# Contents

# Characters

Belisarius Cawl Cybernetica Datasmith Skitarii Marshal

Sydonian Skatros Tech-priest Dominus Tech-priest Enginseer Tech-priest Manipulus Technoarcheologist

Battleline

Skitarii Rangers Skitarii Vanguard **Dedicated Transports** 

Skorpius Dunerider

Other

Archaeopter Fusilave
Archaeopter Stratoraptor
Archaeopter Transvector
Corpuscarii Electro-priests
Fulgurite Electro-priests
Ironstrider Ballistarii

Kastelan Robots Kataphron Breachers Kataphron Destroyers Onager Dunecrawler Pteraxii Skystalkers Pteraxii Sterylizors Serberys Raiders Serberys Sulphurhounds Sicarian Infiltrators Sicarian Ruststalkers

Skorpius Disintegrator Sydonian Dragoons With Radium

Jezzails

Sydonian Dragoons With Taser

Lances

₩ Servitor Battleclade

# **CHARACTERS**

М	T	Sv	w	Ld	OC
8"	8	2+	10	6+	3



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Solar atomiser [BLAST, MELTA D3]	18"	D3	2+	14	-4	3
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Arc scourge [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	4	2+	5	-1	1
Cawl's Omnissian axe	Melee	4	2+	8	-2	2
Mechadendrite hive [EXTRA ATTACKS]	Melee	2D6	3+	4	0	1
ANTICLES OF THE OWNISSIALL						

# CANTICLES OF THE OMNISSIAH

INFOSLAVE SKULL 1CP EXPLORATOR MANIPLE – WARGEAR PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC GUIDED RETREAT 🦫 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY NEURAL OVERLOAD 🏶 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY

EXTINCTION ORDER 1CP RAD-ZONE CORPS – STRATEGIC PLOY

| ERADICATION PROTOCOLS 🍑 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC \_\_ TARGETING OVERRIDE 🥏 1CP

Invocation of Machine Vengeance (Aura): While a friendly ADEPTUS MECHANICUS unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Mantra of Discipline: This model has the BATTLELINE keyword and has the following ability: ■ Binharic Courage (Aura): While a friendly ADEPTUS MECHANICUS unit is within 6" of this model, each time you take a Battle-shock or Leadership test for that unit, add 1 to that

Shroudpsalm (Aura): While a friendly ADEPTUS MECHANICUS unit is within 6" of this model, each time a ranged attack targets that unit, that unit has the Benefit of Cover against that

# **ABILITIES**

# FACTION: Doctrina Imperatives

Canticles of the Omnissiah: At the start of the battle round, select one of the abilities in the Canticles of the Omnissiah section (see left). Until the start of the next battle round, this model has that ability.

Mechanicus Bodyguard: While this model is within 3" of one or more other friendly ADEPTUS MECHANICUS units, this model has the Lone Operative ability.

Self-repair Mechanisms: At the start of your Command phase, this model regains up to D3 lost wounds.

# UNIT COMPOSITION

#### ■ 1 Belisarius Cawl - EPIC HERO

This model is equipped with: solar atomiser; arc scourge; Cawl's Omnissian axe; mechadendrite hive.

# SUPREME COMMANDER

If this model is in your army, it must be your Warlord.

# FACTION KEYWORDS: **ADEPTUS MECHANICUS**

DETACHMENT ABILITY Rad-bombardment Noospheric Transference

Benedictions Of The Omnissiah Acquisition At Any Cost Canticles of the Omnissiah

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, IMPERIUM, TECH-PRIEST, CULT MECHANICUS, BELISARIUS CAWL	
STRATAGEMS	
BATTLEFIELD COMMAND 1CP BOARDING ACTIONS – STRATEGIC PLOY	ВА
COMMAND RE-ROLL 1CP BOARDING ACTIONS – EPIC DEED	BA
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED	BA
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC	BA
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY	BA
COMMAND RE-ROLL 1CP CORE – BATTLE TACTIC	С
_ INSANE BRAVERY 1CP CORE – EPIC DEED	С
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY	С
RAPID INGRESS 1CP CORE – STRATEGIC PLOY	С
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY	С
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY	С
EPIC CHALLENGE 1CP CORE – EPIC DEED	С
INCANTATION OF THE IRON SOUL 1CP DATA-PSALM CONCLAVE – BATTLE TACTIC	
TRIBUTE OF EMPHATIC VENERATION 1CP DATA-PSALM CONCLAVE – STRATEGIC PLOY	
LITANY OF THE ELECTROMANCER 1CP DATA-PSALM CONCLAVE – STRATEGIC PLOY	
LUMINESCENT BLESSING 1CP  DATA-PSALM CONCLAVE – BATTLE TACTIC	
CHANT OF THE REMORSELESS FIST 1CP  DATA-PSALM CONCLAVE – BATTLE TACTIC	
VERSE OF VENGEANCE 1CP DATA-PSALM CONCLAVE — STRATEGIC PLOY	
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED	

LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP	
RAD-ZONE CORPS – BATTLE TACTIC	

6" 3 2+



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RANGED WEAPONS RANGE A BS S ΑP D Mechanicus pistol 12" -1 [DEVASTATING WOUNDS, PISTOL] ws ΑP MELEE WEAPONS RANGE A S D 2 3+ 8 -2 2

**ABILITIES** 

CORE: Leader

FACTION: Doctrina Imperatives

Battle Protocols: At the start of the battle, if this model is leading a <u>KASTELAN ROBOTS</u> unit, that unit enters Aegis Protocols (see below). In your Command phase, if this model is leading a **KASTELAN ROBOTS** unit, you can select one protocol from those listed below for that unit to enter. Once a unit enters a protocol, it remains in that protocol until it enters a different one.

- Protector Protocol: Add 2 to the Attacks characteristic of ranged weapons equipped by KASTELAN ROBOT models in that unit.
- Conqueror Protocol: Add 2 to the Attacks characteristic of melee weapons equipped by KASTELAN ROBOT models in that unit
- Aegis Protocol: Add 1 to the Toughness characteristic of KASTELAN ROBOT models in that

# **UNIT COMPOSITION**

# 1 Cybernetica Datasmith

This model is equipped with: Mechanicus pistol;

1 model

#### LEADER

This model can be attached to the following unit:

Kastelan Robots

You must attach this model to a KASTELAN ROBOTS unit, even if one or more other CYBERNETICA DATASMITH models have already been attached to it. In such cases, if that <u>Bodyguard</u> unit is <u>destroyed</u>, the Leader units attached to it become separate units with their original Starting Strengths. If you cannot attach this model to a KASTELAN ROBOTS unit, this model cannot be deployed and counts as having been destroyed during the first battle round. While attached to a KASTELAN ROBOTS unit, this model loses the INFANTRY keyword.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, LEGIO CYBERNETICA, TECH-PRIEST, CYBERNETICA DATASMITH

FACTION KEYWORDS: **ADEPTUS MECHANICUS** 

# **STRATAGEMS**

BATTLEFIELD COMMAND 1CP BA COMMAND RE-ROLL 1CP BA BOARDING ACTIONS – EPIC DEED

INSANE BRAVERY 1CP BA BOARDING ACTIONS – EPIC DEED **EXPLOSIVE CLEARANCE 1CP** 

BA BOARDING ACTIONS - BATTLE TACTIC COUNTER-OFFENSIVE 2CP BOARDING ACTIONS - STRATEGIC PLOY

AUTO-DIVINATORY TARGETING 1CP COHORT CYBERNETICA - BATTLE TACTIO

COHORT CYBERNETICA - BATTLE TACTIC MACHINE SPIRIT RESURGENT 1CP COHORT CYBERNETICA – EPIC DEED

BENEVOLENCE OF THE OMNISSIAH 1CP

MACHINE SUPERIORITY 1CP TRANSCENDENT COGITATION 1CP

COMMAND RE-ROLL 1CP

CORE - BATTLE TACTIO INSANE BRAVERY 1CP

CORE - EPIC DEED

FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY

RAPID INGRESS 1CP CORE - STRATEGIC PLOY GO TO GROUND 1CP CORE - BATTLE TACTIC

HEROIC INTERVENTION 1CP CORE - STRATEGIC PLOY \_\_ COUNTER-OFFENSIVE 2CP CORE - STRATEGIC PLOY

\_ EPIC CHALLENGE 1CP CORE – EPIC DEED CACHED ACQUISITION 1CP DETACHMENT ABILITY Rad-bombardment

Noospheric Transference Acquisition At Any Cost Cyber-Psalm Programming Canticles of the Omnissiah

# **ENHANCEMENTS**

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**Autoclavic Denunciation** 15 Malphonic Susurrus 20 Peerless Eradicator 20 Radial Suffusion 25 Sanctified Ordnance 10 Transoracular Dyad Wafers 15 Mechanicus Locum 10 Mantle of the Gnosticarch 15 Data-blessed Autosermon 20 25 Temporcopia Artisan 15 Magos 15 Logis 20 Genetor 25 Arch-negator 10 **Emotionless Clarity** 15 Lord of Machines 20 Necromechanic 25

INFOSLAVE SKULL 1CP EXPLORATOR MANIPLE - WARGEAR	
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR	
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY	
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC	
☐ GUIDED RETREAT 🏶 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
NEURAL OVERLOAD   ↑ 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ANALYTICAL DIVINATION	
ERADICATION PROTOCOLS → 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC	
TARGETING OVERRIDE → 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC	
EXTINCTION ORDER 1CP RAD-ZONE CORPS – STRATEGIC PLOY	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-20NE CORPS – BATTLE TACTIC	

6" 3

RANGED WEAPONS

MELEE WEAPONS

Control stave

Ld 3 6+ 1

5+ INVULNERABLE SAVE

RANGE A BS S D Mechanicus pistol
[DEVASTATING WOUNDS, PISTOL] 12" -1 1 RANGE A WS S AP D Melee 4 3+ 6 -1 1

**ABILITIES** 

CORE: Leader

FACTION: Doctrina Imperatives

Control Edict: While this model is leading a unit, each time a model in that unit makes an attack, you can reroll the Hit roll.

Servo-skull Uplink: Once per battle, at the start of any phase, you can select one friendly **SKITARII** unit that is Battle-shocked and within 6" of this model. That unit is no longer Battle-shocked.

# UNIT COMPOSITION

■ 1 Skitarii Marshal

This model is equipped with: Mechanicus pistol; control stave.

