TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY						
1240	8	11	Skitarii						
POINTS	СР	DETACHMENT	UNITS						
1000	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 Dunecrawler (Icarus);						
240	240 0 Super heavy Aux		Armiger Warglaive (Meltagun);						
CANTICLES	OF TH	IE OMNISSIAH							
may not be Alternativel determine a If you have a	picked y, you a Canti a Battle	I twice during can randoml icle, it takes e e-forged arm	d, pick which Canticle of the Omnissiah from the table below is in effect for the duration of the battle round. The same Canticle the same battle. y determine which Canticle of the Omnissiah is in effect by rolling a D6 and consulting the table below. Note that if you randomly effect even if the same Canticle has been in effect earlier in the battle. y, units only receive the bonus if every model in their Detachment has this ability.						
1. INCARNA IRON SOUL	IION O)FIHE Y	u can re-roll failed Morale tests for affected units.						
2. LITANY OF ELECTROMA			ll 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 ounds.						
3. CHANT OF REMORSELE		. Y	You can re-roll any hit rolls of 1 for affected units in the Fight phase.						
4. SHROUDP	SALM	A	ffected units gain the bonus to their armour saving throws as if they were in cover. Units already in cover are unaffected.						
5. INVOCATI MIGHT		Α	ffected units have +1 Strength.						
6. BENEDICT OMNISSIAH		FTHE	ou can re-roll failed hit rolls of 1 for affected units in the Shooting phase.						
FORGEWO	RLD D	OGMA							
GRAIA		is	efusal 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 s not slain (and has 1 wound remaining), or that model does not flee. However, GRAIA units with this dogma cannot Fall Back nless there is a friendly GRAIA CHARACTER on the battlefield.						
TRAITS									
NECROMECH	IANIC	E	ach time your Warlord uses an ability to repair a friendly model, that model regains 1 additional wound.						
RELICS									

TECH-PRIEST DOMINUS (HQ) (125 PTS) MODELS X 1

regained.

AUTOCADUCEUS OF ARKHAN

LAND

MOVE"		WS		BS	S	Т	W	А	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 ro	II of 6+: the ta	rget suffers a	mortal w	ound in addition t	o any other	8

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

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

Month Mon	MOVE"		WS		BS	S	Т	W	А	LD	SV	INVSV		
Omnissian Axe	6		3+		2+	4	4	5		8	2+	5+		
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. Fradication ray 24 Heavy 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.* Fradication ray * 8 Heavy D3 6 -4 D3 - ABIUTIES CANTICLES OF THE OMNISSIAH Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. MASTERWORK BIONICS At the end of your Movement phase this model regains D3 lost wounds. At the end of your Movement phase this model can repair a single friendly FORGEWORLD or QUESTOR MECHANICUS model with 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. TECH-PRIEST ENGINSEER (HQ) (47 PTS) MODELS X 1 MOVE" WS BS S T W A LD SV INVSV 6 4+ 4+ 4+ 4 4 4 4 4 2 8 3 3+ 6+ WEAPON RING* TYPE S AP DMG ABILITY Onnissian Axe 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 substract 1 from the hit roll. Laspistol 12 Piol 3 0 1 - ABIUTIES CANTICLES OF THE OMNISSIAH Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. ACTION KEYWORDS When a model attacks with this weapon, you must substract 1 from the hit roll. A the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM VEHICLE OF THE OMNISSIAH ACTION KEYWORDS Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. ACTION KEYWORDS When a model attacks with this weapon, you must substract 1 from the hit roll. ASBIUTIES CANTICLES OF THE Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. ACTION KEYWORDS Gain bonus in battle depending on the Canticle of	WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY			И		ı	PTS	
Fradication 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." Fradication ray * 8 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." Fradication ray * 8 Heavy D3 6 4 D3 - AP D3 - AP DMG ABILITY MOVEL WS BS S T W A LD SV INVSV FACHORIST ENGINSEER (HQ) (47 PTS) MODELS X 1 WEAPON RAY BEER OF MEER AND WEEP S AP DMG ABILITY MOVEL WS BS S T W A LD SV INVSV 6 4 4 4 4 4 4 4 4 2 8 3 3 6 6 4 A 4 4 A 5 A 5 A 5 A 5 A 5 A 5 A 5 A 5	Omnissian Axe	Melee	Melee	+1 (5)	-2	2	-						0	
Eradication ray* 8 Heavy 6 -4 D3 -5 AP of -4 and a Damage of D3.* ABILITIES CANTICLES OF THE OMNISSIAH Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. MASTER WORK BIONICS At the beginning of each of your turns, this model regains D3 lost wounds. At the end of your Movement phase this model can repair a single friendly PORGEWORLD or QUESTOR MECHANICUS model with 3" (but not itself). FORGEWORLD model regains D3 lost wounds, QUESTOR MECHANICUS model regains 1 lost wound. A model monto be the target of the Master of Machines ability more than once per turn. LORD OF THE MACHINECULT 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 ENGINSEER (HQ) (47 PTS) MODELS X 1 WOVE 8 BS 5 T W A LD SV INVSV 6 4 4 4 4 4 4 2 8 3 3+ 6+ WEAPON RNG" TYPE S AP DMG ABILITY Omnissian Axe Melee Melee +1 (5) -2 2 - Servo-arm Melee Melee +1 (5) -2 2 - Servo-arm Melee Melee +1 (5) -2 3 SEACH Servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must substract 1 from the hit roll. Laspistol 12 Pistol 3 0 1 - ABILITIES CANTICLES OF THE OMNISSIAH At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM VEHICLE QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA MILITARUM vehicles of Machines ability more than once per turn.	Phosphorserpenta	18		5	-1	1	, , , , , , , , , , , , , , , , , , , ,							
