		1											
TOTAL MATCHED POINTS	TOTAL CP	TOTA	AL UNITS						ARMY				
1980	11		13						Skitarii				
POINTS	СР	DETA	CHMENT"						UNITS				
1000	+5	Ва	attalion				d(1); Sicaria	n Infiltrato	• /	echette); C	ybernetica Data	itarii Rangers (1); Sk smith; Onager Dunec	
980	+3	Sup	er heavy		Arm	iger Wargl	aive (Meltag	un); Armige	er Warglaive	e (Meltagun	ı); Knight Warde	en (Gauntlet);	
CANTICLE	SOFTH	IE OM	NISSIAH										
may not be pi	f each backed twicked	ttle rou ce durin randon Canticl orged ar	and, pick what g the same only determined takes of the same only determined to the same of	hich Canti battle. ne which of effect ever nly receiv	Canticle of the Canticle of the san	Omnissiah f the Omn ne Canticle is if every	from the tab issiah is in ef e has been in model in the	ble below is fect by roll effect earli	in effect fo ing a D6 and er in the ba	r the durati d consulting ttle.	on of the battle	round. The same Car	nticle
THE IRON S	OUL		You can re-										
2. LITANY O ELECTROMA 3. CHANT O	ANCER		Roll a D6 f wounds.	or each er	nemy unit	that is witl	nin 1" of any	affected ur	nits; on a ro	ll of 6, the	unit being rolled	l for suffers D3 morts	al 
REMORSELI		Г	You can re-	roll any h	it rolls of	1 for affec	eted units in t	he Fight pl	nase.				
4. SHRO UDI	PSALM		Affected ur	its gain tl	ne bonus to	their arm	our saving th	rows as if t	they were in	cover. Un	its already in co	ver are unaffected.	
5. INVOCAT	11GHT		Affected ur	its have +	+1 Strength	1.							
6. BENEDICT OMNISSIAH		FIHE	You can re-	roll failed	hit rolls o	f 1 for aff	ected units in	the Shoot	ing phase.				
FORGEWO:	RLD DO	GMA											
GRAIA			model is no	t slain (ar	nd has 1 wo	ound remai		t model do	es not flee.			s to yield; either that h this dogma cannot	
TRAITS													
NECROMECI	HANIC		Each time	your Warl	ord uses an	ability to	repair a frie	ndly model,	, that model	regains 1 a	additional wound	l.	
RELICS													
AUTOCADU ARKHAN LA		·		DEPTUS N								es an ability to repair etermine how many v	
TECH-P	RIEST	DOI	MINUS	(HQ) (1	125 PTS	S) MOD	DELS X 1						
MC	OVE"		WS		BS	S	Т	W	A	LD	SV	INVSV	
	6		3+		2+	4	4	5	3	8	2+	5+	
WEAPON		RNG	" TYPE	S	AP	DMG	ABILITY						PTS
Omnissian Ax	(e	Mele	e Melee	+1 (5)	-2	2	-						0
Macrostubber		12	Pistol 5	4	0	1	-						2
Volkite Blaste	er	24	Heavy 3	6	0	1	Wound roll damage.	of 6+: the	target suffer	rs a mortal	wound in additio	n to any other	8
ABILITIES	5												
CANTICLES OMNISSIAH							nticle of the			ing canted.			
MASTERWO	RK BION						is model rega						
MASTER OF	MACHI	NES	model with	in 3" (but	not itself)	FORGE	WORLD mo	del regains	D3 lost wo	unds; QUE	-	TOR MECHANICU NICUS model regain	
LORD OF TH	IE MACI	HINE					ing phase for						
REFRACTOR			This model	has a 5+	invulnerab	le save.							