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# LEADER

This model can be attached to the following units:

- Skitarii Rangers
- Skitarii Vanguard

KEYWORDS: Infantry, Character, Imperium, Skitarii, Marshal

FACTION KEYWORDS:

# **ADEPTUS MECHANICUS DETACHMENT ABILITY**

Rad-bombardment Noospheric Transference

Multi-dimensional Auspex Remote Lockdown Admonissor Shunt Optimised Cogitators

STRATAGEMS	
BATTLEFIELD COMMAND 1CP BOARDING ACTIONS – STRATEGIC PLOY	ВА
COMMAND RE-ROLL 1CP BOARDING ACTIONS – EPIC DEED	ВА
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED	ВА
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC	ВА
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY	ВА
COMMAND RE-ROLL 1CP CORE – BAITLE TACTIC	С
INSANE BRAVERY 1CP CORE – EPIC DEED	С
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY	С
RAPID INGRESS 1CP CORE – STRATEGIC PLOY	C
GO TO GROUND 1CP	c
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY	С
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY	С
EPIC CHALLENGE 1CP core = EPIC DEED	С
BALLISTIC SYNCHRONY 1CP ELECTROMARTYRS – BATTLE TACTIC	
OMNI-TARGETERS 1CP ELECTROMARTYRS – BATTLE TACTIC	
SAVIOUR SYSTEMS 1CP ELECTROMARTYRS – BATTLE TACTIC	
AUTO-VENGEANCE 1CP ELECTROMARTYRS – STRATEGIC PLOY	
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED	
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR	
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY	
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC	
GUIDED RETREAT 🏶 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
NEURAL OVERLOAD \$\overline{\phi}\$1CP  HALOSCREED BATTLE CLADE - STRATEGIC PLOY	
ANALYTICAL DIVINATION   → 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ERADICATION PROTOCOLS  \$\overline{\psi}\$ 1CP  HALOSCREED BATTLE CLADE - BATTLE TACTIC	
TARGETING OVERRIDE  \$\infty\$ 1CP HALOSCREED BATTLE CLADE - BATTLE TACTIC	

Stealth Optimisation Acquisition At Any Cost Overload Machine Spirits Procedural Elimination **ENHANCEMENTS** Autoclavic Denunciation Malphonic Susurrus Peerless Eradicator 20 Radial Suffusion 25 Sanctified Ordnance Cognitive Reinforcement 35 Veiled Hunter 10 Clandestine Infiltrator 20 Cantic Thrallnet Battle-sphere Uplink 30

AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	
ACCESS OVERRIDES 1CP RESPONSE CLADE – STRATEGIC PLOY	
RESPONSIVE SHIELDING 1CP RESPONSE CLADE – WARGEAR	
INTEGRATIVE WITHDRAWAL 1CP RESPONSE CLADE – STRATEGIC PLOY	
PRECOGNITATED FIREFIELDS 1CP RESPONSE CLADE – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
SHROUD PROTOCOLS 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
PROGRAMMED WITHDRAWAL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

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М	T	Sv	W	Ld	OC	
8"	4	4+	4	7+	1	



5+ INVULNERABLE SAVE							
RANGED WEAPONS	RANGE	A	BS	s	AP	D	ABILITIES
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1	CORE: Lone Operative, Stealth
Radium jezzail [ANTI-INFANTRY 3+, HEAVY, PRECISION]	36"	1	3+	5	-2	3	FACTION: Doctrina Imperatives  Dread Snipers: In your Shooting phase, after this model has shot, select one enemy unit hit by one or
Skatros transuranic arquebus [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, HEAVY, PRECISION]	36"	1	3+	7	-2	D3	more of those attacks. That unit must take a Battle- shock test.
MELEE WEAPONS  Sydonian feet	RANGE Melee	<b>A</b>	WS 4+	<b>S</b>	<b>AP</b> 0	D 1	Achillan Eye: Each time this model makes an attack with a radium jezzail that targets an INFANTRY unit, you
WARGEAR OPTIONS  This model's radium jezzail can be replaced with							can re-roll the Wound roll. Each time this model makes an attack with a Skatros transuranic arquebus that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.
γ							UNIT COMPOSITION
							1 Sydonian Skatros     This model is equipped with: Mechanicus pistol; radium jezzail; Sydonian feet.
							1 model 50
							SYDONIAN SENTINEL  This model cannot be your WARLORD
KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, S	kitarii, Syi	DONIA	Ņ, SKAT	rros			FACTION KEYWORDS: ADEPTUS MECHANICUS
STRATAGEMS							DETACHMENT ABILITY
BATTLEFIELD COMMAND 1CP BOARDING ACTIONS – STRATEGIC PLOY					E	BA	Rad-bombardment Noospheric Transference Stealth Optimisation
COMMAND RE-ROLL 1CP BOARDING ACTIONS – EPIC DEED					E	BA	Acquisition At Any Cost
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED					BA		ENHANCEMENTS Autoclavic Denunciation 15
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					BA		Malphonic Susurrus         20           Peerless Eradicator         20
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY					E	BA	Radial Suffusion         25           Sanctified Ordnance         10
COMMAND RE-ROLL 1CP  Core – Battle tactic						С	Cognitive Reinforcement 35 Clandestine Infiltrator 20
INSANE BRAVERY 1CP CORE – EPIC DEED					С		Battle-sphere Uplink 30
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY						С	
RAPID INGRESS 1CP CORE – STRATEGIC PLOY						С	
GO TO GROUND 1CP  CORE – BATTLE TACTIC						С	
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY						С	
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY						С	
EPIC CHALLENGE 1CP CORE – EPIC DEED						С	
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED							
INCENSE EXHAUSTS 1CP explorator maniple – wargear							
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY							
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC							
GUIDED RETREAT 10 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
NEURAL OVERLOAD  → 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY ANALYTICAL DIVINATION → 1CP							
HALOSCREED BATTLE CLADE – STRATEGIC PLOY  ERADICATION PROTOCOLS \$\tilde{\text{P}}\$1CP							
HALOSCREED BATTLE CLADE – BATTLE TACTIC  TARGETING OVERRIDE  1CP							
HALOSCREED BATTLE CLADE – BATTLE TACTIC AGGRESSOR IMPERATIVE 1CP							
RAD-ZONE CORPS – BATTLE TACTIC  LETHAL DOSAGE 1CP  BAD ZONE CORPS. WARCEAR							
RAD-ZONE CORPS – WARGEAR  PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC							
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC							

BALEFUL HALO 2CP RAD-ZONE CORPS – BAITLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
BIONIC ENDURANCE 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
ISOLATE AND DESTROY 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
SHROUD PROTOCOLS 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
PROGRAMMED WITHDRAWAL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

6"





RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eradication ray — dissipated	24"	D3	3+	6	-1	1
Eradication ray – focused	12"	D3	3+	6	-2	2
Macrostubber [PISTOL]	12"	5	3+	4	0	1
Phosphor serpenta [IGNORES COVER, PISTOL]	18"	1	3+	5	-1	2
Volkite blaster [DEVASTATING WOUNDS]	24"	3	3+	5	0	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian axe	Melee	4	3+	6	-2	2

### WARGEAR OPTIONS

- This model's macrostubber can be replaced with 1 phosphor serpenta.
- This model's volkite blaster can be replaced with 1 eradication ray.

# **ABILITIES**

CORE: Leader

FACTION: Doctrina Imperatives

Lord of the Machine Cult: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the ELECTRO-PRIESTS keyword, models in that unit have the Feel No Pain 4+ ability

Data-spike: At the start of the Fight phase, you can select one enemy VEHICLE unit within Engagement.
Range of this model's unit and roll one D6: on a 4+, that enemy unit suffers D6 mortal wounds and, until the end of the phase, the Weapon Skill characteristic of melee weapons equipped by that enemy unit is worsened by 1.

# UNIT COMPOSITION

■ 1 Tech-Priest Dominus

This model is equipped with: macrostubber; volkite blaster; Omnissian axe.

1 model

#### LEADER

This model can be attached to the following units:

- Corpuscarii Electro-priests
- Fulgurite Electro-priests
- Kataphron Breachers Kataphron Destroyers
- Skitarii Rangers
- Skitarii Vanguard
- W Servitor Battleclade

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, CULT MECHANICUS, TECH-PRIEST, DOMINUS FACTION KEYWORDS:

**ADEPTUS MECHANICUS** 

#### STRATAGEMS **DETACHMENT ABILITY** Rad-bombardment BATTLEFIELD COMMAND 1CP BA BOARDING ACTIONS – STRATEGIC PLOY Noospheric Transference Benedictions Of The Omnissiah COMMAND RE-ROLL 1CP BA Acquisition At Any Cost INSANE BRAVERY 1CP BA BOARDING ACTIONS – EPIC DEED **EXPLOSIVE CLEARANCE 1CP** BA BOARDING ACTIONS - BATTLE TACTIC COUNTER-OFFENSIVE 2CP BA BOARDING ACTIONS - STRATEGIC PLOY COMMAND RE-ROLL 1CP С CORE - BATTLE TACTIO INSANE BRAVERY 1CP CORE - EPIC DEED FIRE OVERWATCH 1CP C CORE – STRATEGIC PLOY \_\_ RAPID INGRESS 1CP C CORE - STRATEGIC PLOY \_\_ GO TO GROUND 1CP C CORE - BATTLE TACTIC \_\_ HEROIC INTERVENTION 1CP C CORE - STRATEGIC PLOY COUNTER-OFFENSIVE 2CP C Necromechanic \_\_ EPIC CHALLENGE 1CP C Multi-dimensional Auspex **INCANTATION OF THE IRON SOUL 1CP** TRIBUTE OF EMPHATIC VENERATION 1CP LITANY OF THE ELECTROMANCER 1CP DATA-PSALM CONCLAVE - STRATEGIC PLOY **LUMINESCENT BLESSING 1CP** DATA-PSALM CONCLAVE - BATTLE TACTIC \_\_ CHANT OF THE REMORSELESS FIST 1CP DATA-PSALM CONCLAVE - BATTLE TACTIC VERSE OF VENGEANCE 1CP DATA-PSALM CONCLAVE - STRATEGIC PLOY **BALLISTIC SYNCHRONY 1CP OMNI-TARGETERS** 1CP

SAVIOUR SYSTEMS 1CP ELECTROMARTYRS – BATTLE TACTIC AUTO-VENGEANCE 1CP

overioad Machine Spirits	
Canticles of the Omnissiah	
ENHANCEMENTS	
Autoclavic Denunciation	15
Malphonic Susurrus	20
Peerless Eradicator	20
Radial Suffusion	25
Sanctified Ordnance	10
Inloaded Lethality	15
Cognitive Reinforcement	35
Mechanicus Locum	10
Mantle of the Gnosticarch	15
Data-blessed Autosermon	20
Temporcopia	25
Artisan	15
Magos	15
Logis	20
Genetor	25
Arch-negator	10
Emotionless Clarity	15

25

Remote Lockdown Beseech the Machine Spirits Harmonic Discordator

ELECTROMARTYRS – STRATEGIC PLOY	
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED	
INFOSLAVE SKULL 1CP EXPLORATOR MANIPLE – WARGEAR	
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR	
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY	
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC	
GUIDED RETREAT 🏶 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
NEURAL OVERLOAD   ↑ 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ANALYTICAL DIVINATION   ↑ 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ERADICATION PROTOCOLS	
TARGETING OVERRIDE \$\rightarrow\$ 1CP HALOSCREED BATTLE CLADE - BATTLE TACTIC	
TETHER-TENDRILS 1CP MACHINE CULT – STRATEGIC PLOY	
OMNISSIAH'S GUIDANCE 1CP  MACHINE CULT – BATTLE TACTIC	
EXTINCTION ORDER 1CP RAD-ZONE CORPS – STRATEGIC PLOY	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLETACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	

6" 3+ 3 7+

Servo-arm [EXTRA ATTACKS]

5+ INVULNERABLE SAVE

RANGED WEAPONS RANGE A BS S AP D Mechanicus pistol
[DEVASTATING WOUNDS, PISTOL] 12" -1 1 RANGE A MELEE WEAPONS WS S AP D

Melee 3

Melee 1

4+ 6 -2 2

4+ 6 -2 2 **ABILITIES** 

CORE: Leader

FACTION: Doctrina Imperatives

 $\textbf{Enginseer:} \ \textbf{While this model is within 3"} \ \textbf{of one or more}$ friendly  $\mbox{\it ADEPTUS MECHANICUS VEHICLE}$  units, unless it is leading a unit, this model has the Lone Operative

Omnissiah's Blessing: In your Command phase, select one friendly ADEPTUS MECHANICUS model within 3" of this model. That model regains up to D3 lost wounds and, if it is a VEHICLE model, until the start of your next Command phase, that model has the  $\underline{\mathsf{Feel}}\,\mathsf{No}$ Pain 5+ ability. Each model can only be selected for this ability once per Command phase.

