TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
2000	18	13	Skitarii
POINTS	CP	DETACHMENT"	UNITS
1020	+12	Brigade	Tech-Priest Dominus; Tech-Priest Dominus; Tech-Priest Enginseer; Skitarii Rangers; Skitarii Rangers; Skitarii Vanguard; Sicarian Infiltrators; Cybernetica Datasmith; Onager Dunecrawler; Kastelan Robots;
980	+3	Super heavy	Armiger Warglaive; Armiger Warglaive; Knight Warden;

CANTICLES OF THE OMNISSIAH

At units with this ability gain a bonus during the battle depending on the Canticle of the Omnissiah currently being canted.

At the start of each battle round, pick which Canticle of the Omnissiah 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.

Alternatively, you can randomly determine which Canticle of the Omnissiah 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.

If you have a Battle-forged army, units only receive the bonus if every model in their Detachment has this ability.

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 Omnissiah: Each time you randomly determine which Canticle of the Omnissiah 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 substract 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 substract 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 Omnissiah is being canted. If your Warlor has the Glory to the Omnissiah 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 substract 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 Exosceleton: 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 Omnissian Axe only. Pater Cog-tooth replaces the bearer's Omnissian 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 substract 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 **SKITARII** 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 Omnissian Axe only. The Red Axe replaces the bearer's Omnissian 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 then 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.

TECH-PRIEST DOMINUS (HQ) (125 PTS) MODELS X 1

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
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	
CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnissiah 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 DOMINUS (HQ) (129 PTS) MODELS X 1

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

ABILITIES	
CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnissiah 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 ENGINSEER (HQ) (47 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
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 substract 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, ENGINSEER

SKITARII RANGERS (TROOPS) (75 PTS) MODELS X 5 (5-10)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
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
Arc pistol	12	Pistol 1	6	-1	1	When attacking a **VEHICLE**, this weapon has s Damage of D3	3
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) (57 PTS) MODELS X (5-10)

MOVE"		WS	BS	S	T	W	A	LD	SV	INVSV
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
Power sword	Melee	Melee	User	-3	1	-	4
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
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

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) (67 PTS) MODELS X (5-10)

MOVE"		WS	BS	S	T	W	A	LD	SV	INVSV
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
Taser goad	Melee	Melee	+2	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.	4
Radium pistol	12	Pistol 1	3	0	1	Wound roll of 6+: that hit inflicts 2 damage instead 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
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

SICARIAN INFILTRATORS (ELITES) (110 PTS) MODELS X 5 (5-10)

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 Omnissiah currently being canted.
NEUROSTATIC AURA	Enemy units within 3" of any Sicarian Infiltrators must substract 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

CYBERNETICA DATASMITH (ELITES) (44 PTS) MODELS X 1

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 substract 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 Omnissiah 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

ONAGER DUNECRAWLER (HEAVY) (135 PTS) MODELS X

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
8 6 4	5+	3+ 4+ 5+	6	7	0-5 6-8 9-11	3 D3 1	8	3+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	User	0	1	-	0
Cognis heavy stubber	36	Heavy 3	4	0	1	You may fire this weapon even if the firing model Advanced but you must substract 2 from any hit rolls if you do so.	5
Icarus array:	-	-	-	-	-	When attacking with this weapon, you can fire all three of the profiles*. Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Substract 1 from hit rolls against all other targets.	40
* Daedalus missile launcher	48	Heavy 1	7	-3	D6	*	0
* Gatling rocket launcher	48	Heavy 5	6	-2	1	*	0
* Twin Icarus autocannon	48	Heavy 4	7	-1	2	*	0
Broad Spectrum Data-tether	-	-	-	-	-	FORGEWORLD units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.	0

