	ONAII	NI IS (HO)	1125 [DTS) NAC	DELC Y	/ 1						
TECH-PRIEST [JOIVIII		(123 1				\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \		- 10	CV	IAIV(CV	
6	_	WS 3+		BS 2+	S 4	4	W	A 3	LD 8	SV 2+	INVSV 5+	
WEAPON	RNG"		S	AP		ABILITY					3.	PTS
Omnissian Axe	Mele		+1 (5)	-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	1			,								
CANTICLES OF THE OMNISSIAH		Gain bonus i	in battle d	lepending	on the Ca	nticle of the	e Omnissiah o	currently bei	ng canted.			
MASTERWORK BIONICS	5	At the begin	ning of ea	ch of your	turns, this	model reg	gains D3 lost v	wounds.				
MASTER OF MACHINES	At the end of your Movement phase this model can repair a single friendly FORGEWORLD or QUESTOR MECHANICUS model TER OF MACHINES At the end of your Movement phase this model can repair a single friendly FORGEWORLD or QUESTOR MECHANICUS model regains 1 lost wound. A mote be the target of the Master of Machines ability more than once per turn.											
LORD OF THE MACHINE	CULT	You can re-ro	oll hit rolls	s of 1 in the	e Shooting	phase for f	friendly FORG	EWORLD uni	ts within 6	".		
REFRACTOR FIELD		This model h	nas a 5+in	vulnerabl	e save.							
FORGEWORLD DOGMA	١											
FACTION KEYWORDS IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD							LD					
KEYWORDS		CHARACTER,	INFANTRY	, TECH-PRII	EST, DOMII	NUS						
TECH-PRIEST [IIMOC	NUS (ERA	DICATI	ON RA	() (HQ)	(129 PT	S) MODE	LS X 1				
TECH-PRIEST [IIMOC	WS (ERA	DICATI	ON RAY	() (HQ)	(129 PT	S) MODE	LS X 1	LD	SV	INVSV	
	OMI		ADICATI					1	LD 8	SV 2+	INVSV 5+	
MOVE"	OOMII RNG"	WS 3+	S	BS	S	Т	W	А				PTS
MOVE"		WS 3+		BS 2+	S 4	T 4	W	А				PTS 0
MOVE" 6 WEAPON	RNG"	WS 3+	S	BS 2+	S 4 DMG	T 4 ABILITY -	W 5	A 3	8		5+	1
MOVE" 6 WEAPON Omnissian Axe	RNG"	WS 3+ TYPE Melee Assault	S +1 (5)	BS 2+ AP -2	S 4 DMG 2	T 4 ABILITY - Units attabeing in c Attacks fr	W 5	A 3	8 ot gain an	2+	5+ aving throws for	0
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta	RNG" Melee	WS 3+ TYPE Melee Assault 1 Heavy	S +1 (5)	BS 2+ AP -2 -1	S 4 DMG 2 1	T 4 ABILITY - Units attabeing in c Attacks fr	W 5 acked by this cover.	A 3	8 ot gain an	2+ y bonus to their sa	5+ aving throws for	4
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta Eradication ray	RNG" Melee	WS 3+ TYPE Melee Assault 1 Heavy D3 Heavy	S +1 (5) 5	BS 2+ AP -2 -1 -2	S 4 DMG 2 1	T 4 ABILITY - Units attabeing in c Attacks fr	W 5 acked by this cover.	A 3	8 ot gain an	2+ y bonus to their sa	5+ aving throws for	0 4 10
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta Eradication ray Eradication ray*	RNG" Melee 18 24	WS 3+ TYPE Melee Assault 1 Heavy D3 Heavy D3	\$ +1 (5) 5 6 6	BS 2+ AP -2 -1 -2 -4	S 4 DMG 2 1 1 D3	T 4 ABILITY - Units attabeing in c Attacks fr AP of -4 a	W 5 acked by this cover.	A 3 weapon do n oon that targ of D3.*	8 not gain an	y bonus to their sa s at 8" or less are	5+ aving throws for	10
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta Eradication ray Eradication ray* ABILITIES CANTICLES OF THE	RNG" Melee 18 24	WS 3+ TYPE Melee Assault 1 Heavy D3 Heavy D3	\$ +1 (5) 5 6 6	BS 2+ AP -2 -1 -2 -4	S 4 DMG 2 1 1 D3	T 4 ABILITY - Units atta being in c Attacks fr AP of -4 a - nticle of the	Sover. Som this wear and a Damage	A 3 weapon do n con that targ of D3.*	8 not gain an	y bonus to their sa s at 8" or less are	5+ aving throws for	0 4 10
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta Eradication ray Eradication ray* ABILITIES CANTICLES OF THE OMNISSIAH	RNG" Melee 18 24 8	WS 3+ TYPE Melee Assault 1 Heavy D3 Heavy D3 At the begin At the end o 3" (but not it	s +1 (5) 5 6 6 6 in battle dening of ear fyour Moreself). FOR	BS 2+ AP -2 -1 -2 -4 epending ch of your vement ph	DMG 2 1 1 D3 on the Ca turns, this ase this n model re	ABILITY - Units attabeing in control of the semodel regulations and a model can regains D3 loss	W 5 acked by this cover. com this wear and a Damage	weapon do no	8 not gain and et enemie:	y bonus to their sa s at 8" or less are	5+ aving throws for	0 4 10 0