FORGEWORI			v. cp =-	:			~~~ = :		P05 =				$\dashv$
FACTION KE							CULT MEC		FORGEWO	ORLD			
KEYWORDS			CHARACT	ER, INFA	NTRY, TI	ECH-PRIE	ST, DOMIN	US					

TECH-PRIEST	[DO	MINUS	(ERAD	OICATIO	N RAY	(HQ)	129 PTS)	MODE	LS 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	,	л				PTS	
Omnissian Axe	Mele	e Melee	+1 (5)	-2	2	-						0	
Phosphor serpenta	18	Assault 1	5	-1	1	Units attac	-	weapon do	not gain an	y bonus to their	saving throws for	4	
Eradication ray	24	Heavy D3	6	-2	1		om this weap nd a Damage		get enemie	s at 8" or less are	e resolved with an	10	
Eradication ray *	8	Heavy D3	6	-4	D3	-						0	
ABILITIES													
CANTICLES OF THE OMNISSIAH	E.	Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.											
MASTERWORK BIO	NICS	At the begin	nning of	each of you	ır turns, th	is model reg	ains D3 lost	wounds.					
MASTER OF MACHI	NES	model with	in 3" (but	not itself).	FORGE	WORLD mo	del regains l	D3 lost wou	ınds; QUES	RLD or QUEST TOR MECHAN once per turn.	IOR MECHANICU NICUS model regain	<b>S</b> s 1	
LORD OF THE MACI	HINE	You can re-	roll hit ro	olls of 1 in	the Shooti	ing phase for	friendly FO	RGEWOI	RLD units v	vithin 6".			
REFRACTOR FIELD		This model	has a 5+	invulnerabl	le save.								
FORGEWORLD DOG	MA												
FACTION KEYWORI	DS	IMPERIUN	M, ADEP	TUS MECH	HANICUS,	CULT MEC	CHANICUS,	FORGEWO	ORLD				
KEYWORDS		CHARACT	ER, INF	ANTRY, TE	ECH-PRIE	ST, DOMIN	US						
TECH-PRIEST	TEN(	GINSEEI	R (HQ)	(47 PTS	S) MOI	DELS X	1						
MOVE"		WS		BS	S	Т	W	A	LD	SV	INVSV		
6		4+		4+	4	4	4	2	8	3+	6+		
WEAPON	RNG	" TYPE	S	AP	DMG	ABILITY					Л	PTS	
Omnissian Axe	Mele	e Melee	+1 (5)	-2	2	-						0	
Servo-arm	Mele	e Melee	x2 (8)	-2	3						te this model fights.	12	
Laspistol	12	Pistol	3	0	1	-						0	
ABILITIES		,		,									
CANTICLES OF THE OMNISSIAH		Gain bonus	in battle	depending o	on the Car	nticle of the	Omnissiah c	urrently bei	ng canted.				
MASTER OF MACHI		VEHICLE MILITARU	or <b>Q UES</b> J <b>M</b> model	TOR MEC	HANICU D3 lost w	S model wit	hin 3". If a rag Q UES TO	model being R MECHA	repaired is	a FORGEWOI	E, ASTRA MILITAR RLD or ASTRA lost wound. A mode		
BIONICS		This model	has a 6+	invulnerabl	le save.								
FORGEWORLD DOG	MA												
FACTION KEYWORI	DS	IMPERIUN	I, ADEP	TUS MECH	HANICUS,	CULT MEC	CHANICUS,	FORGEWO	ORLD				
KEYWORDS		CHARACT	ER, INF	ANTRY, TE	ECH-PRIE	ST, ENGINS	EER						

SKITARII RAI	NGER	S (1) (T	ROOPS	S) (67 F	PTS) M	ODE	LS X 5	(5-10)							
MOVE"		WS	BS	S	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	ABILI	ABILITY								
Basic melee	Melee	Melee	user (3)	0	1	]-						0			
Galvanic rifle	30	Rapid Fire 1	4	0	1	Woun	d roll of 6-	+: that hit is resolved w	ith an AP	of -1.		0			
Transuranic arquebus	60	Heavy 1	7	-2	D3	phase	. This wear y unit. Eac	not be fired if the firin oon may target a CHA h time you make a wou addition to its normal	RACTER nd roll of	even if it is not	the closest	25			
Omnispex	-	-	-	Enemy units do not receive the benefit to their saving throws for being in cove against attacks made by a unit that includes a model with an omnispex.											
