

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY						
250	3	3	Skitarii						
POINTS	CP	DETACHMENT"	UNITS						
250	0	Patrol	Tech-Priest Dominus; Skitarii Rangers (A); Skitarii Rangers (B);						

CANTICLES OF THE OMNISSIAH	
<p>At units with this ability gain a bonus during the battle depending on the Canticle of the Omnisiah currently being canted.</p> <p>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.</p> <p>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.</p> <p>If you have a Battle-forged army, units only receive the bonus if every model in their Detachment has this ability.</p>	
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.

TRAITS	
GRAIA	Emotionless Clarity: Models in friendly GRAIA units within 6" of your Warlord can shoot with Assault and Rapid Fire weapons even if there are enemy units within 1" of their own unit, but only if they target the closest enemy unit. In such circumstances, the model can shoot even if other friendly units are within 1" of the same enemy unit.

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.

TECH-PRIEST DOMINUS (HQ) (127 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
Macrostubber	12	Pistol 5	4	0	1	-	2
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 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

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