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.
CRAWLER	This model can only Advance D3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.
EXPLODES	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ each unit within 6" suffers D3 mortal wounds.
EMANATUS FORCE FIELD	This model has a 5+ invulnerable save. You can re-roll invulnerable saving throws of 1 for any Onager Dunecrawler if it is within 6" of at least one other friendly **FORGEWORLD** Onager Dunecrawler
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD
KEYWORDS	VEHICLE, ONAGER DUNECRAWLER

KASTELAN ROBOTS (HEAVY) (231 PTS) MODELS X 2 (2-6)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
8	4+	4+	6	7	6	3	10	3+	5+ against shooting

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Kastelan fists	Melee	Melee	+4	-3	3	-	35
Incendine combustor	12	Heavy D6	5	-1	1	This weapon automatically hits its target.	21
Heavy phosphor blaster	36	Heavy 3	6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.	15

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.
BATTLE PROTOCOLS	When this unit is set up, the Aegis Protocol (see below) is in effect. You can attempt to change the unit's battle protocol at the start of each of your Movement phases if there is a friendly **FORGEWORLD** Cybernetica Datasmith within 6". Roll a D6; on a 2+ the attempt is successful and you can select any one of the three battle protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect.
AEGIS PROTOCOL	Whilst this battle protocol is in effect, you can add 1 to any armour and invulnerable saving throws you make for this unit.
CONQUEROR PROTOCOL	Whilst this battle protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once.
PROTECTOR PROTOCOL	Whilst this battle protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons - i.e., the Heavy phosphor blaster's Type becomes Heavy 6 and Incendine combustor's Type becomes Heavy 2D6.
EXPLODES	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ each unit within 3" suffers D3 mortal wounds.
REPULSOR GRID	All models in this unit have a 5+ invulnerable save against shooting attacks. In addition, each time you roll a 6 (after re-rolls, but before modifiers) for a repulsor grid's invulnerable saving throw, the unit that made that attack suffers a mortal wound.
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD
KEYWORDS	VEHICLE, KASTELAN ROBOTS

ARMIGER WARGLAIVE (LORD OF WAR) (240 PTS) MODELS X [1] (1-3)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
14 10 7	3+ 4+ 5+	3+ 4+ 5+	6	7	0-5 6-8 9-12	4	8	3+	5+ against shooting

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Reaper chain-cleaver	Melee	Melee	x2	-3	3	-	0
Thermal spear	30	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	0
Meltagun	12	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	17

ABILITIES	
VEHICLE SQUADRON	The first time this unit is set up, all of its models must be placed within 6" of at least one other model in their unit. Then, each operates independently and is treated as a separate unit.
EXPLODES	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ each unit within 6" suffers D3 mortal wounds.
ION SHIELD	This model has a 5+ invulnerable save against shooting attacks.
HOUSEHOLD	
FACTION KEYWORDS	IMPERIUM, QUESTOR MECHANICUS, HOUSEHOLD
KEYWORDS	VEHICLE, ARMIGER, ARMIGER WARGLAIVE

KNIGHT WARDEN (LORD OF WAR) (500 PTS) MODELS X

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
12 9 6	3+ 4+ 5+	3+ 4+ 5+	8	8	0-11 12-17 18-24	4	9	3+	5+ against shooting

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.	0
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.	17
Avenger gatling cannon	36	Heavy 12	6	-2	2	-	95
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	When attacking with this weapon, you must substract 1 from the hit roll. If a **VEHICLE** or **MONSTER** is slain by this weapon, pick up an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.	35
Meltagun	12	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	17
Ironstorm missile pod	72	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.	16

ABILITIES

SUPER-HEAVY WALKER	This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.
EXPLODES	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ each unit within 2D6" suffers D6 mortal wounds.
ION SHIELD	This model has a 5+ invulnerable save against shooting attacks.
HOUSEHOLD	
FACTION KEYWORDS	IMPERIUM, QUESTOR MECHANICUS, HOUSEHOLD
KEYWORDS	TITANIC, VEHICLE, KNIGHT WARDEN