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 Dunecrawler;
766	+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.

	cle, it takes effect even if the same Canticle has been in effect earlier in the battle.  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. SHRO UDPSALM	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, <b>GRAIA</b> units with this dogma cannot Fall Back unless there is a friendly <b>GRAIA</b> 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.
ST YGIES 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 <b>GRAIA</b> 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 <b>METALICA</b> 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).
ST YGIES 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.

RELICS												
	Model with an Omnissian	Axe only. Pater Cog-	tooth replaces th	e bearer's Om	nissian Axe and has	appropriate profile:						
PATER COG-TOOTH	RANGE	TYPE	ST R	AP	DMG	ABILITY						
	Melee	Melee	+2	-2	3	-						
	Each time the bearer fight	s, they can make D6	additional attacks	s using approp	oriate profile:							
ANZION'S PSEUDOGENET OR	RANGE TYPE STR	AP DMG ABILITY	,									
PSEUDOGENETOR	Melee Melee 4 -	1 1 You can r	e-roll failed woun	d rolls for this	s weapon when attac	cking INFANTRY units.						
AUT OCADUCEUS OF ARKHAN LAND						rer uses an ability to repair a e to determine how many wounds						
	Model with a power fist or	nly. The Uncreator G	auntlet replaces t	he model's po	wer fist and has app	ropriate profile:						
THE UNCREATOR	RANGE TYPE STR AP DMG ABILITY											
GAUNTLET	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 <b>VEHICLE</b> with this weapon, the target suffers 1 mortal wound in addition to any other damage.											
	Model with a phosphor ser	penta only. Phospho	enix replaces the	model's phos	phor serpenta and h	as appropriate profile:						
DHOCDHOEMIV	RANGE TYPE STR	AP DMG ABILITY										
PHOSPHOENIX	18 Assault 5	Units attacover.	cked by this weap	on do not gai	n any bonus to their	saving throws for being in						
RAIMENT OF THE TECHNOMARTYR	addition, each time a frien	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 Sh unit suffers a mortal wound		ice for each enem	ny VEHICLE	unit within 2D6" of	f the bearer; on a roll of 2+, that						
THE OMNISCIENT MASK	You can re-roll failed hit ro Mask.	olls in the Fight phase	e for friendly <b>SKI</b>	TARII units t	hat are within 6" of	the bearer of the Omniscient						
THE CEREBRAL TECHNO-MITRE	GRAIA Tech-Priest Domithe battle with 1 additiona		y is Battle-forged	and includes	the bearer of the Ce	erebral Techno-Mitre, you start						
	MARS model with an Om	nissian Axe only. Th	e Red Axe replace	es the bearer's	Omnissian Axe and	has the following profile:						
THE RED AXE	RANGE	TYPE	STR	AP	DMG	ABILITY						
	Melee	Melee	+1	-5	2	-						
THE SOLAR FLARE	LUCIUS model only. One instead of moving normall 30" of their starting positi	y. When they do so,	remove then from	n the battlefie		the Solar flare can teleport them anywhere that is within						
	METALICA model only.	This weapon has the f	ollowing profile:									
THE ADAMANTINE ARM	RANGE TYPE STR	AP DMG ABILIT	Y									
	Melee Melee x3	-3 3 This we	apon can only be	used to make	one attack each tin	ne this model fights.						
THE OMNISSIAH'S HAND	STYGIES VIII model only Omnissiah's Hand; on a 4+			hase for each	enemy unit that is	within 1" of the bearer of the						
	RYZA model with volkite	blaster only. Weapor	XCIX replaces t	he model's vo	lkite blaster and has	the following profile:						
WEAPON XCIX	RANGE TYPE STR	AP DMG ABILIT	Y									
	24 Heavy 3 7	-1 2 Wound r	oll of 6+: the targ	get suffers a m	nortal wound in addi	tion to any other damage.						
THE EYE OF XI-LEXUM	You can re-roll wound rolls	s of 1 for friendly AG	RIPINAA units	that target the	e unit you picked for	LE unit within 18" of the bearer. r the rest of the phase. If the unit PINAA units that target the unit.						