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta Eradication ray Eradication ray* ABILITIES CANTICLES OF THE OMNISSIAH MASTERWORK BIONICS	RNG" Melec 18 24 8	WS 3+ TYPE Melee Assault 1 Heavy D3 Heavy D3 At the begin At the end o 3" (but not it not be the ta	s +1 (5) 5 6 6 in battle d ning of ea f your Mosself). FOR earget of the	BS 2+ AP -2 -1 -2 -4 depending ch of your verment ph GEWORLD de Master of	DMG 2 1 1 D3 on the Ca turns, this ase this n model re of Machin	ABILITY - Units attabeing in c Attacks fr AP of -4 a - nticle of the s model reg model can regains D3 loses ability m	W 5 acked by this cover. om this wear and a Damage e Omnissiah of gains D3 lost vepair a single st wounds; Q	weapon do no non that targ of D3.* currently bei wounds. friendly FOR WEC be per turn.	8 not gain and et enemies ng canted.	y bonus to their sa s at 8" or less are or QUESTOR MECI nodel regains 1 los	5+ aving throws for resolved with an	0 4 10 0
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta Eradication ray Eradication ray * ABILITIES CANTICLES OF THE OMNISSIAH MASTERWORK BIONICS MASTER OF MACHINES	RNG" Melee 18 24 8	WS 3+ TYPE Melee Assault 1 Heavy D3 Heavy D3 At the begin At the end o 3" (but not it not be the ta	s +1 (5) 5 6 6 in battle d ining of ea f your Moo self). FOR arget of th	BS 2+ AP -2 -1 -2 -4 depending ch of your vement ph GEWORLD e Master of	DMG 2 1 1 D3 on the Ca turns, this ase this n model re of Machin e Shooting	ABILITY - Units attabeing in c Attacks fr AP of -4 a - nticle of the s model reg model can regains D3 loses ability m	W 5 acked by this cover. com this wear and a Damage e Omnissiah of gains D3 lost we pair a single st wounds; Quore than once	weapon do no non that targ of D3.* currently bei wounds. friendly FOR WEC be per turn.	8 not gain and et enemies ng canted.	y bonus to their sa s at 8" or less are or QUESTOR MECI nodel regains 1 los	5+ aving throws for resolved with an	0 4 10 0
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta Eradication ray Eradication ray* ABILITIES CANTICLES OF THE OMNISSIAH MASTERWORK BIONICS MASTER OF MACHINES LORD OF THE MACHINE	RNG" Melee 18 24 8	WS 3+ TYPE Melee Assault 1 Heavy D3 Heavy D3 At the begin At the end o 3" (but not it not be the ta	s +1 (5) 5 6 6 in battle d ining of ea f your Moo self). FOR arget of th	BS 2+ AP -2 -1 -2 -4 depending ch of your vement ph GEWORLD e Master of	DMG 2 1 1 D3 on the Ca turns, this ase this n model re of Machin e Shooting	ABILITY - Units attabeing in c Attacks fr AP of -4 a - nticle of the s model reg model can regains D3 loses ability m	W 5 acked by this cover. com this wear and a Damage e Omnissiah of gains D3 lost we pair a single st wounds; Quore than once	weapon do no non that targ of D3.* currently bei wounds. friendly FOR WEC be per turn.	8 not gain and et enemies ng canted.	y bonus to their sa s at 8" or less are or QUESTOR MECI nodel regains 1 los	5+ aving throws for resolved with an	0 4 10 0
MOVE" 6 WEAPON Omnissian Axe Phosphor serpenta Eradication ray Eradication ray* ABILITIES CANTICLES OF THE OMNISSIAH MASTER OF MACHINES LORD OF THE MACHINE REFRACTOR FIELD	RNG" Melec 18 24 8	WS 3+ TYPE Melee Assault 1 Heavy D3 Heavy D3 At the begin At the end o 3" (but not it not be the tay You can re-re-	s +1 (5) 5 6 6 6 6 ming of ea fyour Morself). FOR arget of the bill hit rolls has a 5+ in	BS 2+ AP -2 -1 -2 -4 lepending ch of your vement ph GEWORLD e Master of s of 1 in the vulnerable	DMG 2 1 1 D3 on the Ca turns, this ase this n model re of Machin e Shooting e save.	ABILITY - Units attabeing in c Attacks fr AP of -4 a - nticle of the s model reg model can regains D3 loes ability m	W 5 acked by this cover. com this wear and a Damage e Omnissiah of gains D3 lost we pair a single st wounds; Quore than once	weapon do non that targ of D3.* currently bei wounds. cfriendly FOR UESTOR MEC e per turn.	8 not gain and et enemies ng canted.	y bonus to their sa s at 8" or less are or QUESTOR MECI nodel regains 1 los	5+ aving throws for resolved with an	0 4 10 0