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CANTICLES OF THE OMNISSIAH MASTER WORK BIONICS At the end of your furns, this model regains D3 lost wounds. At the end of your furns, this model regains D3 lost wounds. At the end of your furns, this model regains D3 lost wounds. At the end of your Movement phase this model regains D3 lost wounds; QUESTOR MECHANICUS model with a "(but not itself), FORSEWORLD model regains D3 lost wounds; QUESTOR MECHANICUS model regains D3 lost wounds, QUESTOR MECHANICUS model within 6". LORD OF THE MACHINE CULT You can re-roll hit rolls of 1 in the Shooting phase for friendly FORSEWORLD units within 6". REFRACTOR FIELD This model has a 5+invulnerable save. FORSEWORLD DGMM ACCITION KEYWORDS IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORSEWORLD ***EXPORTING*** ***EX**** ***MOVE**** ***MOVE*** ***MOVE*** ***MOVE*** ***MOVE*** ***MOVE*** ***MOVE*** ***MOVE**	Eradication ray *	8		6	-4	D3	-						0	
OMNISSIAH MASTERWORK BIONICS At the beginning of each of your turns, this model regains D3 lost wounds. At the end of your Movement phase this model can repair a single friendly PORGEWORLD or QUESTOR MECHANICUS model with 3° (but not itself). PORGEWORLD model regains D3 lost wounds; QUESTOR MECHANICUS model regains 1 lost wound. A model mot be the target of the Master of Machines ability more than once per turn. LORD OF THE MACHINE CUIT To u 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 TECH-PRIEST ENGINSEER (HQ) (47 PTS) MODELS X 1 MOVE* MOVE* MEAPON MOVE* MEAPON Melee	ABILITIES													
At the end of your Movement phase this model can repair a single friendly FORGEWORLD or QUESTOR MECHANICUS model with 3" but not itself). FORGEWORLD model regains 03 lost wounds; QUESTOR MECHANICUS model regains 1 lost wound. A model mot be the target of the Master of Machines ability more than once per turn. LORD OF THE MACHINES This model has a 5+ invulnerable save. This model has a 5+ invulnerable save. FORGEWORLD DOGMA FACTION KEYWORDS MPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD KEYWORDS CHARACTER, INFANTRY, TECH-PRIEST, DOMINUS TECH-PRIEST ENGINSEER (HQ) (47 PTS) MODELS X 1 MOVE" WS BS S T W A LD SV INVSV 6 4+ 4+ 4 4 4 4 2 8 3+ 6+ WEAPON RNG" TYPE S AP DMG ABILITY Omnissian Axe Melee Melee Melee Helee **1(5) **2 2 -** Servo-arm Melee Melee Melee **1(5) **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 substract 1 from the hit roll. Laspistol 12 Pistol 3 0 1			Gain bonus	in battle d	lepending	on the Ca	nticle of the	omnissiah c	urrently bei	ng canted.				
MASTER OF MACHINES 3" (but not itself), PORGEWORLD model regains 3 lost wounds; QUESTOR MECHANICUS model regains 1 lost wound. A model mot 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 ENGINSEER (HQ) (47 PTS) MODELS X 1 MOVE" WS BS S T W A LD SV INVSV 6 4+ 4+ 4 4 4 4 4 2 8 3+ 6+ WEAPON RNG" TYPE S AP DMG Melee Melee Helee	MASTERWORK BIONIC	5 <i>P</i>	At the begin	nning of ea	ch of your	turns, this	model reg	ains D3 lost v	vounds.					
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 ENGINSEER (HQ) (47 PTS) MODELS X 1 MOVE" WS BS S T W A LD SV INVSV 6 4+ 4+ 4+ 4 4 4 4 2 8 3+ 6+ WEAPON RNG" TYPE S AP DMG ABILITY Omnissian Axe Melee Melee +1 (5) -2 2 - Servo-arm Melee Melee +1 (5) -2 2 - 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 substract 1 from the hit roll. Laspistol 12 Pistol 1 3 0 1 - ABILITIES CANTICLES OF THE OMNISSIAH MASTER OF MACHINES Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM VEHICLE QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA MILITARUM model, it regains D3 lost wounds; iffit is a QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA MILITARUM model, it regains D3 lost wounds; iffit is a QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA MILITARUM model, it regains D3 lost wounds; iffit 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.	MASTER OF MACHINES 3" (but not itself). FORGEWORLD model regains D3 lost wounds; QUESTOR MECHANICUS model regains 1 lost wound. A mode													
FORGEWORLD DOGMA FACTION KEYWORDS IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD KEYWORDS CHARACTER, INFANTRY, TECH-PRIEST, DOMINUS TECH-PRIEST ENGINSEER (HQ) (47 PTS) MODELS X 1 MOVE" WS BS S T W A LD SV INVSV 6 4+ 4+ 4+ 4 4 4 4 4 2 8 3+ 6+ WEAPON RNG" TYPE S AP DMG ABILITY Omnissian Axe Melee 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 substract 1 from the hit roll. Laspistol 12 Pistol 13 0 1 - ABILITIES CANTICLES OF THE OMMISSIAH MASTER OF MACHINES MASTER OF MACHINES ALTHOUGH MECHANICUS model within 3". If a model being repaired is a FORGEWORLD VEHICLE, ASTRA MILITARUM WEHICLE QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA MILITARUM model, it regains D3 lost wounds; lift is a QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA MILITARUM model, it regains D3 lost wounds; lift is a QUESTOR MECHANICUS model, it regains 1 lost wound. A model may not be the target of the Master of Machines a bility more than once per turn. BIONICS This model has a 6+ invulnerable save.	LORD OF THE MACHINI	CULT	′ou can re-r	oll hit rolls	s of 1 in th	e Shooting	phase for f	riendly FORG	EWORLD uni	ts within 6	".			
IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, FORGEWORLD	REFRACTOR FIELD	Т	his model	has a 5+ir	vulnerabl	e save.								
TECH-PRIEST ENGINSEER (HQ) (47 PTS) MODELS X 1 MOVE" WS BS S T W A LD SV INVSV 6 4+ 4+ 4+ 4 4 4 4 2 8 3+ 6+ WEAPON RNG" TYPE S AP DMG ABILITY Omnissian Axe Melee Melee +1 (5) -2 2 - 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 substract 1 from the hit roll. Laspistol 12 Pistol 1 3 0 1 - ABILITIES CANTICLES OF THE OMNISSIAH MASTER OF MACHINES MASTER OF MACHINES Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM WEHICLE QUESTOR MECHANICUS model within 3". If a model being repaired is a FORGEWORLD or ASTRA MILITARUM model, it regains D3 lost wounds; iff 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	4												
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MOVE" WS BS S T W A LD SV INVSV 6 4+ 4+ 4+ 4 4 4 4 2 8 3+ 6+ WEAPON RNG" TYPE S AP DMG ABILITY Omnissian Axe Melee Melee +1 (5) -2 2 - 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 substract 1 from the hit roll. Laspistol 12 Pistol 1 3 0 1 - ABILITIES CANTICLES OF THE OMNISSIAH MASTER OF MACHINES At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM VEHICLE 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.	KEYWORDS		CHARACTER	, INFANTRY	, TECH-PRI	EST, DOMIN	NUS							
WEAPON RNG" TYPE S AP DMG ABILITY Omnissian Axe Melee Melee +1 (5) -2 2 - 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 substract 1 from the hit roll. Laspistol 12 Pistol 1 3 0 1 - ABILITIES CANTICLES OF THE OMNISSIAH MASTER OF MACHINES MASTER OF MACHINES MASTER OF MACHINES BIONICS This model has a 6+invulnerable save.	TECH-PRIEST E	NGIN	SEER (H	Q) (47 I	PTS) MO	DDELS >	(1							
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Omnissian Axe Melee Melee +1 (5) -2 2 - 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 substract 1 from the hit roll. Laspistol 12 Pistol 1 3 0 1 - ABILITIES CANTICLES OF THE OMNISSIAH Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM VEHICLE 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.	6		4+		4+	4	4	4	2	8	3+	6+		
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ABILITIES CANTICLES OF THE OMNISSIAH MASTER OF MACHINES Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM VEHICLE 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.			Malaa	x2 (8)	-2	3	,						"	
CANTICLES OF THE OMNISSIAH Gain bonus in battle depending on the Canticle of the Omnissiah currently being canted. At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM VEHICLE 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. This model has a 6+invulnerable save.	Servo-arm	Melee	Weree				** II C II G III	odel attacks v	with this wea	ipon, you r	nust substract 1 i	rom the hit roll.		
OMNISSIAH At the end of your Movement phase this model can repair a single friendly FORGEWORLD VEHICLE, ASTRA MILITARUM VEHICLE 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.			Pistol	3	0	1	-	odel attacks v	with this wea	ipon, you r	nust substract 1 i	rom the hit roll.	12	
MASTER OF MACHINES 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.	Laspistol		Pistol	3	0	1	-	odel attacks v	with this wea	ipon, you r	nust substract 1	rom the hit roll.	12	
	Laspistol ABILITIES CANTICLES OF THE	12	Pistol 1				-				nust substract 1	rom the nit roll.	12	
	ABILITIES CANTICLES OF THE OMNISSIAH	12	Pistol 1 Gain bonus At the end o	in battle of your More ECHANICUTES; if it is a C	lepending vement ph JS model w QUESTOR N	on the Can nase this m vithin 3". If	nticle of the nodel can re a model b US model, i	e Omnissiah c epair a single eing repaired	urrently bein friendly FOR is a FORGEW	ng canted. GEWORLD ORLD or A	VEHICLE , ASTRA STRA MILITARUM	MILITARUM VEHICL model, it regains [12 0	
· -··· · · · · · · · · · ·	Laspistol ABILITIES CANTICLES OF THE OMNISSIAH MASTER OF MACHINES	12	Pistol 1 Gain bonus At the end of QUESTOR M ost wound. Machines a	in battle of your Move ECHANICLES; if it is a Chility more	lepending vement ph IS model w QUESTOR N e than onc	on the Can nase this m vithin 3". If MECHANIC re per turn	nticle of the nodel can re a model b US model, i	e Omnissiah c epair a single eing repaired	urrently bein friendly FOR is a FORGEW	ng canted. GEWORLD ORLD or A	VEHICLE , ASTRA STRA MILITARUM	MILITARUM VEHICL model, it regains [12 0	
	ABILITIES CANTICLES OF THE DMNISSIAH MASTER OF MACHINES	12 C	Pistol 1 Gain bonus At the end of QUESTOR M ost wound. Machines a	in battle of your More ECHANICLES; if it is a Cobility more	depending wement ph IS model w QUESTOR N e than ond wulnerabl	on the Car nase this m vithin 3". If MECHANIC te per turn e save.	- nodel can re a model b US model, i	e Omnissiah c epair a single eing repaired	urrently bein friendly FOR is a FORGEW st wound. A r	ng canted. GEWORLD ORLD or A	VEHICLE , ASTRA STRA MILITARUM	MILITARUM VEHICL model, it regains [E	

CHARACTER, INFANTRY, TECH-PRIEST, ENGINSEER

KEYWORDS

MOVE"		WS	BS		S	Т	W	A	LD	SV	INVSV	
6		4+	3+		3	3	1	1 (2)	6 (7)	4+	6+	
WEAPON	RNG"	TYPE	S	AP	DMG	ABIL	ITY	"			l .	PTS
Basic melee	Melee	Melee	user (3)	0	1	-						0
Galvanic rifle	30	Rapid Fire 1	4	0	1	Wor	und roll of 6+	: that hit is resolved wi	th an AP of	-1.		0
Transuranic arquebus	60	Heavy 1	7	-2	D3	pha unit	se. This wea :. Each time y	nnot be fired if the firing pon may target a CHAR ou make a wound roll o on to its normal damage	ACTER eve f 6+ for thi	n if it is not the c	losest enemy	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.					