Vengeance for the Omnissiah: If a friendly ADEPTUS MECHANICUS VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian axe has an Attacks characteristic of 6.

# **UNIT COMPOSITION**

■ 1 Tech-Priest Enginseer

This model is equipped with: Mechanicus pistol; Omnissian axe; servo-arm.

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# 1 model LEADER

This model can be attached to the following units:

- Corpuscarii Electro-priests
- Fulgurite Electro-priests
- Kataphron Breachers
- Kataphron Destroyers Skitarii Rangers
- Skitarii Vanguard
- W Servitor Battleclade

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, CULT MECHANICUS, TECH-PRIEST,

FACTION KEYWORDS: **ADEPTUS MECHANICUS** 

# DETACHMENT ABILITY

STRATAGEMS	
BATTLEFIELD COMMAND 1CP BOARDING ACTIONS – STRATEGIC PLOY	ВА
COMMAND RE-ROLL 1CP BOARDING ACTIONS – EPIC DEED	ВА
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED	ВА
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC	ВА
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY	ВА
COMMAND RE-ROLL 1CP  CORE – BATTLE TACTIC	С
INSANE BRAVERY 1CP Core – Epic Deed	С
FIRE OVERWATCH 1CP core – Strategic Ploy	(
RAPID INGRESS 1CP CORE – STRATEGIC PLOY	(
GO TO GROUND 1CP  CORE – BATTLE TACTIC	(
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY	(
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY	С
EPIC CHALLENGE 1CP CORE – EPIC DEED	С
INCANTATION OF THE IRON SOUL 1CP DATA-PSALM CONCLAVE – BATTLE TACTIC	
TRIBUTE OF EMPHATIC VENERATION 1CP  Data-psalm conclave – strategic ploy	
LITANY OF THE ELECTROMANCER 1CP	

DATA-PSALM CONCLAVE - STRATEGIC PLOY \_\_ LUMINESCENT BLESSING 1CP DATA-PSALM CONCLAVE - BATTLE TACTIC

\_\_ CHANT OF THE REMORSELESS FIST 1CP DATA-PSALM CONCLAVE – BATTLE TACTIC VERSE OF VENGEANCE 1CP DATA-PSALM CONCLAVE – STRATEGIC PLOY BALLISTIC SYNCHRONY 1CP ELECTROMARTYRS - BATTLE TACTIC **OMNI-TARGETERS** 1CP ELECTROMARTYRS - BATTLE TACTIC

Rad-bombardment Noospheric Transference Benedictions Of The Omnissiah Acquisition At Any Cost Overload Machine Spirits Canticles of the Omnissiah

# **ENHANCEMENTS**

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Autoclavic Denunciation	15
Malphonic Susurrus	20
Peerless Eradicator	20
Radial Suffusion	25
Sanctified Ordnance	10
Cognitive Reinforcement	35
Mechanicus Locum	10
Mantle of the Gnosticarch	15
Data-blessed Autosermon	20
Temporcopia	25
Artisan	15
Magos	15
Logis	20
Genetor	25
Arch-negator	10
Emotionless Clarity	15
Lord of Machines	20
Necromechanic	25
Multi-dimensional Auspex	
Remote Lockdown	
Beseech the Machine Spirits	
Harmonic Discordator	

AUTO-VENGEANCE 1CP ELECTROMARTYRS – STRATEGIC PLOY	
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED	
INFOSLAVE SKULL 1CP EXPLORATOR MANIPLE – WARGEAR	
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR	
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY	
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC	
GUIDED RETREAT 🍪 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
NEURAL OVERLOAD   ↑ 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ANALYTICAL DIVINATION   ↑ 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ERADICATION PROTOCOLS	
TARGETING OVERRIDE   1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC	
TETHER-TENDRILS 1CP MACHINE CULT – STRATEGIC PLOY	
OMNISSIAH'S GUIDANCE 1CP MACHINE CULT – BATTLE TACTIC	
EXTINCTION ORDER 1CP RAD-ZONE CORPS – STRATEGIC PLOY	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	

M T SV W Ld

6" 4 2+ 4 7+

5+ INVULNERABLE SAVE



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Magnarail lance [HEAVY]	36"	1	3+	7	-2	3
Transonic cannon [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	4	0	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian staff	Melee	4	3+	6	-1	2

# WARGEAR OPTIONS

STRATAGEMS

■ This model's magnarail lance can be replaced with 1 transonic cannon.

ABILITIES

CORE: Leader

Galvanic Field: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Defend the Divine Work: Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, all models in this model's unit have a 4+ invulnerable save.

# UNIT COMPOSITION

■ 1 Tech-Priest Manipulus

FACTION: Doctrina Imperatives

This model is equipped with: magnarail lance;

Umnissian staff

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# **LEADER**

This model can be attached to the following units:

- Corpuscarii Electro-priests
- Fulgurite Electro-priests
- Kataphron Breachers
- Kataphron DestroyersSkitarii Rangers
- Skitarii Vanguard
- W Servitor Battleclade

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, CULT MECHANICUS, TECH-PRIEST, MANIPULUS

FACTION KEYWORDS:
ADEPTUS MECHANICUS

DETACHMENT ABILITY

#### Rad-bombardment BATTLEFIELD COMMAND 1CP BA Noospheric Transference **BOARDING ACTIONS - STRATEGIC PLOY** Benedictions Of The Omnissiah COMMAND RE-ROLL 1CP BA Acquisition At Any Cost BOARDING ACTIONS - EPIC DEED Overload Machine Spirits INSANE BRAVERY 1CP BA Canticles of the Omnissiah **BOARDING ACTIONS – EPIC DEED ENHANCEMENTS EXPLOSIVE CLEARANCE 1CP** BA **Autoclavic Denunciation** COUNTER-OFFENSIVE 2CP Malphonic Susurrus BA BOARDING ACTIONS – STRATEGIC PLOY Peerless Eradicator Radial Suffusion COMMAND RE-ROLL 1CP С Sanctified Ordnance CORE – BATTLE TACTIC Inloaded Lethality INSANE BRAVERY 1CP C Cognitive Reinforcement CORE - EPIC DEED Mechanicus Locum FIRE OVERWATCH 1CP C Mantle of the Gnosticarch CORE – STRATEGIC PLOY Data-blessed Autosermon \_\_ RAPID INGRESS 1CP Temporcopia C CORE - STRATEGIC PLOY Artisan GO TO GROUND 1CP Magos C CORE - BATTLE TACTIC Logis HEROIC INTERVENTION 1CP Genetor C Arch-negator CORE - STRATEGIC PLOY

\_\_ EPIC CHALLENGE 1CP
CORE - EPIC DEED

\_\_ INCANTATION OF THE IRON SOUL 1CP
DATA-PSALM CONCLAVE - BATTLE TACTIC

TRIBUTE OF EMPHATIC VENERATION 1CP
DATA-PSALM CONCLAVE - STRATEGIC PLOY

LITANY OF THE ELECTROMANCER 1CP
DATA-PSALM CONCLAVE - STRATEGIC PLOY

\_\_ LUMINESCENT BLESSING 1CP
DATA-PSALM CONCLAVE - BATTLE TACTIC

\_\_ CHANT OF THE REMORSELESS FIST 1CP
DATA-PSALM CONCLAVE - BATTLE TACTIC

COUNTER-OFFENSIVE 2CP

VERSE OF VENGEANCE 1CP
DATA-PSALM CONCLAVE – STRATEGIC PLOY
BALLISTIC SYNCHRONY 1CP
ELECTROMARTYRS – BATTLE TACTIC

OMNI-TARGETERS 1CP

ELECTROMARTYRS – BATTLE TACTIC

SAVIOUR SYSTEMS 1CP
ELECTROMARTYRS – BATTLE TACTIC

AUTO-VENGEANCE 1CP
ELECTROMARTYRS – STRATEGIC PLOY

CACHED ACQUISITION 1CP
EXPLORATOR MANIPLE – EPIC DEED

CORE - STRATEGIC PLOY

Temporcopia
Artisan
Magos
Logis
Genetor
Arch-negator
Emotionless Clarity
Lord of Machines
Necromechanic
Multi-dimensional Auspex
Remote Lockdown
Beseech the Machine Spirits
Harmonic Discordator

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INFOSLAVE SKULL 1CP explorator maniple – wargear	
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR	
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY	
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC	
GUIDED RETREAT 🍪 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
NEURAL OVERLOAD   ↑1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ANALYTICAL DIVINATION \$\tilde{\top} 1CP  HALOSCREED BATTLE CLADE - STRATEGIC PLOY	
ERADICATION PROTOCOLS   ↑ 1CP  HALOSCREED BATTLE CLADE – BATTLE TACTIC	
TARGETING OVERRIDE \$\rightarrow\$ 1CP HALOSCREED BATTLE CLADE - BATTLE TACTIC	
TETHER-TENDRILS 1CP MACHINE CULT – STRATEGIC PLOY	
OMNISSIAH'S GUIDANCE 1CP MACHINE CULT – BATTLE TACTIC	
EXTINCTION ORDER 1CP RAD-ZONE CORPS – STRATEGIC PLOY	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	

6' 3 3+

5+ INVULNERABLE SAVE

RANGED WEAPONS RANGE A D BS S ΑP Mechanicus pistol 12" 3+ -1 [DEVASTATING WOUNDS, PISTOL] RANGE A ΑP MELEE WEAPONS WS S D Melee 3 4+ 8 -2 2 [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]

**ABILITIES** 

CORE: Leader

FACTION: Doctrina Imperatives Seekers of Divine Arcana: While this model is leading

a unit, add 1 to the Objective Control characteristic of models in that unit.

Cogitative Instincts: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of this model.

# UNIT COMPOSITION

■ 1 Technoarcheologist

This model is equipped with: Mechanicus pistol; servo-arc claw.