TECH-PRIEST	DOI	MINUS (I	HQ) (1	25 PTS)	MODI	ELS X								
MOVE"		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		1		1	,	PTS		
Omnissian Axe	Mele	e Melee	+1	-2	2	-						0		
Macrostubber	12	Pistol 5	4	0	1	-						2		
Volkite Blaster	24	Heavy 3	6	0	1	Wound rol damage.	l of 6+: the	target suffer	s a mortal	wound in additio	n to any other	8		
ABILITIES														
CANTICLES OF THE OMNISSIAH		Gain bonus in	battle d	epending or	the Cant	icle of the (	Omnissiah cı	ırrently bein	g canted.					
MASTERWORK BIO	NICS	At the beginn	ning of ea	ach of your	turns, thi	s model rega	ins D3 lost	wounds.						
MASTER OF MACHI	NES	model within	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 wound. A model may not be the target of the Master of Machines ability more than once per turn.											
LORD OF THE MACI	HINE	You can re-ro	oll hit rol	ls of 1 in th	ne Shootin	g phase for	friendly FO	RGEW O R	LD units w	rithin 6".				
REFRACTOR FIELD		This model h	nis model has a 5+ invulnerable save.											
FORGEWORLD DOG	MA													
FACTION KEYWORI	OS	IMPERIUM,	ADEPT	US MECHA	ANICUS,	CULT MEC	HANICUS, 1	FORGEWOR	RLD					
KEYWORDS		CHARACTE	R, INFA	NTRY, TEC	CH-PRIES	T, DOMINU	JS							
TECH-PRIEST	DOI	MINUS (I	HQ) (1	29 PTS)	MODI	ELS X								
MOVE"		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 Axe	Mele	e Melee	+1	-2	2	-						0		
Phosphor serpenta	18	Assault 1	5	-1	1	Units attac	-	weapon do i	not gain an	y bonus to their	saving throws for	4		
Eradication ray	24	Heavy D3	6	-2	1		om this wea		get enemie	es at 8" or less are	e resolved with an	10		
Eradication ray *	8	Heavy D3	6	-4	D3	-						0		
ABILITIES												1		
CANTICLES OF THE OMNISSIAH		Gain bonus in	battle d	epending or	the Cant	icle of the (	Omnissiah cu	ırrently bein	g canted.					
MASTERWORK BIO	NICS	At the beginn	ning of ea	ach of your	turns, thi	s model rega	ins D3 lost	wounds.						
MAST ER OF MACHI	NES		3" (but 1	not itself). l	FO RGEW	ORLD mo	del regains I	O3 lost woun	ds; QUES	TO R MECHAN	OR MECHANICUS ICUS model regains			
LORD OF THE MACI	HINE	You can re-ro	oll hit ro	ls of 1 in th	ne Shootin	g phase for	friendly FO	RGEWOR	LD units w	rithin 6".				
REFRACTOR FIELD		This model h	as a 5+ i	nvulnerable	save.									
FORGEWORLD DOG	MA													
FACTION KEYWORI		IMPERIUM,						FORGEWOR	RLD					
KEYWORDS		CHARACTE	R, INFA	NTRY, TEO	CH-PRIES	T, DOMINU	JS							