ABILITIES												
CANTICLES OF THE OMNISSIAH	Ga	ain bonus	in battle d	epending	g on the (Canticle	e of the Omni	issiah currently being c	anted.			
SOLDIERS OF THE MAC GOD	CHINE Th	is unit wi	thin range	ofobject	ive mark	er cont	rols it if ther	e no enemy units with s	uch abilit	y else who have	most models.	
BIONICS		l models i	n this unit	have a 6	+ invulne	rable s	ave.					
FORGEWORLD DOGM												
FACTION KEYWORDS	IN	1PERIUM,	ADEPTUS N	/IECHANIC	US, SKITA	ARII, FO	RGEWORLD					
KEYWORDS	IN	FANTRY SI	KITARII RAN	IGERS								
KEYWORDS	IN	FANTRY, SI	KITARII RAN	IGERS								
SKITARII RANG					MODE	LS X	5 (5-1	10)				
	GERS (B)				MODE	LS X	5 (5-1	10)	LD	SV	INVSV	
SKITARII RANG	GERS (B)	(TROC	DPS) (56				,		LD 6 (7)	SV 4+	INVSV 6+	
SKITARII RANG MOVE" 6 WEAPON	GERS (B)	(TROC	DPS) (56	S PTS) I	S DMG	T 3	1 W	A	<u> </u>			_
SKITARII RANG MOVE" 6 WEAPON	GERS (B)	WS 4+	DPS) (56	5 PTS) I	3	T 3	1 W	A	<u> </u>			PTS 0
SKITARII RANG MOVE" 6 WEAPON Basic melee	GERS (B)	(TROC	DPS) (56	S PTS) I	S DMG	T 3 ABII	W 1	A	6 (7)	4+		_
SKITARII RANG MOVE" 6 WEAPON Basic melee Galvanic rifle	RNG"	WS 4+ TYPE Melee Rapid	DPS) (56 BS 3+ S user (3)	AP	S 3 DMG	T 3 ABII	W 1	A 1 (2)	6 (7)	4+		0
SKITARII RANG MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword	RNG" Melee	(TROC WS 4+ TYPE Melee Rapid Fire 1	BS 3+ S user (3)	AP 0	S 3 DMG	3 ABII - Wc	W 1	A 1 (2)	6 (7)	4+ f-1.		0
SKITARII RANO MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword Arc pistol Plasma caliver	RNG" Melee 30 Melee	WS 4+ TYPE Melee Rapid Fire 1 Melee	BS 3+ S user (3) 4 user (3)	AP 0 0 -3	S 3 DMG	3 ABII - Wc	W 1	A 1 (2) +: that hit is resolved w	6 (7)	4+ f-1.		0 4
MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword Arc pistol Plasma caliver (Standard)	RNG" Melee 30 Melee 12	WS 4+ TYPE Melee Rapid Fire 1 Melee Pistol 1 Assault	BS 3+ S user (3) 4 user (3) 6	AP 0 0 -3 -1	S DMG	T 3 ABII - Wc - Wh - On	W 1 LITY Dund roll of 6	A 1 (2) +: that hit is resolved w	6 (7)	f-1.	6+	0 0 4 3
MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword Arc pistol Plasma caliver (Standard) Plasma caliver	RNG" Melee 30 Melee 12 18	WS 4+ TYPE Melee Rapid Fire 1 Melee Pistol 1 Assault 2 Assault	BS 3+ S user (3) 4 user (3) 6 7	AP 0 0 -3 -1 -3	S DMG 1 1 1 1 1 1	T 3 ABII - Wc - Wh - On	W 1 LITY bund roll of 6 nen attacking	+: that hit is resolved w	6 (7)	f-1.	6+	0 0 4 3 14
MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword Arc pistol Plasma caliver (Standard) Plasma caliver (Supercharge) ABILITIES CANTICLES OF THE	RNG" Melee 30 Melee 12 18	WS 4+ TYPE Melee Rapid Fire 1 Melee Pistol 1 Assault 2 Assault 3	BS 3+ S user (3) 4 user (3) 6 7	AP 0 0 -3 -1 -3 -3	S DMG 1 1 1 1 1 2	T 3 ABII - Wc - Wh - On res	W 1 LITY Dund roll of 6 Then attacking a hit roll of 1 olved.	+: that hit is resolved w	6 (7) ith an AP o	f-1.	6+	0 0 4 3 14
MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword Arc pistol Plasma caliver (Standard) Plasma caliver (Supercharge) ABILITIES CANTICLES OF THE DMNISSIAH SOLDIERS OF THE MAC	RNG" Melee 30 Melee 12 18 18	WS 4+ TYPE Melee Rapid Fire 1 Melee Pistol 1 Assault 2 Assault 3	BS 3+ S user (3) 4 user (3) 6 7 8	AP 0 0 -3 -1 -3 -3	S DMG 1 1 1 1 2 2 3 3 3 3 3 3 3 3	T 3 ABII - Wc - Wh - Canticle	W 1 LITY Dund roll of 6 The nen attacking a hit roll of 1 olved.	+: that hit is resolved w g a VEHICLE, this weapo	6 (7) ith an AP o	f-1. mage of D3	6+ ts have been	0 0 4 3 14
MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword Arc pistol Plasma caliver (Standard) Plasma caliver (Supercharge) ABILITIES CANTICLES OF THE OMNISSIAH SOLDIERS OF THE MAG	RNG" Melee 30 Melee 12 18 18 Th	WS 4+ TYPE Melee Rapid Fire 1 Melee Pistol 1 Assault 2 Assault 3	BS 3+ S user (3) 4 user (3) 6 7 8	AP 0 0 -3 -1 -3 epending	S 3 DMG 1 1 1 1 2 gon the C	T 3 ABII - Wo - Wh - Canticle	W 1 LITY Dund roll of 6 Den attacking a hit roll of 1 olved. e of the Omni rols it if ther	A 1 (2) +: that hit is resolved w ga VEHICLE, this weapo ., the bearer is slain aft	6 (7) ith an AP o	f-1. mage of D3	6+ ts have been	0 0 4 3 14
SKITARII RANG MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword Arc pistol Plasma caliver (Standard) Plasma caliver (Supercharge) ABILITIES CANTICLES OF THE OMNISSIAH SOLDIERS OF THE MAGGOD BIONICS	RNG" Melee 30 Melee 12 18 18 TH Al	WS 4+ TYPE Melee Rapid Fire 1 Melee Pistol 1 Assault 2 Assault 3	BS 3+ S user (3) 4 user (3) 6 7 8 in battle d	AP 0 0 -3 -1 -3 epending	S 3 DMG 1 1 1 1 2 gon the C	T 3 ABII - Wo - Wh - Canticle	W 1 LITY Dund roll of 6 Den attacking a hit roll of 1 olved. e of the Omni rols it if ther	A 1 (2) +: that hit is resolved w ga VEHICLE, this weapo ., the bearer is slain aft	6 (7) ith an AP o	f-1. mage of D3	6+ ts have been	0 0 4 3 14
SKITARII RANO MOVE" 6 WEAPON Basic melee Galvanic rifle Power sword Arc pistol Plasma caliver (Standard) Plasma caliver (Supercharge)	RNG" Melee 30 Melee 12 18 18 Th Al	WS 4+ TYPE Melee Rapid Fire 1 Melee Pistol 1 Assault 2 Assault 3	BS 3+ S user (3) 4 user (3) 6 7 8 in battle d thin range n this unit	AP 0 0 -3 -1 -3 epending of object have a 6-	S 3 DMG 1 1 1 1 2 g on the C ive market	T 3 ABII - Wc - Wh - Canticle	W 1 LITY Dund roll of 6 Den attacking a hit roll of 1 olved. e of the Omni rols it if ther	A 1 (2) +: that hit is resolved w ga VEHICLE, this weapo ., the bearer is slain aft	6 (7) ith an AP o	f-1. mage of D3	6+ ts have been	0 0 4 3 14

SKITARII VANG	UARI	7 (A) (TR	OOPS) (57 PTS	s) MOL	JELS	X 5 (5	5-10)				
MOVE"		WS	BS		S	Т	W	А	LD	SV	INVSV	
6		4+	3+		3	3	1	1 (2)	6 (7)	4+	6+	
WEAPON	RNG	" TYPE	S	AP	DMG	a ABI	LITY					PTS
Basic melee	Mele	e Melee	user (3)	0	1							0
Radium Carbine	18	Assault 3	3	0	1	Wo	Wound roll of 6+: that hit inflicts 2 damage instead of 1					
Tasergoad	Mele	e Melee	+2 (5)	0	1	Ea	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.					
Radium pistol	12	Pistol 1	3	0	1	Wo	Wound roll of 6+: that hit inflicts 2 damage instead of 1.					
Plasma caliver (Standard)	18	Assault 2	7	-3	1	-	-					
Plasma caliver (Supercharge)	18	Assault 3	8	-3	2		a hit roll of 1 solved.	, the bearer is slain aft	er all of th	is weapon's sho	ts have been	0
Arc rifle	24	Rapid Fire 1	6	-1	1	WI	When attacking a VEHICLE , this weapon has Damage of D3					4
Enhanced Data- tether	-	-	-	-	-		u can re-roll fa ta-tether.	ailed Morale tests for u	nit that in	cludes a model v	with enhanced	5
ABILITIES					•	·						
CANTICLES OF THE OMNISSIAH		Gain bonus	in battle d	ependin	g on the (Canticle	e of the Omni	ssiah currently being c	anted.			