1 model

#### LEADER

This model can be attached to the following units:

- Corpuscarii Electro-priests
- Fulgurite Electro-priestsKataphron Breachers
- Kataphron Destroyers
- Skitarii Rangers Skitarii Vanguard
- W Servitor Battleclade

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, CULT MECHANICUS, TECH-PRIEST,

**TECHNOARCHEOLOGIST** 

FACTION KEYWORDS: **ADEPTUS MECHANICUS** 

#### STRATAGEMS **DETACHMENT ABILITY** Rad-bombardment BATTLEFIELD COMMAND 1CP BA Noospheric Transference BOARDING ACTIONS - STRATEGIC PLOY Benedictions Of The Omnissiah COMMAND RE-ROLL 1CP BA Acquisition At Any Cost BOARDING ACTIONS – EPIC DEED Overload Machine Spirits INSANE BRAVERY 1CP Canticles of the Omnissiah BA BOARDING ACTIONS – EPIC DEED **ENHANCEMENTS** EXPLOSIVE CLEARANCE 1CP RΔ BOARDING ACTIONS - BATTLE TACTIC **Autoclavic Denunciation** COUNTER-OFFENSIVE 2CP Malphonic Susurrus BA BOARDING ACTIONS - STRATEGIC PLOY Peerless Eradicator Radial Suffusion COMMAND RE-ROLL 1CP C Sanctified Ordnance CORE - BATTLE TACTIO Cognitive Reinforcement **INSANE BRAVERY 1CP** С Mechanicus Locum CORE - EPIC DEED Mantle of the Gnosticarch FIRE OVERWATCH 1CP

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Remote Lockdown Beseech the Machine Spirits Harmonic Discordator

Multi-dimensional Auspex

**Emotionless Clarity** 

Lord of Machines

Necromechanic

Data-blessed Autosermon

Temporcopia

Artisan

Magos

Logis

Genetor

Arch-negator

\_\_ EPIC CHALLENGE 1CP INCANTATION OF THE IRON SOUL 1CP TRIBUTE OF EMPHATIC VENERATION 1CP DATA-PSALM CONCLAVE - STRATEGIC PLOY LITANY OF THE ELECTROMANCER 1CP DATA-PSALM CONCLAVE - STRATEGIC PLOY LUMINESCENT BLESSING 1CP DATA-PSALM CONCLAVE - BATTLE TACTIC CHANT OF THE REMORSELESS FIST 1CP

**BALLISTIC SYNCHRONY 1CP** ELECTROMARTYRS - BATTLE TACTIC OMNI-TARGETERS 1CP

DATA-PSALM CONCLAVE - BATTLE TACTIC VERSE OF VENGEANCE 1CP DATA-PSALM CONCLAVE - STRATEGIC PLOY

CORE – STRATEGIC PLOY

RAPID INGRESS 1CP

CORE - STRATEGIC PLOY

GO TO GROUND 1CP

CORE - BATTLE TACTIC

CORE - STRATEGIC PLOY

COUNTER-OFFENSIVE 2CP

CORE - STRATEGIC PLOY

\_\_ HEROIC INTERVENTION 1CP

ELECTROMARTYRS - BATTLE TACTIC SAVIOUR SYSTEMS 1CP ELECTROMARTYRS - BATTLE TACTIC

AUTO-VENGEANCE 1CP ELECTROMARTYRS - STRATEGIC PLOY CACHED ACQUISITION 1CP EXPLORATOR MANIPLE - EPIC DEED

INFOSLAVE SKULL 1CP

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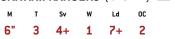
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EXPLORATOR MANIPLE – WARGEAR	
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR	
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY	
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BAITLE TACTIC	
☐ GUIDED RETREAT 🍪 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
NEURAL OVERLOAD   ↑ 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ANALYTICAL DIVINATION   → 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
□ ERADICATION PROTOCOLS       ◆ 1CP     □ HALOSCREED BATTLE CLADE - BATTLE TACTIC	
TARGETING OVERRIDE → 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC	
TETHER-TENDRILS 1CP MACHINE CULT – STRATEGIC PLOY	
OMNISSIAH'S GUIDANCE 1CP Machine Cult – Battle Tactic	
EXTINCTION ORDER 1CP RAD-ZONE CORPS – STRATEGIC PLOY	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	

# **BATTLELINE**





PRIVATE CARRY— Superharge (NULANDOUS)  MELE WARDONS  RANGE  M 1 4 7 2 1  MAGE WARDONS  MAGE WARDONS  RANGE  M 1 4 7 2 2 1  MAGE WARDONS  MAGE WARDONS  RANGE  M 1 4 7 2 2 1  MAGE WARDONS  MAGE WARDONS  RANGE  M 1 4 7 2 2 1  MAGE WARDONS  MAGE WARDONS  RANGE  M 1 4 7 2 2 1  MAGE WARDONS  MAGE WARDONS  RANGE  M 2 5 4 5 1 1  MAGE WARDONS	RANGED WEAPONS	RANGE	A	BS	s	AP	D	ABILITIES
Acritical Community Comm		12"	1	4+	6	-1	1	CORE: Scouts 6"
Continuence of the Continuenc	***************************************		•	41	J	1	-	FACTION: Doctrina Imperatives
Glavenic rifle    Signature   Standard   30"   2	[ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID	30"	1	4+	8	-1	D3	
Triann claver—subspace to the process of the proce	**********	30"	2	4+	4	0	1	marker you control, that objective marker remains
Plasma civiler — supercharge (MALAGROUS)  AFFECT — STATE CALLED CONTROL PROPERTY EXCELLARIANCE IN PROCESS CONTROL PROPERTY EXCELLARIANCE IN PROCESS CONTROL PROPERTY EXCELLARIANCE IN CONTROL PROPERTY IN CON		30"	2	4+	7	-2		under your control, even if you have no models with
MELE WEAPONS RAISE A WS S AP D RAISE A WS AP D RAISE A	Plasma caliver – supercharge [HAZARDOUS]	30"	2	4+	8	-3	2	
MELEE WEAPONS  Alpha combat verapon  Melee 2 4 5 5 1 1  Molee 1 4 3 0 0 1  Molee 2 4 5 5 1 1  Molee 2 4 5 5 1 1  Molee 3 4 5 0 1  Molee 2 4 5 5 1 1  Molee 3 4 5 0 1  Molee 3 4 5 0 1  Molee 4 4 5 0 0 1  Molee 4 4 5 0 0 1  Molee 5 4 5 1 1  Moles States Regard Alpha can be equipped with 1 Alpha combat weapon.  The States Regard Alpha can be equipped with 1 Alpha combat weapon.  The States Regard Alpha can be equipped with 1 Alpha combat weapon.  The States Regard Alpha can be equipped with 1 Alpha combat weapon.  The States Regard Alpha sayawanic rife can be replaced with 1 Talwanic arquebus.  1 States Regard Alpha sayawanic rife can be replaced with 1 Talwanic arquebus.  1 States Regard Alpha sayawanic rife can be replaced with 1 Talwanic arquebus.  1 States Regard Alpha sayawanic rife can be replaced with 1 Talwanic arquebus.  1 States Regard Alpha sayawanic rife can be replaced with 1 Talwanic arquebus.  1 States Regard Alpha sayawanic rife can be replaced with 1 Talwanic arquebus.  1 States Regard Alpha sayawanic rife can be replaced with 1 Talwanic arquebus.  1 States Regard Alpha sayawanic rife can be replaced with 1 Talwanic arquebus.  1 States Regard Alpha sayawanic rife can be replaced.  WWORDS: Instantia, Barting Regard Alpha sayawanic rife can be replaced.  WWORDS: Merantic, Barting Regard Alpha sayawanic rife can be replaced.  WWORDS: Merantic, Barting Regard Alpha sayawanic rife can be replaced.  PARTING REGARD Alpha sayawanic rife can be replaced.  FACTION KEWORDS: Merantic Regard Alpha sayawanic rife can be replaced.  FACTION KEWORDS: Merantic Regard Alpha sayawanic rife can be replaced.  FACTION KEWORDS: Merantic Regard Alpha sayawanic rife can be replaced.  FACTION KEWORDS: Merantic Regard Alpha sayawanic rife can be replaced.  FACTION KEWORDS: Merantic Regard Alpha sayawanic rife can be replaced.  FACTION KEWORDS: Merantic Regard Alpha sayawanic rife can be replaced.  FACTION KEWORDS: Merantic Regard Alpha sayawanic rife can be replaced.  FACTION KEWORDS: Merantic Regard Alpha sayawanic rife can		36"	1	4+	7	-2	D3	
Alpha combat weapon  Melice 2 4 + 5 1 1  INGERA OPTIONS  The Status Ranger Alpha can be equipped with 1 Alpha combat weapon. The Status Ranger Alpha can be equipped with 1 Alpha combat weapon. The Status Ranger Alpha splvanic rifte can be replaced with 1 Mechanicus pistol. 1 Status Ranger Alpha splvanic rifte can be replaced with 1 Mechanicus pistol. 1 Status Ranger Alpha splvanic rifte can be replaced with 1 acr eride. 1 Status Ranger Alpha splvanic rifte can be replaced with 1 acr eride. 1 Status Ranger Alpha splvanic rifte can be replaced with 1 acr eride. 1 Status Ranger Alpha splvanic rifte can be replaced with 1 acr eride. 1 Status Ranger Alpha splvanic rifte can be requipped with one of the following: 2 Status Ranger Alpha splvanic rifte can be replaced. 1 Status Ranger Alpha splvanic rifte can be replaced. 1 Status Ranger Alpha splvanic rifte can be replaced. 1 Status Ranger Alpha splvanic rifte can be replaced. 1 Status Ranger Alpha splvanic rifte can be replaced. 1 Status Ranger Alpha splvanic rifte can be replaced. 1 Status Ranger	• • • • • • • • • • • • • • • • • • • •	RANGE	Α	ws	s	AP	D	
Mole 1 4 3 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 2 1 4 3 0 0 1 1  Mole 3 1 4 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1	Alpha combat weapon	Melee	2	4+	5	-1	1	
the Sutari Ranger Apha can be equipped with 1 Alpha combat weapon. The Statist Ranger Apha Spalvanic office can be registed with 1 Mechanicus pistul. 1 Statist Ranger Spalvanic effice can be registed with 1 January and allow: 1 Statist Ranger Spalvanic effice can be registed with 1 January and allow: 1 Statist Ranger Spalvanic effice can be registed with 1 January and allow: 1 I can be a spalvanic effice can be registed with 1 January and allow: 1 I can be a spalvanic effice can be registed with 1 January and allow: 1 I can be dead a settler. 1 I combined data-ether. 2 I combined data-ether. 3 I combined data-eth	Close combat weapon	Melee	1	4+	3	0	1	
The Skuterii Ranger dipha can be equipped with 1 Apha combat weapon.  1 Skitarii Ranger Spawaric effe on the replaced with 1 Jacc rifts.  2 Skitarii Ranger Spawaric effe on the preplaced with 1 Jacc rifts.  2 Skitarii Ranger Spawaric effe on the preplaced with 1 Jacc rifts.  3 Skitarii Ranger Spawaric effe on the preplaced with 1 Jacc rifts.  3 Skitarii Ranger Spawaric effe on the preplaced with 1 Jacc rifts.  4 I Skitarii Ranger Spawaric effe on the preplaced with 1 Jacc rifts.  5 Le inshanced data ether?  5 Le minispex*  1 I omnispex*  2 COMMAND RE-ROLL 1CP  3 BADADORA ZITORS — PER CEED  1 DRANDORA ZITORS — PER CEED  2 DRANDORA ZITORS — SATILE LATE.  2 COMMAND RE-ROLL 1CP  3 DRANDORA ZITORS — SATILE LATE.  3 DRANDORA ZITORS — SATILE LATE.  4 DRANDORA ZITORS — SATILE LATE.  4 DRANDORA ZITORS — SATILE LATE.  5 D	ARGEAR OPTIONS							Omnispex: Ranged weapons equipped by models in
1 Stotari Ranger's galvanic effica an be replaced with 1 arc rifle. 1 Stotari Ranger's galvanic effica an be replaced with 1 plans calver. 1 Stotari Ranger spavnaci effica an be replaced with 1 plans calver. 1 Stotari Ranger spavnaci effica an be replaced with 1 transuranic aquebus. 1 I enhanced data ether* 1 I enhanced data ether* 2 I enhanced data ether* 3 I enhanced data ether* 3 I enhanced data ether* 4 I enhanced data ether* 4 I enhanced data ether* 5 I omnispex*  LOMMAND RE-ROLL 1.CP BOROBOR ACTIONS - ENC CEED  LEXPLOSIVE CLEARANCE 1.CP BOROBOR ACTIONS - ENC CEED  LEXPLOSIVE CLEARANCE 1.CP BOROBOR S- BATTLE LINE;  LOCUMER-OFFERSIVE 2.CP BOROBOR S- STRATEC FLOY  LOCE - STRATEC FLOY  LOCE		1 Alpha con	nbat v	veapon.				the bearer's unit have the [IGNORES COVER] ability.
1. Skidari Ranger's glavanic effic an be replaced with 1 plasma calliver.  1. Skidari Ranger's glavanic effic an be replaced with 1 plasma calliver.  1. Skidari Ranger's glavanic effic an be replaced with 1 transvaria rangebus.  1. Skidari Ranger's glavanic effication be replaced with 1 transvaria rangebus.  1. Skidari Ranger's glavanic effication be replaced.  1. Skidari Ranger's glavanic effication be replaced effication efficiency.  1. Skidari Ranger's glavanic effication effication efficiency.  1. Skidari Ranger's glavanic effication effication efficiency.  1. Skidari Ranger's glavanic effication effication efficiency.  1. Skidari Ranger's glavanic effication effication effication efficiency.  1. Skidari Ranger's glavanic effication effication effication effication efficiency.  1. Skidari Ranger's glavanic effication effication effication efficiency.  1.	The Skitarii Ranger Alpha's galvanic rifle can be	replaced wi	th 1 N			istol.		UNIT COMPOSITION
1 Sixiari Ranger's givanic rifle can be replaced with 1 transuranic arquebus. 1 Sixiari Ranger supposed with a galvanic rifle can be equipped with one of the following of 1 homispex* 1 hambaned data-sether* 2 1 homispex* 3 1 models galvanic rifle cannot be replaced.  ***TORNORS: INFANTRY, BATILELINE, IMPERIUM, SKITARII, RANGERS  **RATAGENS**  **RATA				aliver.				■ 1 Skitarii Ranger Alpha
10 models  combat weapon. 10 models  Ant models galvanic rifle cannot be replaced.  Ant models galvanic rifle cannot be replaced.  FACTION KEYWORDS: INFANTRY, BATLELINE, IMPERIUM, SKITARII, RANGERS  RATAGEMS  RATAGEMS  RATAGEMS  RATAGEMS  RATAGEMS  RATE BRAYERY LEP BRANDING ACTIONS—EVER CEED  BRANDING ACTIONS—EVER CEED  BRANDING ACTIONS—EVER CEED  BRANDING ACTIONS—BATLELINE  COUNTEND FORENSIVE 2CP BRANDING ACTIONS—STRATEGE RAY  COMMAND BE—ROLL LCP  CORN—BATLELINE  CORN—BATLELINE  CORN—BATLELINE  CORN—BATLELINE  BRANDING ACTIONS—BATLELINE  CORN—BATLELINE  CORN—STRATEGE PAR  CORN—	1 Skitarii Ranger's galvanic rifle can be replaced	with 1 tran	surar	nic arqu				_
10 models	= ::: =	an be equip	pped	with one	e of th	e follov	ving:	
That model's galvanic tifle cannot be replaced.  PYWORDS: INFANTRY, BATTLELINE, IMPERIUM, SKITARII, RANGERS  FACTION KEYWORDS: ADEPTUS MECHANICUS  LOMMAND RE-ROLL 1CP BOMORING ACTIONS - EPIC DEED  JINSANE BRAYERY 1CP BOMORING ACTIONS - EPIC DEED  LEPROSIVE CLEARANCE 1CP BOMORING ACTIONS - BATTLETACIC  COUNTER, DEPERSIVE 2CP BOMORING ACTIONS - STATEGIC PLOY  COMMAND RE-ROLL 1 CP CORE - BATTLETACIC  LINSANE BRAYERY 1 CP CORE - EPIC DEED  JINSANE BRAYERY 1 CP CORE - STRATEGIC PLOY  GOTO GROUND 1 CP CORE - STRATEGIC PLOY  LECTROMATIVE - BATTLE FACTIC  JOHN 1-TARGETERS 1 CP ELECTROMATIVE - BATTLE FACTIC  JOHN 1-TARGETERS 1								
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SEAND BRANDES = PROPERT   CP								
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EXPLORATOR MANIPLE — BATTLE TACTIC  GUIDED RETREAT   1 CP  HALOSCREED BATTLE CLADE — STRATEGIC PLOY  NEURAL OVERLOAD   1 CP  HALOSCREED BATTLE CLADE — STRATEGIC PLOY  ANALYTICAL DIVINATION   1 CP  HALOSCREED BATTLE CLADE — STRATEGIC PLOY  ERADICATION PROTOCOLS   1 CP	REACTIVE SAFEGUARD 1CP							
HALOSCREED BATTLE CLADE – STRATEGIC PLOY  NEURAL OVERLOAD   1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY  ANALYTICAL DIVINATION   1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY  ERADICATION PROTOCOLS   1CP								
HALOSCREED BATTLE CLADE – STRATEGIC PLOY  ANALYTICAL DIVINATION  1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY  ERADICATION PROTOCOLS  1CP	_							
ANALYTICAL DIVINATION   1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY  ERADICATION PROTOCOLS   1CP								
ERADICATION PROTOCOLS ♣ 1CP	ANALYTICAL DIVINATION 🥏 1CP							
HALUSCREED BALLIFE CLADE - RALLIFE IACLIC								
THREOGRAPH PATTLE CLADE - DATTLE INCTIC								