ABILITIES															
CANTICLES OF THE OMNISSIAH	C	ain bonus	in battle d	epending	on the Ca	anticle o	f the Omni	ssiah currently being ca	nted.						
SOLDIERS OF THE MACHINE GOD	Т	his unit w	ithin range	e of object	tive mark	er contr	ols it if the	ere no enemy units with	such abili	ty else who hav	ve most models.				
BIONICS	Α	ll models	in this uni	t have a 6	+ invulne	rable sa	ve.								
FORGEWORLD DOG	MA														
FACTION KEYWOR	DS I	MPERIUN	I, ADEPT	US MECI	HANICU	S, SKITA	ARII, FORG	GEWORLD							
KEYWORDS	Ι	NFANT RY	, SKITAR	II RANGI	ERS										
SKITARII RAI	NGER	S (2) (T	ROOPS	S) (56 F	PTS) M	ODE	LS X 5	(5-10)							
MOVE"		WS	BS	S	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	ABIL	ITY					PTS			
Basic melee	Melee	Melee	user (3)	0	1	-						0			
Galvanic rifle	30	Rapid Fire 1	4	0	1	Wour	nd roll of 6	+: that hit is resolved w	ith an AP	of -1.		0			
Power sword	Melee	Melee	user (3)	-3	1	-						4			
Arc pistol	12	Pistol	6	-1	1	When	n attacking	a VEHIC LE, this weap	on has s I	Damage of D3		3			
			Ì	Î											
Plasma caliver (Standard)	18	Assault 2	7	-3	1	-						14			
	18		7 8	-3	2	On a resolv		1, the bearer is slain aft	er all of th	nis weapon's sho	ots have been	0			
(Standard) Plasma caliver		2 Assault						1, the bearer is slain aft	er all of th	nis weapon's sho	ots have been	Н			
(Standard) Plasma caliver (Supercharge) ABILITIES CANTICLES OF THE OMNISSIAH	18	Assault 3	8	-3	2	resolv	ved.	1, the bearer is slain aft		nis weapon's sho	ots have been	Н			
(Standard) Plasma caliver (Supercharge) ABILITIES CANTICLES OF THE OMNISSIAH SOLDIERS OF THE	18	Assault 3	8 in battle d	-3	2 on the Ca	resolvanticle o	f the Omni		inted.			Н			
(Standard) Plasma caliver (Supercharge) ABILITIES CANTICLES OF THE OMNISSIAH	18 C	Assault 3	8 in battle dithin range	-3 epending	2 on the Ca	nnticle o	f the Omni	ssiah currently being ca	inted.			Н			
(Standard) Plasma caliver (Supercharge)  ABILITIES  CANTICLES OF THE OMNISSIAH SOLDIERS OF THE MACHINE GOD	18 C	Assault 3	8 in battle dithin range	-3 epending	2 on the Ca	nnticle o	f the Omni	ssiah currently being ca	inted.			Н			
(Standard) Plasma caliver (Supercharge)  ABILITIES  CANTICLES OF THE OMNISSIAH SOLDIERS OF THE MACHINE GOD BIONICS	18 C	Assault 3	in battle dithin range	epending e of object thave a 6	2 on the Cative mark	nnticle o	f the Omnicols it if the	ssiah currently being ca	inted.			Н			

SKITARII VAI	NGU	ARD (1)	(TROO	PS) (6	7 PTS)	MOI	DELS X	5 (5-10)					
MOVE"		WS	BS	S	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	ABIL	ITY					PTS	
Basic melee	Mele	e Melee	user (3)	0	1	-						0	
Radium Carbine	18	Assault 3	3	0	1	Wou	nd roll of 6	+: that hit inflicts 2 da	mage instea	d of 1		0	
Taser goad	Mele	e Melee	+2 (5)	0	1	Each	hit roll of	6+ with this weapon ca	auses 3 hits	rather than 1.		4	
Radium pistol	12	Pistol 1	3	0	1	Wou	nd roll of 6	+: that hit inflicts 2 da	mage instea	d of 1.		0	
Plasma caliver (Standard)	18	Assault 2	7	-3	1	-						14	
Plasma caliver (Supercharge)	18	Assault 3	8	-3	2	On a resol		1, the bearer is slain af	ter all of th	is weapon's sho	ts have been	0	
Arc rifle	24	Rapid Fire 1	6	-1	1	Whe	n attacking	a VEHIC LE, this wea	pon has Da	mage of D3		4	
Enhanced Data- tether	-	-	-	-	-		can re-roll t	ailed Morale tests for	unit that in	cludes a model	with enhanced	5	
ABILITIES													
CANTICLES OF THE OMNISSIAH	E	Gain bonus	in battle de	epending	on the Ca	anticle o	of the Omn	ssiah currently being c	anted.				