SOLDIERS OF THE MAC GOD	HINE	This unit wi	thin range	ofobject	tive mark	ercont	rols it if ther	e no enemy units with s	uch abilit	y else who have	most models.	
BIONICS		All models	n this unit	have a 6	+invulne	rable s	ave.					
RAD-SATURATION		Reduce the	toughness	ofenem	y units (ther tl	nan VEHICLES) by 1 whilst they are w	ithin 1" of	any Skitarii Vang	uard units.	
FORGEWORLD DOGMA	4											
FACTION KEYWORDS		IMPERIUM,	ADEPTUS N	IECHANIC	CUS, SKIT	ARII, FC	RGEWORLD					
KEYWORDS		INFANTRY, S	KITARII VAN	GUARD								
SICARIAN INFI	LTRAT	ORS (TA	SER/FLE	CHETT	ΓE) (EL	ITES)	(110 PTS) MODELS X 5	(5-10)		
MOVE"		WS	BS		S	Т	W	А	LD	SV	INVSV	
8		3+	3+		4	3	2	2 (3)	6 (7)	4+	6+	
WEAPON	RNG	" TYPE	S	AP	DMG	ABIL	ITY	Л				PTS
Taser goad	Mele	e Melee	+2 (6)	0	1	Eac	h hit roll of 6-	with this weapon cau	ses 3 hits r	ather than 1.		4
Flechette blaster	12	Pistol 5	3	0	1	-						2
ABILITIES												
CANTICLES OF THE OMNISSIAH		Gain bonus	in battle d	ependin	g on the (Canticl	e of the Omni	ssiah currently being c	anted.			
NEUROSTATIC AURA		Enemy unit	s within 3"	of any Si	carian In	filtrato	rs must subs	tract 1 from their Lead	ership.			
INFILTRATORS								t instead of placing it o p anywhere on the bat				ıy
BIONICS		All models	n this unit	have a 6	+ invulne	rable s	ave.					
FORGEWORLD DOGMA	4											
FACTION KEYWORDS		IMPERIUM,	ADEPTUS N	IECHANIC	CUS, SKITA	ARII, FC	RGEWORLD					
KEYWORDS		INFANTRY, S	ICARIAN INI	ILTRATO	RS							

		SMITH (ELITES)	(44 PTS	S) MOD	ELS X 1							
MOVE"		WS		BS	S	Т	W		Α	LD	SV	INVSV	
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 atta	cking wi	th this we	apon, y	ou must su	bstract 1 from th	e hit roll.	12
Gamma pistol	12	Pistol 1	6	-3	2	You can re	-roll faile	ed wound	rolls for	this weap	on when attackin	g a VEHICLE .	10
ABILITIES													
CANTICLES OF THE OMNISSIAH		Gain bonus	in battle o	lepending	on the Ca	nticle of the	e Omniss	siah curre	ntly bei	ng canted.			
MASTER OF MACHINES			•			nodel can r fthe Maste		-	•			model regains D3 I	ost
REFRACTOR FIELD This model has a 5+invulnerable save.													
FORGEWORLD DOGMA													
FACTION KEYWORDS	1	IMPERIUM,	ADEPTUS N	/IECHANIC	JS, CULT N	/IECHANICU	S, FORGE	WORLD					
KEYWORDS		CHARACTER	, INFANTRY	, TECH-PRI	EST, CYBER	RNETICA DAT	ASMITH						
KASTELAN ROE			Y		1	1		•	6)		IANYSY		
MOVE"	WS 4+	BS 4+	S 6	7 7	6	A 3	10	SV 3+			5+ against sho	acting	
WEAPON	RNG"	<u> </u>	S				10	3+			3+ against sin	Journa	
Heavy phosphor	KING	ITEL				∥∧ DII ITV			on do not gain any bonus to their saving throws for				∥ DTC ∣
blaster	36	Heavy 3	6	-2	DMG 1	ABILITY Units atta		this weap	on do no	ot gain any	bonus to their sa	ving throws for	PTS 15
	36					Units atta		this weap	on do no	ot gain any	bonus to their sa	ving throws for	
blaster		3	6	-2	1	Units atta	over.	·			bonus to their sa	ving throws for	
ABILITIES CANTICLES OF THE	,	Gain bonus When this uof each of yattempt is s	in battle count is set of the set	-2 lepending up, the Aeg nent phase and you ca	on the Ca gis Protoc es if there	Units atta being in co nticle of the ol (see belo e is a friendl	e Omniss ow) is in e y FORGE	effect. You WORLD Cy battle pro	ntly bei can atte berneti	ng canted. empt to cha	ange the unit's ba ith within 6". Roll	ving throws for attle protocol at the l a D6; on a 2+the of the next battle r	15 e start
ABILITIES CANTICLES OF THE OMNISSIAH		Gain bonus When this u of each of y attempt is s Otherwise,	in battle counties set of the cour Mover uccessful the attern	-2 lepending up, the Aeg nent phass and you ca pt fails and	1 on the Ca gis Protoc es if there an select d the unit	Units atta being in co nticle of the ol (see belo e is a friendl any one of t 's current p	e Omniss ow) is in e y FORGE he three rotocol r	effect. You WORLD Cy battle pro	ntly bei can atte berneti otocols effect.	ng canted. empt to chi ca Datasm to take effe	ange the unit's ba ith within 6". Roll	attle protocol at the a D6; on a 2+the of the next battle r	15 e start
ABILITIES CANTICLES OF THE OMNISSIAH BATTLE PROTOCOLS		Gain bonus When this u of each of y attempt is s Otherwise, Whilst this	in battle conit is set our Mover uccessful the attem	-2 lepending up, the Aeg nent phas and you ca pt fails and tocol is in	on the Ca gis Protoc es if there an select d the unit	units atta being in co nticle of the ol (see belo is a friendl any one of t 's current p	e Omniss ow) is in e y FORGE he three rotocol r	effect. You WORLD Cy battle pro emains in	ntly bei can att berneti otocols effect.	ng canted. empt to ch ca Datasm to take effe erable savi	ange the unit's ba ith within 6". Roll ect from the start ng throws you ma	attle protocol at the a D6; on a 2+the of the next battle r	15 e start
