

SKITARII RANGERS (B) (TROOPS) (56 PTS) MODELS X 5 (5-10)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
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
Power sword	Melee	Melee	user (3)	-3	1	-			4
Arc pistol	12	Pistol 1	6	-1	1	When attacking a VEHICLE , this weapon has s Damage of D3			3
Plasma caliver (Standard)	18	Assault 2	7	-3	1	-			14
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.			0
ABILITIES									
CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omniissiah 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								

SICARIAN INFILTRATORS (TASER/FLECHETTE) (ELITES) (110 PTS) MODELS X 5 (5-10)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
8	3+	3+	4	3	2	2 (3)	6 (7)	4+	6+
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY			PTS
Taser goad	Melee	Melee	+2 (6)	0	1	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 OMNISSIAH		Gain bonus in battle depending on the Cantic of the Omnissiah currently being canted.							
NEUROSTATIC AURA		Enemy units within 3" of any Sicarian Infiltrators must subtract 1 from their Leadership.							
INFILTRATORS		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 model.							
BIONICS		All models in this unit have a 6+ invulnerable save.							
FORGEWORLD DOGMA									
FACTION KEYWORDS		IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD							
KEYWORDS		INFANTRY, SICARIAN INFILTRATORS							

CYBERNETICA DATASMITH (ELITES) (44 PTS) MODELS X 1

MOVE"		WS		BS		S	T	W	A	LD	SV	INVS	
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 substract 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 Ommissiah 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) (242 PTS) MODELS X 2 (2-6)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
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
ABILITIES									
CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnisiah 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								