SOLDIERS OF THE MACHINE GOD		This unit w	ithin range	of objec	tive mark	er cont	rols it if the	ere no enemy units wit	h such abilit	y else who hav	e most models.		
BIONICS		All models	in this unit	have a 6	5+ invulne	erable sa	ve.						
RAD-SATURATION		Reduce the	toughness	of enemy	y units (ot	ther tha	n VEHICLI	ES) by 1 whilst they are	e within 1"	of any Skitarii	Vanguard units.		
FORGEWORLD DOG													
FACTION KEYWOR KEYWORDS	DS	IMPERIUM INFANT RY				S, SKIT.	ARII, FORG	GEWORLD					
SICARIAN IN	FILT	RATORS	S (TASE	R/FLE	CHET	ΓE) (E	ELITES)	(110 PTS) MOD	DELS X	5 (5-10	)		
MOVE"		WS	BS		S	Т	W	A	LD	SV	INVSV		
8		3+	3+		4	3	2	2 (3)	6 (7)	4+	6+		
WEAPON	RNG	" TYPE	S	AP	DMG	ABIL	ITY					PTS	
Taser goad	Mele	e Melee	+2 (6)	0	1	Each	hit roll of	6+ with this weapon ca	uses 3 hits	rather than 1.		4	
Flechette blaster	12	Pistol 5	3	0	1	-						2	
ABILITIES													
CANTICLES OF THE OMNISSIAH	E	Gain bonus	in battle de	epending	on the Ca	anticle o	of the Omn	ssiah currently being c	anted.				
NEUROSTATIC AUR	A	Enemy unit	s within 3	of any	Sicarian I	nfiltrato	rs must sub	stract 1 from their Lea	ndership.				
INFILTRATORS		· .	ring deployment, you can set this unit up in concealment instead of placing it on the battlefield. At the end of any of your vement phases, this unit can reveal its location - set it up anywhere on the battlefield that is more than 9" from any enemy del.										
BIONICS		All models	in this unit	have a 6	5+ invulne	erable sa	ve.						