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	_	7	-	1			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.											
Laspistol	12	Pistol 1	3	0	1	-							0				
ABILITIES			1			,							"				
CANTICLES OF THE OMNISSIAH	(	Gain bonus ii	n battle de	pending o	n the Cant	ticle of the C	Omnissiah cu	rrently bein	g canted.								
MASTER OF MACHII	NES	VEHICLE 0 MILITARUN	the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARU HICLE or QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA LITARUM model, it regains D3 lost wounds; if it is a QUESTOR MECHANICUS model, it regains 1 lost wound. A model to be the target of the Master of Machines ability more than once per turn.														
BIONICS		This model h	his model has a 6+ invulnerable save.														
FORGEWORLD DOG!	MA																
FACTION KEYWORD	os l	MPERIUM,	, ADEPTI	JS MECH	ANICUS,	CULT MEC	HANICUS, I	FORGEWO	RLD								
KEYWORDS	(	CHARACTE	ER, INFAN	TRY, TEO	CH-PRIES	ST, ENGINSE	EER										
SKITARII RAN  MOVE"  6		WS 4+	BS 3+		S 3	T W 3 1	(5-10	A 1 (2)	6 (°		SV 4+	INVSV 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 rol	l of 6+: that	hit is resolv	ed with an	AP of	f -1.		0				
Arc maul	Melee	Melee	+2	-1	1	When atta	cking a VEI	HIC LE, this	weapon ha	as s Dar	mage of D3	3	5				
Phosphor blast pistol	12	Pistol 1	5	-1	1	When attacking a <b>VEHICLE</b> , this weapon has s Damage of D3  Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.							1				
					phase. This weapon may target a <b>CHARACTER</b> even if it is not the enemy unit. Each time you make a wound roll of 6+ for this weapon		-				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						
Transuranic arquebus	60	Heavy 1	7	-2	D3	This weapon phase. This enemy universely	on cannot be s weapon m t. Each time	e fired if the ay target a <b>(</b>	CHARAC a wound ro	TER ev ll of 6+	en if it is r	not the closest	25				
Transuranic arquebus Omnispex	60	,	7	-2	D3	This weapon phase. This enemy unit mortal would be the mortal woul	on cannot be s weapon m t. Each time and in additi	e fired if the ay target a (e you make a on to its not ceive the be	CHARAC a wound ro rmal dama; nefit to th	TER ev ll of 6+ ge. eir savi	ren if it is r for this w	not the closest reapon, it inflicts a for being in cover					
	60	,	7	-2	D3	This weapon phase. This enemy unit mortal would be the mortal woul	on cannot be s weapon m t. Each time and in additi	e fired if the ay target a (e you make a on to its not ceive the be	CHARAC a wound ro rmal dama; nefit to th	TER ev ll of 6+ ge. eir savi	ren if it is r for this w	not the closest reapon, it inflicts a for being in cover	25				
Omnispex	-	-	-	-	-	This weapon phase. This enemy unit mortal would be the mortal woul	on cannot be s weapon m t. Each time and in additi	e fired if the ay target a ( e you make a on to its not ceive the be y a unit that	CHARAC a wound ro rmal dama; nefit to th includes a	TER ev ll of 6+ ge. eir savi	ren if it is r for this w	not the closest reapon, it inflicts a for being in cover	25				
Omnispex  ABILITIES  CANTICLES OF THE  OMNISSIAH  SOLDIERS OF THE	-	1 - Gain bonus in	- n battle de	- pending or	- the Cant	This weapon phase. This enemy unimortal would be seen that the control of the Con	on cannot be s weapon m t. Each time and in additi its do not re acks made b	e fired if the ay target a ( you make a on to its not ceive the be y a unit that	CHARAC a wound ro rmal damag nefit to th includes a	TER ev ll of 6+ ge. eir savi model	ren if it is r - for this w ing throws with an or	not the closest reapon, it inflicts a for being in cover	25				
Omnispex  ABILITIES  CANTICLES OF THE		1 - Gain bonus in	n battle de	pending or	the Cant	This weapy phase. Thi enemy unimortal wor Enemy uniagainst attricted of the Controls it is	on cannot be s weapon m t. Each time and in additi its do not re acks made b	e fired if the ay target a ( you make a on to its not ceive the be y a unit that	CHARAC a wound ro rmal damag nefit to th includes a	TER ev ll of 6+ ge. eir savi model	ren if it is r - for this w ing throws with an or	for being in cover	25				