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AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC

LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	
ACCESS OVERRIDES 1CP RESPONSE CLADE – STRATEGIC PLOY	
RESPONSIVE SHIELDING 1CP RESPONSE CLADE – WARGEAR	
INTEGRATIVE WITHDRAWAL 1CP RESPONSE CLADE – STRATEGIC PLOY	
PRECOGNITATED FIREFIELDS 1CP RESPONSE CLADE – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
SHROUD PROTOCOLS 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
PROGRAMMED WITHDRAWAL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

6" 3

1

5+ INVULNERABLE SAVE

2

RANGED WEAPONS	RANGE	A	BS	s	AP	D	
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1	
Arc rifle [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	30"	1	4+	8	-1	D3	
Plasma caliver – standard	30"	2	4+	7	-2	1	
Plasma caliver – supercharge [HAZARDOUS]	30"	2	4+	8	-3	2	
Radium carbine [ANTI-INFANTRY 4+]	18"	3	4+	3	0	1	
Transuranic arquebus [HEAVY, PRECISION]	36"	1	4+	7	-2	D3	
MELEE WEAPONS	RANGE	A	WS	S	AP	D	
Alpha combat weapon	Melee	2	4+	5	-1	1	
Close combat weapon	Melee	1	4+	3	0	1	

#### WARGEAR OPTIONS

- The Skitarii Vanguard Alpha can be equipped with 1 Alpha combat weapon.
- The Skitarii Vanguard Alpha's radium carbine can be replaced with 1 Mechanicus pistol.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 arc rifle.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 plasma caliver.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 transuranic arquebus.
- 1 Skitarii Vanguard equipped with a radium carbine can be equipped with one of the following:
  - 1 enhanced data-tether\*

COMMAND RE-ROLL 1CP

**INSANE BRAVERY** 1CP

BOARDING ACTIONS – EPIC DEED

**EXPLOSIVE CLEARANCE 1CP** 

BOARDING ACTIONS – BATTLE TACTIC

COUNTER-OFFENSIVE 2CP

COMMAND RE-ROLL 1CP

FIRE OVERWATCH 1CP

CORE – STRATEGIC PLOY

\_\_ RAPID INGRESS 1CP

CORE - BATTLE TACTIC HEROIC INTERVENTION 1CP

CORE - STRATEGIC PLOY COUNTER-OFFENSIVE 2CP

CORE - STRATEGIC PLOY GO TO GROUND 1CP

CORE - BATTLE TACTIO

**INSANE BRAVERY 1CP** 

CORE - EPIC DEED

BOARDING ACTIONS - STRATEGIC PLOY

○ 1 omnispex\*

STRATAGEMS

\* That model's radium carbine cannot be replaced.

# **ABILITIES**

FACTION: Doctrina Imperatives

Rad-saturation (Aura): While an enemy unit (excluding VEHICLE units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that unit.

#### WARGEAR ABILITIES

Enhanced data-tether: Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

**Omnispex:** Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

# **UNIT COMPOSITION**

- 1 Skitarii Vanguard Alpha
- 9 Skitarii Vanguard

Every model is equipped with: radium carbine; close combat weapon.

10 models

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, SKITARII, VANGUARD

BA

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C С

### LED BY

This unit can be led by the following units:

Skitarii Marshal

FACTION KEYWORDS: **ADEPTUS MECHANICUS** 

- Tech-priest DominusTech-priest Enginseer
- Tech-priest Manipulus
- Technoarcheologist
- Winquisitor ■ W Inquisitor Coteaz
- Inquisitor Draxus
- MInquisitor Greyfax

# **DETACHMENT ABILITY**

Rad-hombardment Noospheric Transference Stealth Optimisation Acquisition At Any Cost

Overload Machine Spirits Procedural Elimination

BALLISTIC SYNCHRONY 1CP

ELECTROMARTYRS - BATTLE TACTIC **OMNI-TARGETERS 1CP** 

ELECTROMARTYRS - BATTLE TACTIC SAVIOUR SYSTEMS 1CP

ELECTROMARTYRS - BATTLE TACTIC AUTO-VENGEANCE 1CP

ELECTROMARTYRS - STRATEGIC PLOY

**CACHED ACQUISITION 1CP** EXPLORATOR MANIPLE - EPIC DEED

\_\_ INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE - WARGEAR

REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE - STRATEGIC PLOY

PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE - BATTLE TACTIC GUIDED RETREAT 🏶 1CP

NEURAL OVERLOAD \$\rightarrow\$1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY

ANALYTICAL DIVINATION \$\text{\$\text{\$}} 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY | ERADICATION PROTOCOLS \* 1CP

HALOSCREED BATTLE CLADE – BATTLE TACTIC \_ **Targeting Override**  1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC

AGGRESSOR IMPERATIVE 1CP

RAD-ZONE CORPS – BATTLE TACTIC	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	
ACCESS OVERRIDES 1CP RESPONSE CLADE – STRATEGIC PLOY	
RESPONSIVE SHIELDING 1CP RESPONSE CLADE – WARGEAR	
INTEGRATIVE WITHDRAWAL 1CP RESPONSE CLADE – STRATEGIC PLOY	
PRECOGNITATED FIREFIELDS 1CP RESPONSE CLADE – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
SHROUD PROTOCOLS 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
PROGRAMMED WITHDRAWAL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