FORGEWORLD DOG	MA												
FACTION KEYWOR	DS	IMPERIUM	MPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD										

Melec	MOVE"	,		WS		BS	S	Т	W	A	LD		SV	T	NVSV	
Power fist				1												
Power fist	WEAPON		RNC	TYPE	S	AP	DMG	ABILITY			ı					PTS
ABILITIES  ABILITIES  Cain bonus in battle depending on the Canticle of the Omnissiah currently being canted.  AI 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 tragget of the Master of Machines ability more than once per turn.  REFRACTOR FIELD  This model has a 5 - invulnerable save.  FORGEWORLD DOGMA  FACTION REFWORDS  IMPERIUM. ADEPTUS MECHANICUS. CULT MECHANICUS. FORGEWORLD  CHARACTER, INFANTRY, TECH-PRIEST, CYBERNETICA DATASMITH  ONAGER DUNECRAWLER (ICARUS) (HEAVY) (135 PTS) MODELS X 1  MOVE"  WS  BBS  S  S  T  W  A  A  LD  SV  INVEVIOUS  MOVE"  WS  BAS  S  AP  DMG  ABILITY  PT:  Basic melee  Melec later (6) 0 1 -  Cognis heavy stubber  36  Heavy  3  4  0 1  Vou may fire this weapon even if the firing model Advanced but you must sakistract 2 from any hit rolls if you do so.  Cognis heavy stubber  48  Heavy  5  Cognis heaving the firing with this weapon, you can fire all three of the profiles* Add 1 to all third rolls against all other targets.  Declariss array:  48  Heavy  5  Cain bonus in battle depending on the Canticle of the Omnissiah currently being canted.  CRANICLES OF THE  ONNISSIAH  Cain bonus in battle depending on the Canticle of the Omnissiah currently being canted.  CRANICLES OF THE  ONNISSIAH  Cain bonus in battle depending on the Canticle of the Omnissiah currently being canted.  CRANICLES OF THE  ONNISSIAH  Cranicles of all bonus in battle depending on the Canticle of the Omnissiah currently being canted.  CRANICLES OF THE  ONNISSIAH  Crift (fils model can only Advance D 3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.  FIll this model can only Advance D 3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.  FILL (His model can only Advanced D 3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.  FILL (His model can only Advanced D 3", but ignores the -1 penalty to its hit rolls for m									cking with th	is weapon,	you must s	ubstract	1 from tl	ne hit roll.		12
CANTICLES OF THE  ONNISSAH  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 (ICARUS) (HEAVY) (135 PTS) MODELS X 1  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  PTB Basic melee Melee Melee were (6) 0 1 -  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.  Carris array: When attacking with this weapon, you can fire all three of the profiles*. Add 1 to hit rolls against all other targets.  **Daedalus missile launcher**  **Broad Spectrum Data-tether**  **Broad Spectrum Data-tether**  **Broad Spectrum Data-tether**  **Broad Spectrum Data-tether**  **Cating pocket launcher**  **Cating	Gamma pistol		12		6	-3	2	You can re-	roll failed wo	ound rolls f	or this wea	pon who	en attacki	ng a VEHI	CLE.	10
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.  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 (ICARUS) (HEAVY) (135 PTS) MODELS X 1  MOVE" WS BS S T W A 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 APP DMG ABILITY  Basic melee Melee Melee User (6) 0 1 -  Cognis heavy stubber 36 33 4 0 1 3 Vou may fire this weapon even if the firing model Advanced but you must substract 2 from any hit rolls if you do so.  1 Carus array:	ABILITIES			"				Я								
MASHER OF MACHINES    Maperium   Additional State   St		ГНЕ		Gain bonus	in battle d	epending o	on the Car	nticle of the	Omnissiah cı	urrently bei	ng canted.					
FORGEWORLD DOCMA  FACTION KEYWORDS  CHARACTER, INFANTRY, TECH-PRIEST, CYBERNETICA DATASMITH  ONAGER DUNECRAWLER (ICARUS) (HEAVY) (135 PTS) MODELS X  MOVE" WS BS S T W A LD SY INVSY  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 PTU BASIS MELE WISE (16) 0 1 - 0  Cognis heavy stubber 36 83 4 0 1 1 Substract 2 from any hit rolls if you do so.  Cognis heavy stubber 48 Heavy 1 7 -3 D6 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	MASTER OF MA	CHIN	IES		-					-				nt model re	gains D3	lost
MPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD	REFRACT OR FIE	LD		This model	has a 5+ i	nvulnerabl	e save.									
