

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
1498	6	7	Skitarii
POINTS	CP	DETACHMENT "	UNITS
518	0	Patrol	Tech-Priest Dominus (Eradication Ray); Tech-Priest Enginseer; Skitarii Rangers (1); Cybernetica Datasmith; Kastelan Robots;
980	+3	Super heavy	Armiger Warglaive (Meltagun); Knight Warden (Gauntlet);

CANTICLES OF THE OMNISSIAH

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

At the start of each battle round, pick which Canticle of the Ommissiah 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 Ommissiah 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

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.
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TRAITS

NECROMECHANIC	Each time your Warlord uses an ability to repair a friendly model, that model regains 1 additional wound.
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RELICS

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.
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TECH-PRIEST DOMINUS (ERADICATION RAY) (HQ) (129 PTS) MODELS X 1

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

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Omnissian Axe	Melee	Melee	+1 (5)	-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 Ommissiah currently being canted.
MASTERWORK BIONICS	At the beginning of each of your turns, this model regains D3 lost wounds.
MASTER OF MACHINES	At the end of your Movement phase this model can repair a single friendly FORGEWORLD or QUESTOR MECHANICUS model within 3" (but not itself). FORGEWORLD model regains D3 lost wounds; QUESTOR MECHANICUS model regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.
LORD OF THE MACHINE CULT	You can re-roll hit rolls of 1 in the Shooting phase for friendly FORGEWORLD units within 6".
REFRACTOR FIELD	This model has a 5+ invulnerable save.
FORGEWORLD DOGMA	

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

TECH-PRIEST ENGINEER (HQ) (47 PTS) MODELS X 1

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

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Ommissian Axe	Melee	Melee	+1 (5)	-2	2	-	0
Servo-arm	Melee	Melee	x2 (8)	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.	12
Laspistol	12	Pistol 1	3	0	1	-	0

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

SKITARII RANGERS (1) (TROOPS) (67 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 (3)	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
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 omnisplex.	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

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 (8)	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	12		
Gamma pistol	12	Pistol 1	6	-3	2	You can re-roll failed wound rolls for this weapon when attacking a VEHICLE .	10		

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the 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

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 (10)	-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 (MELTAGUN) (LORD OF WAR) (480 PTS) MODELS X 2 (1-3)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
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 (12)	-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 (GAUNTLET) (LORD OF WAR) (500 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
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 (8)	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.	0		
Thunderstrike gauntlet	Melee	Melee	x2 (16)	-4	6	When attacking with this weapon, you must subtract 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		
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.	17		
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		
Avenger gatling cannon	36	Heavy 12	6	-2	2	-	95		
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								