ABILITIES CANTICLES OF THE OMNISSIAH BATTLE PROTOCOLS AEGIS PROTOCOL	(Gain bonus When this to of each of yeattempt is so Otherwise, Whilst this Whilst this	in battle continuit is set our Mover uccessful the attem battle probattle pr	-2 lepending up, the Aeg nent phas and you ca pt fails and tocol is in a	on the Ca gis Protoc es if there an select d the unit effect, you effect, thi	units atta being in conticle of the ol (see below is a friendla any one of the older is current purcan add 1 sunit cannot sunit sunit sunit cannot sunit	e Omniss w) is in e y FORGE he three rotocol r to any an	effect. You WORLD Cy battle pro emains in rmour and but it can or charge,	can atto berneti btocols effect. Invulne fight tv	ng canted. empt to che ca Datasm to take effe erable savi	ange the unit's ba ith within 6". Roll ect from the start ng throws you ma n Fight phase inst e the number of	attle protocol at the l a D6; on a 2+ the of the next battle i lke for this unit.	e start round.
BATTLE PROTOCOL AEGIS PROTOCOL CONQUEROR PROTOCO	(1)	Gain bonus When this confeach of yeattempt is so Otherwise, Whilst this Whilst this of its range 2D6.	in battle continuit is set our Mover uccessful the attem battle probattle probattle produced weapons	-2 lepending up, the Aeg nent phase and you ca pt fails and tocol is in a tocol is in a	on the Ca gis Protoc es if there an select d the unit effect, you effect, thi Heavy ph	units atta being in co nticle of the ol (see belo is a friendl any one of t 's current p u can add 1 s unit canno s unit canno osphor blas	e Omniss w) is in e y FORGE he three rotocol r to any an ot shoot, ot move ster's Typ	effect. You WORLD Cy battle pro emains in rmour and but it can or charge,	can atto berneti otocols effect. I invulne i fight tv but you	ng canted. empt to che ca Datasm to take effe erable savi vice in eac	ange the unit's baith within 6". Roll ect from the start ing throws you main Fight phase instead	attle protocol at the la D6; on a 2+ the of the next battle rake for this unit.	e start round.
BATTLE PROTOCOLS AEGIS PROTOCOL CONQUEROR PROTOCOL PROTECTOR PROTOCOL		Gain bonus When this u of each of y attempt is s Otherwise, Whilst this Whilst this Whilst this cof its range 2D6. If this mode D3 mortal v All models i	in battle count is set our Mover uccessful the attem battle probattle produced weapons.	lepending up, the Aeg nent phase and you ca pt fails and tocol is in a t	on the Ca gis Protoc es if there an select. d the unit effect, thi effect, thi Heavy ph unds, roll invulnera	nticle of the ol (see below is a friendla any one of the current purcan add 1 sunit cannot sunit cannot sunit cannot and below is a D6 before able save ag	e Omniss w) is in e y FORGE he three rotocol r to any an ot shoot, ot move ster's Typ	effect. You WORLD Cy battle pro emains in rmour and but it can or charge, be become	can atto berneti otocols effect. linvulno fight tw but you es Heave	empt to che ca Datasm to take effe erable savi vice in each u can doubl y 6 and Inco	ange the unit's baith within 6". Roll cet from the start ng throws you man n Fight phase inst e the number of endine combusto	attle protocol at the a D6; on a 2+ the of the next battle reads of only once. Shots it makes with r's Type becomes hunit within 3" sufa 6 (after re-rolls, l	e start round.
BASTLE PROTOCOLS AEGIS PROTOCOL CONQUEROR PROTOCOL EXPLODES		Gain bonus When this u of each of y attempt is s Otherwise, Whilst this Whilst this Whilst this cof its range 2D6. If this mode D3 mortal v All models i	in battle count is set our Mover uccessful the attem battle probattle produced weapons.	lepending up, the Aeg nent phase and you ca pt fails and tocol is in a t	on the Ca gis Protoc es if there an select. d the unit effect, thi effect, thi Heavy ph unds, roll invulnera	nticle of the ol (see below is a friendla any one of the current purcan add 1 sunit cannot sunit cannot sunit cannot and below is a D6 before able save ag	e Omniss w) is in e y FORGE he three rotocol r to any an ot shoot, ot move ster's Typ	effect. You WORLD Cy battle pro emains in rmour and but it can or charge, be become	can atto berneti otocols effect. linvulno fight tw but you es Heave	empt to che ca Datasm to take effe erable savi vice in each u can doubl y 6 and Inco	ange the unit's baith within 6". Roll ect from the start ing throws you man in Fight phase inst e the number of endine combusto field; on a 6+ eac ach time you roll	attle protocol at the a D6; on a 2+ the of the next battle reads of only once. Shots it makes with r's Type becomes hunit within 3" sufa 6 (after re-rolls, l	e start round.