CHARACTER, INFANTRY, TECH-PRIEST, CYBERNETICA DATASMITH    MOVE"   WS   BS   S   T   W   A   LD   SV   INVSV	FORGEWORLD D	OGM	1A													
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 D 3 D 3 1 8 3+ 5+  WEAPON RNG" TYPE S AP DMG ABILITY PT  Basic melee Melee user (6) 0 1 - 0  Cognis heavy stubber 36 Heavy 3 4 0 1 substract 2 from any hit rolls if you do so.  Icarus array: When attacking with this weapon even if the firing model Advanced but you must substract 2 from any hit rolls against all other targets.  *Daedalus missile launcher 48 Heavy 5 62 1 *   *Twin Icarus autocannon 48 Heavy 7 - 1 2 *  *Twin Icarus autocannon 48 Heavy 7 - 1 2 *  *FORGEWORLD units within 3" of any friendly models equipped with a broad sutocannon batter there is a substract 2 from the duration of the phase.  *ABILITIES  CANTICLES OF THE Oain bonus in battle depending on the Canticle of the Omnissiah currently being canted.  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.  EENPLODES  EMANATUS FORCE FIELD  ** 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.  ** 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.  ** This model has a 5+ invulnerable save. You can re-roll invulnerable saving throws of 1 for any Onager Duncerawler if it is within 6" of at least one other friendly FORGEWORLD Onager Duncerawler  **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.	FACTION KEYW	ORD	S	IMPERIUN	Л, ADEPT	US MECH	IANICUS,	CULT MEC	CHANICUS,	FORGEWO	RLD					
MOVE"   WS   BS   S   T   W   A   LD   SV   INVSVENCE	KEYWORDS			CHARACT	ER, INFA	NTRY, TE	CH-PRIE	ST, CYBER	NETICA DA	TASMITH						
MOVE"   WS   BS   S   T   W   A   LD   SV   INVSVENCE	ONACEDE	VI IV	IECI		) (ICAI	orig) (II	TE AX 73.7	(125 DT	C) MODI	ELO V						
See	ONAGER L	JUN	IEC:	KAWLE	K (ICAI	(US) (H	EAVY)	(135 PT	S) MODI	ELS X 1						
Meapon   RNG"   Type   S   AP   DMG   ABILITY   Description   ABILITY   Description   Data of the firing model Advanced but you must substract 2 from any hit rolls if you do so.   Substract 2 from any hit rolls if you do so.   Substract 2 from any hit rolls if you do so.   Substract 2 from any hit rolls if you do so.   Substract 3 from any hit rolls if you do so.   Substract 3 from any hit rolls if you do so.   Substract 3 from any hit rolls if you do so.   Substract 3 from any hit rolls made for this weapon, you can fire all three of the profiles*. Add 1 to all hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 1 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 2 from any hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls against all other targets.   Substract 3 from hit rolls again	MOVE" WS BS S T W A LD SV								INVS	SV						
Basic melee Melee user (6) 0 1 - Octobro Scale of Scale user (6) 0 1 - Octobro Scale of Scale user (6) 0 1 - Octobro Scale user (6) 0 1 Scale user (7) 0 Scale user (7	8 6 4	5-	+	3+4+	- 5+	6	7	0	-5 6-8 9-11		3 D3	1	8	3+	5+	
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.  1	WEAPON		RNG	TYPE	S	AP	DMG	ABILITY								PTS
Cognis heavy stubber 36 3 4 0 1 substract 2 from any hit rolls if you do so.  Icarus array:	Basic melee	_	Mele	e Melee	user (6)	0	1	-								0
Carus array:   -   -   -   -   -   all hit rolls made for this weapon against targets that can FLY. Substract 1 from hit rolls against all other targets.   40	Cognis heavy stub	ber	36		4	0	1	-			_	odel Ad	lvanced bu	t you must		5
aluncher	Icarus array:		-	-	-	-	-	all hit rolls	made for thi	s weapon a	-					40
launcher 48 5 6 -2 1 * O  * Twin Icarus autocannon 48 Heavy 4 7 -1 2 *  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.  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.  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			48	-	7	-3	D6	*								0
autocannon  48	-		48	-	6	-2	1	*								0
Broad Spectrum Data-tether  spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.  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	* Twin Icarus autocannon		48	'	7	-1	2	*								0
CANTICLES OF THE OMNISSIAH  Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.  This model can only Advance D3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.  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	Broad Spectrum Data-tether		-	-	-	-	-	spectrum da	ata-tether at	the start o						0
OMNISSIAH  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	ABILITIES	1														
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		ГНЕ		Gain bonus	in battle d	epending o	n the Car	nticle of the	Omnissiah cı	ırrently bei	ng canted.					
