

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
1240	8	11	Skitarii
POINTS	CP	DETACHMENT"	UNITS
1000	+5	Battalion	Tech-Priest Dominus; Tech-Priest Dominus (Eradication Ray); Tech-Priest Enginseer; Skitarii Rangers (A); Skitarii Rangers (B); Skitarii Vanguard (A); Sicarian Infiltrators (Taser/Flechette); Cybernetica Datasmith; Kastelan Robots (Blasters); Onager Duncrawler (Icarus);
240	0	Super heavy Aux	Armiger Warglaive (Meltagun);

CANTICLES OF THE OMNISSIAH

At units with this ability gain a bonus during the battle depending on the Canticle of the Omnisiah currently being canted.
At the start of each battle round, pick which Canticle of the Omnisiah 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 Omnisiah 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 (HQ) (125 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
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
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

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Omnisiah 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 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 Omnissiah 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		
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		
Las pistol	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 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 (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 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 omnispex.			7

ABILITIES

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

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 Cantic of the Ommissiah 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

SKITARII VANGUARD (A) (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
Radium Carbine	18	Assault 3	3	0	1	Wound roll of 6+: that hit inflicts 2 damage instead of 1			0
Taser goad	Melee	Melee	+2 (5)	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.			4
Radium pistol	12	Pistol 1	3	0	1	Wound roll of 6+: that hit inflicts 2 damage instead of 1.			0
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
Arc rifle	24	Rapid Fire 1	6	-1	1	When attacking a VEHICLE , this weapon has Damage of D3			4
Enhanced Data-tether	-	-	-	-	-	You can re-roll failed Morale tests for unit that includes a model with enhanced data-tether.			5

ABILITIES

CANTICLES OF THE OMNISSIAH	Gain bonus in battle depending on the Canticle of the Ommissiah 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.
RAD-SATURATION	Reduce the toughness of enemy units (other than VEHICLES) by 1 whilst they are within 1" of any Skitarii Vanguard units.
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD
KEYWORDS	INFANTRY, SKITARII VANGUARD

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 Ommissiah 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 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 (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 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								

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 Ommissiah 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 FORGEWORLD Onager Dunecrawler
FORGEWORLD DOGMA	
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, FORGEWORLD
KEYWORDS	VEHICLE, ONAGER DUNECRAWLER

ARMIGER WARGLAIVE (MELTAGUN) (LORD OF WAR) (240 PTS) MODELS X 1 (1-3)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
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