BASTER ABILITIES CANTICLES OF THE OMNISSIAH BATTLE PROTOCOLS AEGIS PROTOCOL CONQUEROR PROTOCOL PROTECTOR PROTOCOL EXPLODES REPULSOR GRID		Gain bonus When this to of each of y attempt is s Otherwise, Whilst this Whilst this Whilst this of its range 2D6. If this mode D3 mortal v All models is before models	in battle counties set our Mover uccessful the attem battle probattle produced weapons. It is reduced ounds.	lepending up, the Aeg nent phase and you ca pt fails and tocol is in o t	on the Ca gis Protoc es if there an select d the unit effect, you effect, thi Heavy ph unds, roll invulnera grid's invu	nticle of the ol (see below is a friendla any one of the current purcan add 1 sunit cannot sunit cannot sunit cannot and below is a D6 before able save ag	e Omniss w) is in e y FORGE he three rotocol r to any an ot shoot, ot move ster's Typ removir gainst sh	effect. You WORLD Cy battle pro emains in rmour and but it can or charge, ne become	can atto berneti otocols effect. linvulno fight tw but you es Heave	empt to che ca Datasm to take effe erable savi vice in each u can doubl y 6 and Inco	ange the unit's baith within 6". Roll ect from the start ing throws you man in Fight phase inst e the number of endine combusto field; on a 6+ eac ach time you roll	attle protocol at the a D6; on a 2+ the of the next battle reads of only once. Shots it makes with r's Type becomes hunit within 3" sufa 6 (after re-rolls, l	e start round.

	NECK	AWLER (I	CARUS)	(HEAVY	') (135	PTS) MODELS X 1								
MOVE"	WS	BS		S	T	W		A	LD	SV	INVS	ίV		
8 6 4	5+	3+4+	5+	6	7	0-5 6-8 9-11		3 D3 1	8	3+	5+			
WEAPON	RN	G" TYPE	S	AP	DMG	ABILITY			"			PTS		
Basic melee	Me	lee Melee	user (6)	0	1									
Cognis heavy stubber	3	6 Heavy	4	0	1	You may fire this weapon e substract 2 from any hit rol		•	lvanced but	you must		5		
Icarus array:		-	-	-	-	When attacking with this w all hit rolls made for this w hit rolls against all other ta	eapon agaiı					40		
* Daedalus missile launcher	4	8 Heavy	7	-3	D6	*						0		
* Gatling rocket launcher	4	8 Heavy 5	6	-2	1	*						0		
* Twin Icarus autocannon	4	8 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 Leaders for the duration of the phase.						0		
ABILITIES														
CANTICLES OF THE OMNISSIAH		Gain bonus	in battle o	depending	on the Ca	nticle of the Omnissiah curre	ently being	canted.						
CRAWLER		This model	can only A	dvance D3	3", but ign	ores the -1 penalty to its hit	rolls for mo	ving and firin	g a Heavy w	eapon.				
EXPLODES		If this mode		ed to 0 wo	unds, roll	a D6 before removing the mo	odel from th	e battlefield	; on a 6+ ead	ch unit withi	in 6" suff	ers		
EMANATUS FORCE FI	ELD	1				u can re-roll invulnerable sa . D Onager Dunecrawler	ving throws	of 1 for any 0	Onager Dun	ecrawler if it	t is withi	n 6"		
FORGEWORLD DOGN	ΜA			•										
FACTION KEYWORDS		IMPERIUM,	ADEPTUS I	MECHANIC	US, SKITAR	II, FORGEWORLD								
KEYWORDS		VEHICLE, O	NAGER DUI	NECRAWLE	R									
ARMIGER W	ARGLA	AIVE (MEL	TAGUN) (LORD	OF W	AR) (240 PTS) MODE	LS X 1	(1-3)						
MOVE"	WS		BS	S	Т	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 sho	oting			
WEAPON	RN	G" TYPE	S	AP	DMG	ABILITY	JL					PTS		
Reaper chain- cleaver	Me	ee Melee	x2 (12)	-3	3	-						0		
Thermal spear	3	Assault D3	8	-4	D6	If the target is within half in damage with it and discar			II two dice v	vhen inflictii	ng	0		
Meltagun	1	Assault	8	-4	D6	If the target is within half in damage with it and discar			II two dice v	vhen inflicti	ng	17		
ABILITIES	,		"											
VEHICLE SQUADRON						nodels must be placed withis a separate unit.	in 6" of at le	ast one othe	r model in t	heir unit. Th	en, each	1		
EXPLODES		If this mod		ed to 0 wo	unds, roll	a D6 before removing the mo	odel from th	e battlefield	; on a 6+ ead	ch unit withi	in 6" suff	ers		
ION SHIELD HOUSEHOLD		This model	has a 5+ir	nvulnerabl	e save ag	ainst shooting attacks.								
FACTION KEYWORDS		IMPERIUM,	QUESTOR	MECHANIC	US. HOUSI	EHOLD								
KEYWORDS		VEHICLE, AI			•	- 								