# DEDICATED TRANSPORTS

12" 9 3+ 11 7+ 2

HALOSCREED BATTLE CLADE – BATTLE TACTIC

RANGE A ABILITIES RANGED WEAPONS BS S ΑP D Cognis heavy stubber array CORE: Deadly Demise D3, Firing Deck 2 36" 4+ 0 1 [RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED] FACTION: Doctrina Imperatives RANGE A WS S AP D Broad Spectrum Data-tether: Each time you target Armoured hull Melee 3 4+ 6 0 1 this unit with a Stratagem, roll one D6: on a 5+, you Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll. UNIT COMPOSITION ■ 1 Skorpius Dunerider This model is equipped with: cognis heavy stubber array; armoured hull. 1 model TRANSPORT This model has a transport capacity of 12 ADEPTUS MECHANICUS INFANTRY models. It cannot transport JUMP PACK, KATAPHRON or SYDONIAN SKATROS models. KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, SKITARII, SMOKE, FACTION KEYWORDS: SKORPIUS DUNERIDER ADEPTUS MECHANICUS STRATAGEMS DETACHMENT ABILITY COMMAND RE-ROLL 1CP Rad-bombardment BA Noospheric Transference Acquisition At Any Cost INSANE BRAVERY 1CP BA BOARDING ACTIONS – EPIC DEED EXPLOSIVE CLEARANCE 1CP BA BOARDING ACTIONS - BATTLE TACTIC COUNTER-OFFENSIVE 2CP BA **BOARDING ACTIONS - STRATEGIC PLOY** AUTO-DIVINATORY TARGETING 1CP COHORT CYBERNETICA - BATTLE TACTIC **BENEVOLENCE OF THE OMNISSIAH 1CP** COHORT CYBERNETICA - BATTLE TACTIC **MACHINE SPIRIT RESURGENT 1CP** COHORT CYBERNETICA – EPIC DEED MACHINE SUPERIORITY 1CP COHORT CYBERNETICA – EPIC DEED MOTIVE IMPERATIVE 1CP COHORT CYBERNETICA – BATTLE TACTIC TRANSCENDENT COGITATION 1CP COMMAND RE-ROLL 1CP С CORE - BATTLE TACTIO INSANE BRAVERY 1CP C CORE - EPIC DEED FIRE OVERWATCH 1CP C CORE – STRATEGIC PLOY RAPID INGRESS 1CP C CORE - STRATEGIC PLOY \_\_ SMOKESCREEN 1CP C TANK SHOCK 1CP C CORE - STRATEGIC PLOY COUNTER-OFFENSIVE 2CP С CORE - STRATEGIC PLOY \_\_ CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED AUTO-ORACULAR RETRIEVAL 2CP EXPLORATOR MANIPLE - BATTLE TACTIC INCENSE EXHAUSTS 1CP REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE - BATTLE TACTIC AGGRESSIVE IMPULSE \$\text{9} 1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY GUIDED RETREAT 🏶 1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY NEURAL OVERLOAD 🏶 1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY ERADICATION PROTOCOLS 🥏 1CP

TARGETING OVERRIDE → 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC	
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS — BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP	
SKITARII HUNTER COHORT – STRATEGIC PLOY	

# OTHER

Ld

SKITARII HUNTER COHORT – STRATEGIC PLOY

20+" 9 3+ 10 7+ 0 RANGE A ABILITIES RANGED WEAPONS BS S ΑP D Cognis heavy stubber array CORE: Deadly Demise D3, Hover 36" 0 1 [RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED] FACTION: Doctrina Imperatives RANGE A WS S AP D Bomb Rack: Each time this model ends a Normal Armoured hull Melee 3 4+ 6 0 1 move, you can select one enemy unit it moved across during that move and roll six D6: for each 4+, that unit WARGEAR OPTIONS suffers 1 mortal wound. ■ This model's command uplink can be replaced with 1 chaff launcher. WARGEAR ABILITIES Chaff Launcher: The bearer has the SMOKE keyword. Command Uplink: Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP. UNIT COMPOSITION ■ 1 Archaeopter Fusilave This model is equipped with: cognis heavy stubber array; armoured hull; command uplink. KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER FUSILAVE FACTION KEYWORDS: **ADEPTUS MECHANICUS** STRATAGEMS **DETACHMENT ABILITY** Rad-bombardment \_\_ COMMAND RE-ROLL 1CP BA BOARDING ACTIONS – EPIC DEED Noospheric Transference **Acquisition At Any Cost INSANE BRAVERY 1CP** BA **BOARDING ACTIONS – EPIC DEED EXPLOSIVE CLEARANCE 1CP** BA COUNTER-OFFENSIVE 2CP BA BOARDING ACTIONS – STRATEGIC PLOY **AUTO-DIVINATORY TARGETING 1CP** COHORT CYBERNETICA - BATTLE TACTIC BENEVOLENCE OF THE OMNISSIAH 1CP COHORT CYBERNETICA - BATTLE TACTIC MACHINE SPIRIT RESURGENT 1CP COHORT CYBERNETICA - EPIC DEED MACHINE SUPERIORITY 1CP COHORT CYBERNETICA – EPIC DEED MOTIVE IMPERATIVE 1CP **TRANSCENDENT COGITATION 1CP** COHORT CYBERNETICA – STRATEGIC PLOY COMMAND RE-ROLL 1CP C CORE - BATTLE TACTIC INSANE BRAVERY 1CP C CORE - EPIC DEED FIRE OVERWATCH 1CP С \_\_\_ CORE – STRATEGIC PLOY RAPID INGRESS 1CP C CORE – STRATEGIC PLOY TANK SHOCK 1CP C CORE - STRATEGIC PLOY COUNTER-OFFENSIVE 2CP С CORE - STRATEGIC PLOY \_\_ CACHED ACQUISITION 1CP EXPLORATOR MANIPLE - EPIC DEED PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC GUIDED RETREAT 🥏 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY NEURAL OVERLOAD 🦫 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY ERADICATION PROTOCOLS \$\oldsymbol{\textit{P}} 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC **TARGETING OVERRIDE** 🕏 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS - BATTLE TACTIC LETHAL DOSAGE 1CP PRE-CALIBRATED PURGE SOLUTION 1CP BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY EXPEDITED PURGE PROTOCOL 1CP

20+" 9 3+ 10 7+ 0

RANGED WEAPONS	RANGE	Δ	BS	S	ΔP	D
Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]	36"	3	4+	4	0	1
Heavy phosphor blaster [IGNORES COVER]	36"	3	4+	6	-1	2
[win cognis lascannon [SUSTAINED HITS 1, TWIN-LINKED]	48"	1	4+	12	-3	D6+1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

# ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Doctrina Imperatives

Strafing Run: Each time this model makes a ranged attack that targets an enemy unit (excluding units that can FLY), add 1 to the <u>Hit roll</u>.

# WARGEAR ABILITIES

Chaff Launcher: The bearer has the SMOKE keyword.

 $\begin{array}{ll} \textbf{Command Uplink:} \ Each \ time \ you \ select \ the \ bearer's \\ unit as \ the \ target \ of \ a \ Stratagem, \ roll \ one \ D6: \ on \ a \ 5+, \\ you \ gain \ 1CP. \end{array}$ 

		UNIT COMPOSITION
		1 Archaeopter Stratoraptor This model is equipped with: 2 cognis heavy stubbers; 2 heavy phosphor blasters; twin cognis lascannon; armoured hull; command uplink.
		1 model 185
EYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, SKITARII, ARCHAEOPTE		FACTION KEYWORDS: ADEPTUS MECHANICUS
TRATAGEMS		DETACHMENT ABILITY
COMMAND RE-ROLL 1CP BOARDING ACTIONS – EPIC DEED	ВА	Rad-bombardment Noospheric Transference
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED	ВА	Acquisition At Any Cost
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC	ВА	
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY	ВА	
AUTO-DIVINATORY TARGETING 1CP COHORT CYBERNETICA – BATTLE TACTIC		
BENEVOLENCE OF THE OMNISSIAH 1CP COHORT CYBERNETICA – BATTLE TACTIC		
MACHINE SPIRIT RESURGENT 1CP COHORT CYBERNETICA – EPIC DEED		
MACHINE SUPERIORITY 1CP COHORT CYBERNETICA – EPIC DEED		
MOTIVE IMPERATIVE 1CP COHORT CYBERNETICA – BATTLE TACTIC		
TRANSCENDENT COGITATION 1CP COHORT CYBERNETICA – STRATEGIC PLOY		
COMMAND RE-ROLL 1CP  CORE – BATTLE TACTIC	С	
INSANE BRAVERY 1CP CORE – EPIC DEED	С	
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY	С	
RAPID INGRESS 1CP CORE – STRATEGIC PLOY	С	
TANK SHOCK 1CP CORE – STRATEGIC PLOY	С	
COUNTER-OFFENSIVE 2CP  CORE – STRATEGIC PLOY	С	
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED		
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE - BATTLE TACTIC		
GUIDED RETREAT 🍪 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY		
NEURAL OVERLOAD   → 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY		
ERADICATION PROTOCOLS   ↑ 1CP  HALOSCREED BATTLE CLADE – BATTLE TACTIC		
TARGETING OVERRIDE   → 1CP  HALOSCREED BATTLE CLADE – BATTLE TACTIC		
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC		
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR		
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC		
BULWARK IMPERATIVE 2CP rad-zone corps – Battle Tactic		
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY		
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY		

Ld

20+" 9 3+ 10 7+ 0 RANGE A ABILITIES RANGED WEAPONS BS ΑP D Cognis heavy stubber array CORE: Deadly Demise D3, Deep Strike, Hover 36" 0 1 [RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED] FACTION: Doctrina Imperatives RANGE A WS S ΑP D Aerial Deployment: If this model starts the game in Armoured hull Melee 3 4+ 6 0 1 Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or WARGEAR OPTIONS third Movement phase, regardless of any mission This model's command uplink can be replaced with 1 chaff launcher. rules. WARGEAR ABILITIES Chaff Launcher: The bearer has the SMOKE keyword. Command Uplink: Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP. **UNIT COMPOSITION** ■ 1 Archaeopter Transvector **This model is equipped with:** cognis heavy stubber array; armoured hull; command uplink. 1 model TRANSPORT This model has a transport capacity of 11 SKITARII INFANTRY or TECH-PRIEST INFANTRY models. It cannot transport JUMP PACK or KATAPHRON models. KEYWORDS: VEHICLE, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER FACTION KEYWORDS: TRANSVECTOR **ADEPTUS MECHANICUS** STRATAGEMS **DETACHMENT ABILITY** Rad-bombardment COMMAND RE-ROLL 1CP BA Noospheric Transference BOARDING ACTIONS – EPIC DEED **Acquisition At Any Cost** INSANE BRAVERY 1CP BA BOARDING ACTIONS – EPIC DEED **EXPLOSIVE CLEARANCE 1CP** BA BOARDING ACTIONS - BATTLE TACTIC COUNTER-OFFENSIVE 2CP BA BOARDING ACTIONS - STRATEGIC PLOY **AUTO-DIVINATORY TARGETING 1CP** COHORT CYBERNETICA - BATTLE TACTION **BENEVOLENCE OF THE OMNISSIAH 1CP** COHORT CYBERNETICA – BATTLE TACTIC MACHINE SPIRIT RESURGENT 1CP COHORT CYBERNETICA – EPIC DEED MACHINE SUPERIORITY 1CP MOTIVE IMPERATIVE 1CP TRANSCENDENT COGITATION 1CP COHORT CYBERNETICA – STRATEGIC PLOY COMMAND RE-ROLL 1CP С CORE - BATTLE TACTIO **INSANE BRAVERY 1CP** С CORE - EPIC DEED FIRE OVERWATCH 1CP C CORE – STRATEGIC PLOY \_\_ RAPID INGRESS 1CP C TANK SHOCK 1CP C CORE - STRATEGIC PLOY COUNTER-OFFENSIVE 2CP С CORE - STRATEGIC PLOY CACHED ACQUISITION 1CP EXPLORATOR MANIPLE - EPIC DEED AUTO-ORACULAR RETRIEVAL 2CP EXPLORATOR MANIPLE - BATTLE TACTIC REACTIVE SAFEGUARD 1CP PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC GUIDED RETREAT 🏶 1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY NEURAL OVERLOAD 🏶 1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY \_ **Eradication Protocols** 🕏 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC TARGETING OVERRIDE \$\rightarrow\$ 1CP