D3 mortal wounds.  EMANATUS FORCE 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	CRAWLER			This model	can only	Advance D	3", but ig	nores the -1	penalty to it	s hit rolls f	for moving	and firi	ng a Heav	y weapon.		
FIELD 6" of at least one other friendly <b>FORGEWORLD</b> Onager Dunecrawler	EXPLODES					ed to 0 wou	ınds, roll a	a D6 before 1	emoving the	model from	m the battl	efield; o	on a 6+ ea	ch unit witl	hin 6" sut	ffers
FORGEWORLD DOGMA		CE									ows of 1 fo	or any (	Onager Du	necrawler i	f it is wit	hin
	FORGEWORLD D	OGM	1A													
	FACTION KEYW	OKD	0	IMPERIUN	-,			,	I OILOE II OI	CLD						

KEYWORDS

VEHICLE, ONAGER DUNECRAWLER

KASTELAN R		`					1		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	1
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY							PTS
Heavy phosphor blaster	36	Heavy 3	6	-2	1	being in c	-	nis weapo	n do	not gain a	ny bont	s to their saving throws for	15
ABILITIES													
CANTICLES OF THE OMNISSIAH	E (	Gain bonus	in battle de	epending o	n the Can	ticle of the	e Omnissia	ah current	ly b	eing cante	d.		
BATTLE PROTOCO	LS S	start of eac	h of your M npt is succ	Movement essful and	phases if you can s	there is a select any o	friendly Fone of the	ORGEW three bat	ORI	LD Cybern rotocols to	etica Da take et	e the unit's battle protocol at t atasmith within 6". Roll a D6; ffect from the start of the next	on a
AEGIS PROTOCOL	,	Whilst this	battle prot	ocol is in	effect, yo	u can add 1	to any ar	mour and	linv	ulnerable s	aving th	rows you make for this unit.	
CONQUEROR PROT	OCOL '	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 PROT	OCOL 6							-		-		e number of shots it makes wit ne combustor's Type becomes I	
EXPLODES	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ each unit wit D3 mortal wounds.										on a 6+ each unit within 3" su	ıffers	
REPULSOR GRID							_	_			-	time you roll a 6 (after re-rolls suffers a mortal wound.	, but
FORGEWORLD DOG	MA				-								
FACTION KEYWOR	DS 1	MPERIUM	I, ADEPT	US MECH	ANICUS,	CULT ME	ECHANIC	US, FORG	iΕW	ORLD			
KEYWORDS	,	VEHICLE,	KASTELA	N ROBO	ΓS								
ARMIGER WA	ARGL	AIVE (N	MELTAC	GUN) (I	ORD (	OF WAI	R) (240	PTS) N	ИΟ	DELS 2	X 1	(1-3)	
MOVE"	WS		BS	S	Т		W		A	LD	SV	INVSV	
14 10 7 3	+ 4+ 5+	3	+ 4+ 5+	6	7	0	-5 6-8 9-1	12	4	8	3+	5+ against shooting	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY						н	PTS
Reaper chain-cleaver	Melee	Melee	x2 (12)	-3	3	-							0
Thermal spear	30	Assault D3	8	-4	D6		-		-	of this wea		ll two dice when inflicting	0
Meltagun	12	Assault	8	-4	D6		_		_	of this wea		ll two dice when inflicting	17
ABILITIES	JI.												
VEHICLE SQUADRO	INI I	The first tin						ed within	6" o	f at least o	ne othe	r model in their unit. Then, ea	ch
EXPLODES		If this mode		d to 0 wou	ınds, roll a	D6 before	removing	g the mod	el fr	om the bat	tlefield	on a 6+ each unit within 6" su	ıffers
ION SHIELD	-	Γhis model	has a 5+ ii	nvulnerabl	e save aga	inst shooti	ng attacks	S.					