KEYWORDS

INFANTRY, SKITARII RANGERS

SKITARII RAN	NGEI	RS (TROC	OPS) (7	4 PTS	) MO	DELS	X 5	(5-10)						
MOVE"		WS	BS		S	T	W	A	LD	SV	INVSV			
6	$\neg$	4+	3+		3	3	1	1 (2)	6 (7)	4+	6+			
WEAPON	RNC	G" TYPE	S	AP	DM	G ABI	LITY					PTS		
Basic melee	Mele	ee Melee	User	0	1	-						0		
Galvanic rifle	30	Rapid Fire 1	4	0	1	Wo	und roll of	6+: that hit is resolved v	with an AP	of -1.		0		
Plasma caliver (Standard)	18	Assault 2	7	-3	1	-	-							
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.							
Transuranic arquebus	60	Heavy 1	7	-2	D3	pha ene	This weapon cannot be fired if the firing model moved during the Movement phase. This weapon may target a <b>CHARACTER</b> 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.							
ABILITIES														
CANTICLES OF THE OMNISSIAH		Gain bonus ii	n battle de	pending	on the (	Canticle o	of the Omn	issiah currently being ca	nted.					
SOLDIERS OF THE MACHINE GOD		This unit wit	hin range	of object	ive mar	ker cont	rols it if th	ere no enemy units with	such abilit	y else who have	most models.			
BIONICS		All models in	this unit	have a 6	+ invulr	erable sa	ve.							
FORGEWORLD DOG	MA													
FACTION KEYWORI	DS	IMPERIUM	, ADEPT	JS MECI	HANICU	JS, SKIT.	ARII, FOR	GEWORLD						
KEYWORDS		INFANT RY,	SKITARI	I RANGE	ERS									
SKITARII VAN	\GU	ARD (TRO	OOPS)	(49 PT	rs) M	ODEL	S 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	RNC	G" TYPE	S	AP	DM	G ABI	LITY					PTS		
Basic melee	Mele	ee Melee	User	0	1							0		
Radium Carbine	18	Assault 3	3	0	1	Wo	und roll of	6+: that hit inflicts 2 da	mage inste	ead of 1		0		
Arc rifle	24	Rapid Fire 1	6	-1	1	Wh	en attackir	g a VEHICLE, this wea	pon has D	amage of D3		4		
Enhanced Data- tether	-	-	-	-	-		can re-rol a-tether.	failed Morale tests for	unit that ii	ncludes a model	with enhanced	5		
ABILITIES														
CANTICLES OF THE OMNISSIAH	2	Gain bonus is	n battle de	pending	on the C	Canticle o	of the Omn	issiah currently being ca	nted.					
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	+ invulr	erable sa	ve.							
RAD-SATURATION		Reduce the t	oughness o	of enemy	units (	other tha	n VEHICL	ES) by 1 whilst they are	within 1"	of any Skitarii V	/anguard units.			
FORGEWORLD DOG	MA		-							-	-			
TORGE W ORLD DOG														
FACTION KEYWORI	DS	IMPERIUM	, ADEPT	US MECI	HANICU	JS, SKIT.	ARII, FOR	GEWORLD						

SICARIAN IN	FIIA	RATORS	ŒUT	TES) (110	) PTS) 1	MODE	ELSX	5	(5-10)						
MOVE"		WS	`	BS I	s	Т	W		(3 10) A	LD	SV	INVSV			
8	$\neg$	3+		3+	4	3	2		2 (3)	6 (7)	4+	6+			
WEAPON	RNG	" TYPE	S	AP	DMG	ABILIT	ſΥ						PTS		
Taser goad	Mele	e Melee	+2	0	1	Each h	it roll of	6+ with	this weapo	n causes 3 hit	s rather than 1.		4		
Flechette blaster	12	Pistol 5	3	0	1	1-							2		
ABILITIES				ı		JI									
CANTICLES OF THE OMNISSIAH	;	Gain bonus ir	battle	depending o	n the Can	ticle of the	he Omni	ssiah cur	rently bein	g canted.					
NEUROSTATIC AUR	A	Enemy units	within	3" of any Si	carian Infi	iltrators 1	must subs	stract 1 f	from their I	Leadership.					
INFILT RAT ORS		0 1	-	-								d of any of your " from any enemy	y		
BIONICS		All models in	models in this unit have a 6+ invulnerable save.												
FORGEWORLD DOG	MA														
FACTION KEYWORI	DS	IMPERIUM,	ADEP	TUS MECH	ANICUS,	SKITAR	II, FORC	EWORI	LD						
KEYWORDS		INFANT RY,	SICARI	AN INFILT	RATORS										
CYBERNETIC	CA DA	ATASMIT	H (EI	LITES) (4	14 PTS)	MOD	ELS >	1							
MOVE"		WS		BS	S	Т		W	A	LD	SV	INVSV			
6		3+		3+	4	4		4	2	8	2+	5+			
WEAPON	RNG	" TYPE	S	AP	DMG	ABILIT	Υ						PTS		
Power fist	Mele	e Melee	x2	-3	D3	When	attackin	g with th	is weapon,	you must subs	tract 1 from the	hit roll.	12		
Gamma pistol	12	Pistol 1	6	-3	2	You ca	n re-roll	failed wo	ound rolls f	or this weapor	n when attacking	g a VEHICLE.	10		
ABILITIES		-		'		·									
CANTICLES OF THE OMNISSIAH	;	Gain bonus ir	battle	depending o	n the Can	ticle of th	he Omni	ssiah cur	rently bein	g canted.					
MASTER OF MACHI	NIES I		-					_	-	stelan Robot we than once pe		nodel regains D3	lost		
REFRACTOR FIELD		This model h	as a 5+	invulnerabl	e save.										
FORGEWORLD DOG	MA														
FACTION KEYWORI	DS	IMPERIUM,	MPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD												

