Machines ability more than once per turn.
REFRACTOR FIELD	This model has a 5+ invulnerable save.
FORGEWORLD DOGMA	

FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, CYBERNETICA DATASMITH

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