HOUSEHOLD													
FACTION KEYWOR	DS 1	MPERIUM	I, QUEST	OR MECH	ANICUS,	HOUSEHO	OLD						
		WELLICI E											

VEHICLE, ARMIGER, ARMIGER WARGLAIVE

KEYWORDS

MOVE"	WS		BS	S	Т	W	A	LD	SV	INVSV				
	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								
Reaper chain-cleaver	Melec	Melee	x2 (12)	-3	3	-					0			
Thermal spear	30	Assault D3	8	-4	D6	If the target is within half damage with it and discard	_			I two dice when inflicting	0			
Meltagun	12	Assault 1	8	-4	D6	If the target is within half damage with it and discard	_			two dice when inflicting	17			
ABILITIES														
VEHICLE SQUADRO	) N					models must be placed with separate unit.	in 6" o	f at least o	ne other	model in their unit. Then, each	ch			
EXPLODES		If this mode D3 mortal		d to 0 wou	nds, roll a	D6 before removing the m	odel fr	om the ba	tlefield;	on a 6+ each unit within 6" su	ıffers			
ION SHIELD		This model	has a 5+ ii	nvulnerable	e save agai	nst shooting attacks.								
HOUSEHOLD	DC.	II (DEDIII)	4 OHEGE	OD MEGH	ANHOLIG	HOUGEHOLD								
FACTION KEYWOL						HOUSEHOLD								
KEYWORDS		VEHICLE,	ARMIGER	k, ARMIGE	EK WARG	LAIVE								
KNIGHT WA	RDEN	(GAUN	TLET)	(LORD	OF WA	AR) (500 PTS) MOI	DELS	3 X 1						
MOVE"	WS	BS	S	S	T	W	A	A LD	SV	INVSV				
12 9 6 3+	4+ 5+	3+4+	- 5+	8	8	0-11 12-17 18-24		1 9	3+	5+ against shooting				
WEAPON	RNG'	<del>- i</del>	S	AP		ABILITY					PTS 0			
Titanic feet	Melec	Melee	user (8)	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.								
Thunderstrike gauntlet	Melee	Melee	x2 (16)	-4	6		is slair	by this w	eapon, p	ct 1 from the hit roll. If a ick up an enemy unit within fers D3 mortal wounds.	35			
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically	y hits i	ts target.			17			
Meltagun	12	Assault 1	8	-4	D6	If the target is within half damage with it and discard	_			two dice when inflicting	17			
Avenger gatling cannon	36	Heavy 12	6	-2	2	-					95			
Ironstorm missile pod	72	Heavy D6	5	-1	2	This weapon can target un	its tha	t are not v	isible to	the bearer.	16			
ABILITIES														
	KER	can move o	ver enemy nove and f	INFANT	RY models weapons v	s, though it must end its mo	ove mo	re than 1" s hit rolls.	from an	n. When this model Falls Back y enemy units. In addition, thi his model only gains a bonus t	is			
SUPER-HEAVY WA		save for bei	ng m cove											
			el is reduce		nds, roll a	D6 before removing the m	odel fr	om the ba	tlefield;	on a 6+ each unit within 2D6'	"			
EXPLODES		If this mode suffers D6 r	el is reduce nortal wou	nds.		D6 before removing the m	odel fr	om the bar	tlefield;	on a 6+ each unit within 2D6'	"			
SUPER-HEAVY WA  EXPLODES  ION SHIELD  HOUSEHOLD		If this mode suffers D6 r	el is reduce nortal wou	nds.			odel fr	om the bar	tlefield;	on a 6+ each unit within 2D6'				
EXPLODES ION SHIELD		If this mode suffers D6 r This model	el is reduce mortal wou has a 5+ in	nds. nvulnerable	e save agai		odel fr	om the bar	tlefield;	on a 6+ each unit within 2D6'	"			

KEYWORDS

TITANIC, VEHICLE, KNIGHT WARDEN