



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		
Omnissian 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 Omnissiah currently being canted.								
MASTER OF MACHINES	At the end of your Movement phase this model can repair a single friendly <b>FORGEWORLD VEHICLE</b> , <b>ASTRA MILITARUM VEHICLE</b> or <b>QUESTOR MECHANICUS</b> model within 3". If a model being repaired is a <b>FORGEWORLD</b> or <b>ASTRA MILITARUM</b> model, it regains D3 lost wounds; if it is a <b>QUESTOR MECHANICUS</b> 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 (A) (TROOPS) (67 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
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 <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.	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 Omnisiah 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 Canticle of the Omnisiah 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 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 <b>VEHICLE</b> .				10
ABILITIES										
CANTICLES OF THE OMNISSIAH		Gain bonus in battle depending on the Cantic of the Omnisiah 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								

## ONAGER DUNECRAWLER (ICARUS) (HEAVY) (135 PTS) MODELS X 1

MOVE"	WS	BS		S	T	W		A	LD	SV	INVSV
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	ABILITY					PTS
Basic melee	Melee	Melee	user (6)	0	1	-					0
Cognis heavy stubber	36	Heavy 3	4	0	1	You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so.					5
Icarus array:	-	-	-	-	-	When attacking with this weapon, you can fire all three of the profiles*. Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls against all other targets.					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	-	-	-	-	-	FORGEWORLD units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.					0

## ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnisiah currently being canted.
CRAWLER	This model can only Advance D3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.
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.
EMANATUS FORCE FIELD	This model has a 5+ invulnerable save. You can re-roll invulnerable saving throws of 1 for any Onager Dunecrawler if it is within 6" of at least one other friendly <b>FORGEWORLD</b> Onager Dunecrawler
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD
KEYWORDS	VEHICLE, ONAGER DUNECRAWLER

**KASTELAN ROBOTS (BLASTERS) (HEAVY) (220 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
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 Ommissiah 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 <b>FORGEWORLD</b> 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