CHARACTER, INFANTRY, TECH-PRIEST, CYBERNETICA DATASMITH

KEYWORDS

KASTELAN I	ROBO	TS (HEA	VY) (23	31 PTS)	) MODI	ELS X	(2	-6)						
MOVE"	WS	BS	S	Т	W	A	LD	SV		INV	SV			
8	4+	4+	6	7	6	3	10	3+	5	+ against	shooting			
WEAPON	RNG	" TYPE	S	AP	DMG	ABILITY	,						PTS	
Kastelan fists	Mele	e Melee	+4	-3	3	-							35	
Incendine combustor	12	Heavy D6	5	-1	1	This weapon automatically hits its target.								
Heavy phosphor blaster	36	Heavy 3	6	-2	1	Units atta	-	his weapon d	lo not gain any bonu	s to their	saving thro	ws for	15	
ABILITIES														
CANTICLES OF THI OMNISSIAH	Е	Gain bonus ii	n battle de	pending o	n the Cant	icle of the	Omnissial	h currently b	eing canted.					
BATTLE PROTOCO	LS	of each of you	our Mover accessful ar	nent phase	es if there select any	is a friendl one of th	y FORGI e three ba	EW ORLD C	attempt to change to ybernetica Datasmith ls to take effect from t.	h within 6	". Roll a D	6; on a 2+	the	
AEGIS PROTOCOL		Whilst this b	oattle prot	ocol is in e	effect, you	can add 1	to any arr	nour and inv	ulnerable saving thro	ows you m	ake for thi	s unit.		
CONQUEROR PROT	OCOL	Whilst this b	oattle prot	ocol is in e	effect, this	unit canno	ot shoot, b	out it can figh	nt twice in each Figh	t phase in:	stead of on	ly once.		
PROTECTOR PROT	OCOL								you can double the ravy 6 and Incendine					
EXPLODES		If this model D3 mortal w		l to 0 wou	nds, roll a	D6 before	removing	the model fr	om the battlefield; o	n a 6+ eac	ch unit with	nin 3" suffe	ers	
REPULSOR GRID						-		-	In addition, each tin t made that attack s	-			ut	
FORGEWORLD DOO	GMA													
FACTION KEYWOR	DS	IMPERIUM	, ADEPTU	JS MECH	ANICUS, (	CULT ME	CHANICU	JS, FORGEW	ORLD					
KEYWORDS		VEHICLE, K	KASTELA	N ROBOT	S									
ONAGER DU	NECE	RAWLER	(HEAV	Y) (135	5 PTS) l	MODEI	LS X 1							
MOVE"	WS	BS		S	T		W		A	LD	SV	INVS	SV	
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	ABILIT Y	,						PTS	
Basic melee	Mele	e Melee	User	0	1	-							0	
Cognis heavy stubber	36	Heavy 3	4	0	1			weapon even by hit rolls if	if the firing model A you do so.	dvanced b	ut you mus	st	5	
Icarus array:	-	-	-	-	-	all hit rol	lls made fo		on, you can fire all the against targets thats.				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	-	-	-	-	-	spectrum	data-teth		of any friendly mod t of the Morale phas				0	
ABILITIES	1			I										
CANTICLES OF THI OMNISSIAH	Е	Gain bonus i	n battle de	pending or	n the Cant	icle of the	Omnissial	h currently b	eing canted.					
CRAWLER		This model o	can only A	dvance Di	3", but ign	ores the -1	penalty t	o its hit rolls	for moving and firi	ng a Heav	y weapon.			
EXPLODES		If this model D3 mortal w		l to 0 wou	nds, roll a	D6 before	removing	the model fr	om the battlefield; o	n a 6+ eac	ch unit with	nin 6" suffe	ers	
		D3 illortal w												
EMANATUS FORCE FIELD		This model h							hrows of 1 for any O	nager Dur	necrawler if	it is withi	in 6"	
									hrows of 1 for any O	nager Dur	necrawler if	it is withi	in 6"	
FIELD	GMA	This model h	ne other fr	iendly FO	RGEWO	RLD Onag	ger Dunecr	awler	hrows of 1 for any O	Onager Dur	necrawler if	it is withi	in 6"	