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AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC **LETHAL DOSAGE** 1CP

RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BAITLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

6" 3 7+ 1 7+ 1

ERADICATION PROTOCOLS \$\text{1CP}

5+ INVULNERABLE SAVE RANGED WEAPONS RANGE **ABILITIES** S AP Electrostatic gauntlets CORE: Feel No Pain 5+ 12" [PISTOL, SUSTAINED HITS 2] FACTION: Doctrina Imperatives ΑP D MELEE WEAPONS RANGE A WS S Electro-shock: In your Shooting phase, after this unit Electrostatic gauntlets [SUSTAINED HITS 2] Melee 3 4+ 5 0 1 has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is shocked. While a unit is shocked, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it. **UNIT COMPOSITION** ■ 5-10 Corpuscarii Electro-Priests Every model is equipped with: electrostatic gauntlets. 10 models 130 KEYWORDS: INFANTRY, IMPERIUM, CULT MECHANICUS, CORPUSCARII, ELECTRO-PRIESTS FACTION KEYWORDS: **ADEPTUS MECHANICUS STRATAGEMS** LED BY This unit can be led by the following units: COMMAND RE-ROLL 1CP BA ■ Tech-priest Do ■ Tech-priest Enginseer INSANE BRAVERY 1CP BA Tech-priest Manipulus BOARDING ACTIONS – EPIC DEED Technoarcheologist **EXPLOSIVE CLEARANCE 1CP** BA **DETACHMENT ABILITY** BOARDING ACTIONS - BATTLE TACTIC Rad-bombardment COUNTER-OFFENSIVE 2CP BA Noospheric Transference **BOARDING ACTIONS - STRATEGIC PLOY** Benedictions Of The Omnissiah COMMAND RE-ROLL 1CP C Acquisition At Any Cost CORE - BATTLE TACTIC Overload Machine Spirits INSANE BRAVERY 1CP С Canticles of the Omnissiah FIRE OVERWATCH 1CP C \_\_ RAPID INGRESS 1CP С CORE - STRATEGIC PLOY GO TO GROUND 1CP C CORE - BATTLE TACTIC HEROIC INTERVENTION 1CP C COUNTER-OFFENSIVE 2CP C **INCANTATION OF THE IRON SOUL 1CP** DATA-PSALM CONCLAVE – BATTLE TACTIC TRIBUTE OF EMPHATIC VENERATION 1CP DATA-PSALM CONCLAVE - STRATEGIC PLOY LITANY OF THE ELECTROMANCER 1CP DATA-PSALM CONCLAVE - STRATEGIC PLOY **LUMINESCENT BLESSING 1CP** DATA-PSALM CONCLAVE - BATTLE TACTIC CHANT OF THE REMORSELESS FIST 1CP DATA-PSALM CONCLAVE – BATTLE TACTIC VERSE OF VENGEANCE 1CP DATA-PSALM CONCLAVE – STRATEGIC PLOY BALLISTIC SYNCHRONY 1CP ELECTROMARTYRS - BATTLE TACTIC OMNI-TARGETERS 1CP ELECTROMARTYRS - BATTLE TACTIC SAVIOUR SYSTEMS 1CP AUTO-VENGEANCE 1CP ELECTROMARTYRS – STRATEGIC PLOY **CACHED ACQUISITION 1CP** EXPLORATOR MANIPLE - EPIC DEED \_\_ INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE - WARGEAR REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE - STRATEGIC PLOY PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE - BATTLE TACTIC **GUIDED RETREAT** \$\oint\_1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY NEURAL OVERLOAD \$\text{\$\text{\$\text{\$\text{\$}}}\$ 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY ANALYTICAL DIVINATION 🥏 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY

HALOSCREED BATTLE CLADE – BATTLE TACTIC	
TARGETING OVERRIDE 🏶 1CP	
HALOSCREED BATTLE CLADE – BATTLE TACTIC	
TETHER-TENDRILS 1CP	
MACHINE CULT – STRATEGIC PLOY	
ELECTROGHEIST VISITATIONS 1CP	
MACHINE CULT – WARGEAR	
OMNISSIAH'S GUIDANCE 1CP	
MACHINE CULT – BATTLE TACTIC	
POWER OF THE MOTIVE FORCE 1CP	
MACHINE CULT – STRATEGIC PLOY	
LETHAL DOSAGE 1CP	
RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP	
RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP	
RAD-ZONE CORPS – BATTLE TACTIC	

м т sv w Ld ос 6" 3 7+ 1 7+ 1

5+ INVULNERABLE SAVE							
MELEE WEAPONS  Electroleech stave [DEVASTATING WOUNDS]	RANGE Melee	<b>A</b> 2	<b>WS</b> 3+	<b>S</b>	<b>AP</b> -1	<b>D</b>	ABILITIES  CORE: Feel No Pain 5+
							FACTION: Doctrina Imperatives
							Electro-infusion: While a CHARACTER model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.
							UNIT COMPOSITION
							5-10 Fulgurite Electro-Priests
							Every model is equipped with: electroleech stave.
							5 models 70 10 models 140
KEYWORDS: INFANTRY, IMPERIUM, CULT MECHANIC	CUS, ELECT	TRO-P	RIESTS,	FULG	URITE		FACTION KEYWORDS: ADEPTUS MECHANICUS
STRATAGEMS							LED BY
COMMAND RE-ROLL 1CP BOARDING ACTIONS — EPIC DEED					E	BA	This unit can be led by the following units:  Tech-priest Dominus
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED					ВА		<ul> <li>Tech-priest Enginseer</li> <li>Tech-priest Manipulus</li> <li>Technoarcheologist</li> </ul>
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					ВА		DETACHMENT ABILITY
COUNTER-OFFENSIVE 2CP						BA	Rad-bombardment
BOARDING ACTIONS – STRATEGIC PLOY  COMMAND RE-ROLL 1CP					_		Noospheric Transference Benedictions Of The Omnissiah
CORE – BATTLE TACTIC						С	Acquisition At Any Cost  Overload Machine Spirits
INSANE BRAVERY 1CP CORE – EPIC DEED					С		Canticles of the Omnissiah
RAPID INGRESS 1CP CORE – STRATEGIC PLOY						С	
GO TO GROUND 1CP  CORE – BATTLE TACTIC						С	
HEROIC INTERVENTION 1CP  CORE – STRATEGIC PLOY						С	
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY						С	
INCANTATION OF THE IRON SOUL 1CP DATA-PSALM CONCLAVE – BATTLE TACTIC							
TRIBUTE OF EMPHATIC VENERATION 1CP Data-psalm conclave – Strategic Ploy							
LITANY OF THE ELECTROMANCER 1CP  DATA-PSALM CONCLAVE – STRATEGIC PLOY							
LUMINESCENT BLESSING 1CP  DATA-PSALM CONCLAVE – BATTLE TACTIC							
CHANT OF THE REMORSELESS FIST 1CP Data-psalm conclave – Battle Tactic							
VERSE OF VENGEANCE 1CP Data-Psalm conclave – Strategic Ploy							
BALLISTIC SYNCHRONY 1CP ELECTROMARTYRS – BATTLE TACTIC							
OMNI-TARGETERS 1CP ELECTROMARTYRS – BATTLE TACTIC							
SAVIOUR SYSTEMS 1CP ELECTROMARTYRS – BATTLE TACTIC							
AUTO-VENGEANCE 1CP ELECTROMARTYRS – STRATEGIC PLOY							
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED							
INCENSE EXHAUSTS 1CP explorator maniple – wargear							
REACTIVE SAFEGUARD 1CP explorator maniple – strategic ploy							
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC							
— GUIDED RETREAT							
NEURAL OVERLOAD 嵾 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
ANALYTICAL DIVINATION �� 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
ERADICATION PROTOCOLS   ↑ 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC							
TARGETING OVERRIDE   → 1CPHALOSCREED BATTLE CLADE – BATTLE TACTIC							
TETHER-TENDRILS 1CP  MACHINE CULT – STRATEGIC PLOY							

ELECTROGHEIST VISITATIONS 1CP MACHINE CULT – WARGEAR	
OMNISSIAH'S GUIDANCE 1CP MACHINE CULT – BATTLE TACTIC	
POWER OF THE MOTIVE FORCE 1CP MACHINE CULT – STRATEGIC PLOY	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	

10" 7 3+ 7

RANGED WEAPONS	RANGE	A	BS	s	AP	D
Twin cognis autocannon [SUSTAINED HITS 1]	48"	4	4+	9	-1	3
Twin cognis lascannon [SUSTAINED HITS 1]	48"	2	4+	12	-3	D6+1
MELEE WEAPONS	RANGE	A	WS	S	ΔΡ	n
Ironstrider feet	Melee	3		_	n.	1
nonstider leet	Meice	3	41	J	U	1

WARGEAR OPTIONS

 $\,\blacksquare\,$  Any number of models can each have their twin cognis autocannon replaced with 1 twin cognis lascannon.

# **ABILITIES**

CORE: Deadly Demise 1

FACTION: Doctrina Imperatives

Elevated Strider: This unit is eligible to shoot in a turn in which it Fell Back or Advanced, and you can re-roll Desperate Escape tests taken for models in this unit.

