TOTAL MATCHED POINTS	TOTAL CP	TOTAL UN	TOTAL UNITS ARMY										
499	3	5 Skitarii											
POINTS	СР	DETACHMENT" UNITS											
499	0	Patrol Tech-Priest Enginseer; Skitarii Rangers (B); Sicarian Infiltrators (Taser/Flechette); Cybernetica Datasmith; Ka Robots;											
CANTICLES OF THE O	MNISSIA	.H											
At units with this abil At the start of each ba may not be picked tw Alternatively, you can determine a Canticle If you have a Battle-fo	attle rou ice duri randon it takes	nd, pick whi ng the same nly determin effect even	ch Canticl battle. e which C if the san	e of the Or anticle of ne Canticle	mnissiah f the Omnis has been	rom the tab siah is in ef in effect ea	ole below is in fect by rolling arlier in the b	effect for the g a D6 and cor attle.	e duration	of the battle roun			
1. INCARNATION OF THE IRON SOUL	łE	ou 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 al									are unaffected.		
5. INVOCATION OF MACHINE MIGHT Affected units have +1 Strength.													
6. BENEDICTION OF TH OMNISSIAH	E	You can re-roll failed hit rolls of 1 for affected units in the Shooting phase.											
FORGEWORLD DOGI	MA												
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.													
TRAITS													
NECROMECHANIC		Each time y	our Warlo	rd uses an	ability to	repair a frie	endly model,	that model re	egains 1 ac	dditional wound.			
RELICS													
AUTOCADUCEUS OF AF LAND	AUTOCADUCEUS OF ARKHAN 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												
TECH-PRIEST I	ENGIN	ISEER (H	Q) (47	PTS) M	ODELS ?	X 1							
MOVE"		WS		BS	S	Т	W	А	LD	SV	INVSV		
6		4+ 4+		4	4	4	2	8	3+	6+			
WEAPON	RNG	" TYPE	S	AP	DMG	ABILITY						PTS	
Omnissian Axe	Mele	e Melee	+1 (5)	-2	2	-						0	
Servo-arm	Mele	e Melee	x2 (8)	-2	3		Each servo-arm can only be used to make one attack each time this model When a model attacks with this weapon, you must substract 1 from the hit					12	
Laspistol	12	Pistol 1	3	0 1		-						0	
ABILITIES													
CANTICLES OF THE OMNISSIAH		Gain bonus	in battle (depending	on the Ca	nticle of the	e Omnissiah o	currently beir	ng canted.				
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

KEYWORDS

FORGEWORLD DOGMA
FACTION KEYWORDS

This model has a 6+invulnerable save.

CHARACTER, INFANTRY, TECH-PRIEST, ENGINSEER

IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD

SKITARII RANGERS (B) (TROOPS) (56 PTS) MODELS X 5 (5-10)															
MOVE"	WS		BS		S	T	T W		A		SV	INVSV			
6		4+	3+	3		3	1		1 (2)		4+	6+			
WEAPON	RNG"	TYPE	S	AP	DMG	ABILIT	Υ				*		PTS		
Basic melee	Melee	Melee	user (3)	0	1	-							0		
Galvanic rifle	30	Rapid Fire 1	4	0	1	Wour	Wound roll of 6+: that hit is resolved with an AP of -1.								
Power sword	Melee Melee		user (3)	-3	1	-	-						4		
Arc pistol	12 Pistol 1		6	-1	1	Wher	n attacking	a VEHICL	. E , this wear	oon has s D	amage of D3		3		
Plasma caliver (Standard)	18	Assault 2	7	-3	1	-	-								
Plasma caliver (Supercharge)	18 Assault		8	-3	2	ll .	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.								
ABILITIES															
CANTICLES OF THE															
Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. SOLDIERS OF THE MACHINE															
GOD THE MACE	DIERS OF THE MACHINE 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	I	MPERIUM,	ADEPTUS I	MECHANIC	US, SKITA	RII, FORG	SEWORLD								
KEYWORDS		NFANTRY, S	KITARII RA	NGERS											
SICARIAN INFIL	TRAT	ORS (TA	SER/FL	ECHETT	E) (EL	ITES) (110 PTS) MOD	ELS X 5	(5-1	0)				
MOVE"	MOVE" WS		BS		S	T	W		A		SV	INVSV			
8		3+	3+			3	2		2 (3)	6 (7)	4+	6+			
WEAPON	RNG"	TYPE	S	AP DMG ABILITY			PTS								
Tasergoad	Melee	Melee	+2 (6)	0	1	Each h	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		Gain bonus	in battle o	depending	on the C	anticle o	f the Omni	ssiah cur	rently being	canted.					
OMNISSIAH NEUROSTATIC AURA	-														
INFILTRATORS	1	Enemy units within 3" of any Sicarian Infiltrators must substract 1 from their Leadership. 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									ıy				
		model.													
BIONICS		All models	n this uni	t have a 6+	invulne	rable sav	e.								
FORGEWORLD DOGMA			40 FDTUS	4501144110	16 614174	D.U. 500.0	5140545								
FACTION KEYWORDS		IMPERIUM,			-	KII, FORG	EWORLD								
KEYWORDS	ı	INFANTRY, S	ICARIAN IN	IFILIRAIOR	5										
CYBERNETICA	DATAS	SMITH (ELITES)	(44 PTS	S) MOI	DELS X	1								
MOVE"		WS		BS	S	Т	\ \	V	Α	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 (8)	-3	D3	When	attacking	with this v	weapon, yo	u must sub	stract 1 from the	hit roll.	12		
Gamma pistol	12	Pistol 1	6	-3	2	You ca	You can re-roll failed wound rolls for this weapon when attacking a VEHICLE .						10		
ABILITIES															
CANTICLES OF THE OMNISSIAH	0	Gain bonus	in battle o	depending	on the C	anticle o	f the Omni	ssiah cur	rently being	g canted.					
MASTER OF MACHINES	the end of your Movement phase this model can repair a single friendly Kastelan Robot within 3". That model regains D3 lost unds. 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+ir	nvulnerabl	e save.											
FORGEWORLD DOGMA															
FACTION KEYWORDS		IMPERIUM,	ADEPTUS I	MECHANIC	US, CULT	MECHAN	ICUS, FOR	EWORLD							
KEYWORDS	(CHARACTER	, INFANTR	Y, TECH-PRI	EST, CYBE	RNETICA	DATASMITI	1							

KASTELAN ROBOTS (HEAVY) (242 PTS) MODELS X 2 (2-6)												
MOVE"	WS	BS	S	Т	W	A	LD	SV	INVSV			
8	4+	4+	6	7	6	3	10	3+	5+against shooting			
WEAPON	RNG'	' TYPE	S	AP	DMG	ABILITY						
Kastelan fists	Mele	e Melee	+4 (10)	-3	3	-				35		
Incendine combustor	12	Heavy D6	5	-1	1	This we	apon auto	on automatically hits its target.				
ABILITIES												
CANTICLES OF THE OMNISSIAH		Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted.										
BATTLE PROTOCOLS		of each of y attempt is:	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 feach of your Movement phases if there is a friendly FORGEWORLD Cybernetica Datasmith within 6". Roll a D6; on a 2+the ttempt is successful and you can select any one of the three battle protocols to take effect from the start of the next battle round. Itherwise, 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 PROTOC	OL	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 DOGN	MA											
FACTION KEYWORDS		IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD										
KEYWORDS		VEHICLE, KASTELAN ROBOTS										