ARMIGER WA	ARGL	AIVE (LO	ORD OF	WAR)	(240 F	PTS) MODELS X	(	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 9-12	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 r damage with it and discard t	-			ll two dice when inflicting	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.						
ABILITIES												
VEHICLE SQUADRO	IN I					nodels must be placed within eparate unit.	6" of	at least on	e other	model in their unit. Then, each	1	
EXPLODES		f this model D3 mortal w		to 0 woun	ds, roll a	D6 before removing the mod	del fro	m the batt	lefield;	on a 6+ each unit within 6" suff	fers	
ION SHIELD	1	This model h	ias a 5+ inv	ulnerable	save agaii	nst shooting attacks.						
HOUSEHOLD												
FACTION KEYWOR	DS I	MPERIUM,	QUESTO	R MECHA	NICUS, I	HOUSEHOLD						
KEYWORDS	7	VEHICLE, A	RMIGER,	ARMIGE	R WARGI	LAIVE						
ARMIGER WA	ARGL	AIVE (LO	ORD OF	WAR)	(240 F	PTS) MODELS X	(	1-3)				
MOVE"	WS		BS	S	Т	W	A	LD	SV	INVSV		
14 10 7	3+4+5+	2	+ 4+ 5+	6	7							
WEAPON		] 3-	1 71 31	1 "	'	0-5 6-8 9-12	4	8	3+	5+ against shooting		
	RNG"	TYPE	S	AP		0-5 6-8 9-12 ABILITY	4	8	3+	5+ against shooting	PTS	
Reaper chain-cleaver	RNG"	ТҮРЕ				1	4	8	3+	5+ against shooting	PTS 0	
Reaper chain-cleaver Thermal spear		ТҮРЕ	S	AP	DMG	1	range (	of this wea	pon, ro		_	
	Melee	TYPE Melee Assault	S x2	AP -3	DMG 3	ABILITY  -  If the target is within half r	range of	of this wea	pon, rol	ll two dice when inflicting	0	
Thermal spear	Melee 30	TYPE Melee Assault D3	S x2 8	AP -3 -4	DMG 3 D6	ABILITY  If the target is within half r damage with it and discard t  If the target is within half r	range of	of this wea	pon, rol	ll two dice when inflicting	0	
Thermal spear  Meltagun	30 12	TYPE Melee Assault D3 Assault 1	S x2 8 8	AP -3 -4 -4 is set up, a	DMG 3 D6 D6	-  If the target is within half r damage with it and discard t  If the target is within half r damage with it and discard t	range (	of this wea west result of this wea	pon, rol	ll two dice when inflicting	0 0 17	
Thermal spear  Meltagun  ABILITIES	Melee 30 12 12 N 1	TYPE  Melee  Assault D3  Assault 1	8 8 8 e this unit ependently is reduced	AP -3 -4 -4 and is set up, 4	DMG 3 D6 D6 D6 all of its n atted as a s	ABILITY  If the target is within half r damage with it and discard to delease must be placed within deparate unit.	range (the lover the lover	of this wea west result of this wea west result at least on	pon, rol	Il two dice when inflicting	0 0 17	
Thermal spear  Meltagun  ABILITIES  VEHICLE SQUADRO	Melee 30 12 12 II	TYPE  Melee  Assault D3  Assault 1  The first tim operates inde f this model D3 mortal w	8 8 8 e this unit ependently is reduced ounds.	AP  -3  -4  -4  is set up, and is treated to 0 wounded.	DMG 3 D6 D6 all of its n ated as a s ds, roll a	ABILITY  If the target is within half r damage with it and discard to delease must be placed within deparate unit.	range (the lover the lover	of this wea west result of this wea west result at least on	pon, rol	Il two dice when inflicting  Il two dice when inflicting  model in their unit. Then, each	0 0 17	
Thermal spear  Meltagun  ABILITIES  VEHICLE SQUADRO  EXPLODES  ION SHIELD	Melee 30 12 12 II	TYPE  Melee  Assault D3  Assault 1  The first tim operates inde f this model D3 mortal w	8 8 8 e this unit ependently is reduced ounds.	AP  -3  -4  -4  is set up, and is treated to 0 wounded.	DMG 3 D6 D6 all of its n ated as a s ds, roll a	ABILITY  If the target is within half r damage with it and discard to the damage with the damage w	range (the lover the lover	of this wea west result of this wea west result at least on	pon, rol	Il two dice when inflicting  Il two dice when inflicting  model in their unit. Then, each	0 0 17	
Thermal spear  Meltagun  ABILITIES  VEHICLE SQUADRO  EXPLODES	Melee 30 12 12 II	TYPE  Melee  Assault D3  Assault 1  The first tim operates inde f this model D3 mortal w  This model h	8 8 8 e this unit ependently is reduced ounds. as a 5+ inv	AP  -3  -4  -4  is set up, and is treate to 0 wound rulnerable	DMG 3 D6 D6 all of its n ated as a s ds, roll a save again	ABILITY  If the target is within half r damage with it and discard to the damage with the damage w	range (the lover the lover	of this wea west result of this wea west result at least on	pon, rol	Il two dice when inflicting  Il two dice when inflicting  model in their unit. Then, each	0 0 17	

KNIGH	ΓWAR	RDEN	(LORD (	OF WA	AR) (50	0 PTS)	MODELS X 1								
MOVE"	W	/S	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.								
Heavy flamer		8	Heavy D6	5	-1	1	This weapon automatically hi	This weapon automatically hits its target.							
Avenger gatli cannon	ng	36	Heavy 12	6	-2	2	-					95			
Thunderstrike gauntlet	e	Melee	Melee	x2	-4	6	When attacking with this weapon, you must substract 1 from the hit roll. If a <b>VEHIC LE</b> or <b>MONS TER</b> 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.								
Meltagun		12	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflictin damage with it and discard the lowest result.				wo dice when inflicting	17			
Ironstorm mi	ssile	72	Heavy D6	5	-1	2	This weapon can target units t	that a	re not visi	ble to tl	ne bearer.	16			
ABILITIE	S	1			1										
SUPER-HEA	VY WAL	KER m	ove over en	nemy IN e Heavy	FANT RY weapons v	models, tl vithout su	nt phase and still shoot and/or chough it must end its move more ffering the penalty to its hit rolls lis obscured from the firer.	than	1" from a	ny enem	y units. In addition, this mod	del can			
EXPLODES			this model 6 mortal w		d to 0 wor	ınds, roll	a D6 before removing the model	from	the battle	field; on	a 6+ each unit within 2D6"	suffers			
ION SHIELD		Т	his model h	as a 5+ i	nvulnerabl	e save aga	ninst shooting attacks.								
HOUSEHOLI	)														
FACTION KI	EYWORI	OS II	MPERIUM,	QUEST	OR MECH	IANICUS	, HOUSEHOLD								
KEYWORDS		Т	ITANIC, V	EHICLE	, KNIGHT	WARDE	N								