Broad Spectrum Data-tether: Each time you target this unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

# UNIT COMPOSITION

■ 1-3 Ironstrider Ballistarii

		<ul> <li>1-3 Ironstrider Ballistarii</li> <li>Every model is equipped with: twin cognis autocannon; Ironstrider feet.</li> </ul>				
		1 madal				
		1 model	70			
		2 models	140			
		3 models	210			
KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, SKITARII, IR	ONSTRIDER BALLISTARII	FACTION KEYWORDS: ADEPTUS MECHANICUS				
STRATAGEMS		DETACHMENT ABILITY				
COMMAND RE-ROLL 1CP BOARDING ACTIONS – EPIC DEED	ВА	Rad-bombardment Noospheric Transference				
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED	ВА	Stealth Optimisation Acquisition At Any Cost				
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC	ВА					
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY	ВА					
AUTO-DIVINATORY TARGETING 1CP  COHORT CYBERNETICA – BATTLE TACTIC						
BENEVOLENCE OF THE OMNISSIAH 1CP COHORT CYBERNETICA – BATTLE TACTIC						
MACHINE SPIRIT RESURGENT 1CP COHORT CYBERNETICA – EPIC DEED						
MACHINE SUPERIORITY 1CP COHORT CYBERNETICA – EPIC DEED						
MOTIVE IMPERATIVE 1CP COHORT CYBERNETICA – BATTLE TACTIC						
TRANSCENDENT COGITATION 1CP COHORT CYBERNETICA – STRATEGIC PLOY						
COMMAND RE-ROLL 1CP  CORE – BATTLE TACTIC	С					
INSANE BRAVERY 1CP core – Epic Deed	С					
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY	С					
RAPID INGRESS 1CP CORE – STRATEGIC PLOY	С					
SMOKESCREEN 1CP CORE - WARGEAR	С					
TANK SHOCK 1CP  CORE – STRATEGIC PLOY	С					
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY	С					
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY	С					
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE - EPIC DEED						
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR						
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC						
GUIDED RETREAT → 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY						
NEURAL OVERLOAD						
ERADICATION PROTOCOLS   ↑ 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC						
TARGETING OVERRIDE \$\rightarrow\$ 1CP HALOSCREED BATTLE CLADE - BATTLE TACTIC						
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC						
LETHAL DOSAGE 1CP  RAD-ZONE CORPS – WARGEAR						

RAD-ZONE CORPS – WARGEAR

PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
ISOLATE AND DESTROY 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

M T Sv W Ld OC 6" 9 2+ 7 7+ 2



RANGE WEAPONS Perol proprior bioset (EMINES COVER) Perol proprior bioset (EMINES COVER) Perol Proprior bioset (EMINES COVER) Perol Section (Proprior bioset (EMINES COVER) Perol Perol (EMINES COVER) Perol Section (Proprior bioset (EMINES COVER) Perol Perol (EMINES COVER) Pero	5+ INVULNERABLE SAVE							
Incondition combustors   12°   100 NA 6 1 1   1   1   1   1   1   1   1   1	RANGED WEAPONS	RANGE	A	BS	s	AP	D	ABILITIES
Concess Const., Disease		36"	3	4+	6	-1	2	CORE: Deadly Demise 1
The Anathop proposed between tenders of the Committee of		12"	D6	N/A	6	-1	1	FACTION: Doctrina Imperatives
MILE EMPANDS MARCE A WS S AP O Close combat veragen Mole 3 4 4 6 0 1 The Application of the Combat veragen Mole 3 4 4 6 0 0 1 The Application of the Combat veragen Mole 4 4 1 2 2 3 Twin Kastelan fist Twin Kastelan fist   Twin Linker) Marce 4 4 1 2 2 3 Twin Kastelan fist   Twin Linker) Marce 4 4 1 2 2 3 Twin Kastelan fist   Twin Linker) Marce 4 4 1 2 2 3 Twin Kastelan fist   Twin Linker) Marce 4 4 1 2 2 3 Twin Kastelan fist   Twin Linker) Marce 5 1 Kastelan fist   Twin Linker) Marce 6 1 1 Kastelan fist   Twin Twin Twin Twin Twin Twin Twin Twin								model is leading this unit, that model has the Feel No
CONTROL Wespon Mache 3 4 4 12 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 The Mache 1 1 4 12 2 2 3 3 The Mache 1 1 4 12 2 2 3 3 The Mache 1 1 4 12 2 2 3 3 The Mache 1 1 4 12 2 2 3 3 The Mache 1 1 4 12 2 2 3 3 12 2 3 The Mache 1 1 4 12 2 2 3 3 12 2 3 3 The Mache 1 1 4 12 2 2 3 3 12 2 3 3 The Mache 1 1 4 12 2 2 3 3 12 2 3 3 The Mache 1 1 4 12 2 2 3 3 1		24"	3					
Melee 4 4 12 -2 3 Ton's Assided field (TURL LINESD) Melee 4 4 12 -2 3 Ton's Assided field (TURL LINESD) Melee 4 4 12 -2 3 Melee								to a KASTELAN ROBOT model in this unit, on an
More A 4 + 12 - 2  WARGEAR OPTIONS  WARGEAR OPTIONS  WARGEAR OPTIONS  Any number of models can each have their troin Rastelan fist replaced with one of the following:  1 Karstelan phosphor bisterer and 1 Kostolan fist  1 twin Karstelan phosphor bisterer and 1 Kostolan fist  1 twin Karstelan phosphor bisterer and 1 Kostolan fist  1 twin Karstelan phosphor bisterer and 1 Kostolan fist  1 twin Karstelan phosphor bisterer and 1 Kostolan fist  2 models	· ·							
WARGEAR OPTIONS  A ray number of models can each have their twin Kastelan fist replaced with one of the following:  1 twin Kastelan phosphor blaster and 1 kastelan fist replaced with one of the following:  1 twin Kastelan phosphor blaster and 1 close combat weapon  A ray number of models can each have their incendine combustor replaced with 1 heavy phosphor blaster and 1 close combat weapon  A representation of the following with the following with twin Kastelan fist:  Exercise S    Command Read   Command   Com								attacks.
** Any number of models can each have their twin Kastelan fist replaced with one of the following:  ** It with Kastelan phosphor blaster and 1 Kastelan fist  ** It with Kastelan phosphor blaster and 1 Kastelan fist  ** It with Kastelan phosphor blaster and 1 Kastelan fist  ** It with Kastelan phosphor blaster and 1 Sone conduct waspon  ** Any number of models can each have their incendine cambustor replaced with 1 heavy phosphor blaster.  ** KEYWORDS YEHICLE WALKER IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  ** STRATAGENS  ** SCHINGLE WALKER IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  ** STRATAGENS  ** SCHINGLE WALKER IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  ** STRATAGENS  ** SCHINGLE WALKER IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  ** STRATAGENS  ** SCHINGLE WALKER IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  ** STRATAGENS  ** SCHINGLE WALKER IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  ** STRATAGENS  ** SCHINGLE WALKER IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  ** STRATAGENS  ** SCHINGLE WALKER IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  ** SCHINGLE WALKER IMPERIUM, LEGIO CYBERNETICA, WALKER IMPERIUM, LEGIO CYBER		менее	4	4+	12	-2	3	UNIT COMPOSITION
© 1 twin Kastelan phosphor blaster and 1 close combat weapon Ang number of models can each have their incendine combustor replaced with 1 heavy phosphor blaster.  KEYWORDS. VEHICLE, WALKER, IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS  FACTION KEYWORDS.  STRATAGEMS  COMMAND RE-ROLL 1CP ROBOTICS AND PROSECULATED  INSAME BRAVERY 1CP BRANDING ATTOM PROSECULATION  EXPROSEVE CLEARANCE 1CP BROWNING ACTION PROSECULATION  EXPROSEVE CLEARANCE 1CP BROWNING ATTOM PROSECULATION  AUTO-DIVINIARY TARGETING 1CP COUNTER-OFFENSIVE 2CP BROWNING ATTOM TARGETING 1CP COMMAND RE-ROLL 1CP COMMAND RE-ROLL 1CP COMMAND RE-ROLL 1CP ROBOTIC CREMENTICA - SMITH ACTION  BENEVOLENCE OF THE DIMINISTIAN 1CP COMMAND RE-ROLL 1CP COM	Any number of models can each have their twin following:		ist rep	laced v	vith or	e of the	:	Every model is equipped with: incendine combustor;
A models 360 phosphor blastee.  KEYWORDS: VEHICLE, WALKER, IMPERIUM, LEGIO CYGERNETICA, KASTELAN ROBOTS  STRATAGENS  LOMMAND RE-ROLL 1CP BOARDING ACTIONS—THE DEED  LINSANE BRAVERY 1CP BOARDING ACTIONS—THE DEED  EPPLOSIVE CLEARANCE 1CP BOARDING ACTIONS—THE DEED  AUTO-DIVINATORY TARGETING 1CP CORNET VERBREICLE—SHATE LECIC  COUNTER-OFFENSIVE 2CP BOARDING ACTIONS—THE DEED  BENEVOUR COST SHATELEC THE DEED  AUTO-DIVINATORY TARGETING 1CP CORNET VERBREICLE—DIVINE SHATELE CORNET VERBREICLE—THE DEED  MACHINE SIPPER SHADERS 1CP CORNET VERBREICLE—THE CASTE OF THE DIVINISHAD 1CP CORNET VERBREICLE—THE CASTE OF THE CONSISTANT 1CP CORNET SHATELEC THE THE CORNET 1CP CORNET SHATELEC THE CONSISTANT 1CP CORNET SHATELE CORNET THE THE CONSISTANT 1CP CORNET SHATELE CORNET THE THE CORNET THE			weapo	on				2 models 180
STRATAGEMS    COMMAND RE-ROLL 1CP   BAA		ndine coml	bustor	r replac	ed wit	h 1 hea	vy	4 models 360
STRATAGEMS    COMMAND RE-ROLL 1CP   BAA	KEYWORDS: VEHICLE, WALKER, IMPERIUM, LEGIO	Cybernet	ICA, K	ASTELA	N ROI	BOTS		
This unit can be led by the following unit:  • Cybernetica Datasemith  INSANE BRANCHY 1/P  BRANDRING ACTIONS - SPEC BEED  BRANDRING ACTIONS - SMILE MATH  CUOUNTER-OFFENSIVE C2P  BRANDRING ACTIONS - STRATEGE PLOY  JAUTO-DIVINATIONY TABGETING 3CP  CORRIGHT CORRIBORATION - BUTCH  BRENEVOLENCE OF THE ONINSISH 1 CP  CORRIGHT CORRIBORATION - BUTCH  CORRIGHT CORRIGHT RELIGION - B								ADEPTUS MECHANICUS
BANNE BRAVERY 1CP  DANGE BRAVERY 1CP  CONDITION TO THE BRAVER 1CP  CONDITION TO THE BRAVER 1CP  CONDITION TO THE BRAVERY 1CP  CONDITION TO T	STRATAGEMS							
EXPLOSIVE CLEARANCE   CP						E	BA	
EXPLOSIVE CLEARANCE ICP BOADONIG ATTONS - BATE TACTIC  COUNTER OFFENSIVE 2CP BOADONIG ACTIONS - STATEGET RAY  AUTO-DIVINATORY TARGETING 1CP CONORT CRESHETIA - BATTE TACTIC  ESENEVOLENCE OF THE DAMISSIAH 1CP CONORT CRESHETIA - BATTE TACTIC  MACHINE SPIRIT RESURGENT 1CP COHORT CRESHETIA - BATTE TACTIC  MACHINE SPIRIT RESURGENT 1CP COHORT CRESHETIA - BATTE TACTIC  MACHINE SPIRIT RESURGENT 1CP COHORT CRESHETIA - BATTE TACTIC  MACHINE SPIRIT RESURGENT 1CP COHORT CRESHETIA - BATTE TACTIC  TRANSCENDENT COGNITATION 1CP COHORT CRESHETIA - STRATEGIC RAY  COMMAND RE-ROLL 1CP CORE - BATTE TACTIC  INSANE BRATEGIC RAY  RAPID INGRESS 1CP CORE - STRATEGIC RAY    RAPID INGRESS 1CP CORE - STRATEGIC RAY    COMMENT CRESHET RAY   COUNTER-OFFENSIVE 2CP CORE - STRATEGIC RAY    COUNTER-OFFENSIVE 2CP CORE - STRATEGIC						ВА		DETACHMENT ABILITY
BAUGINE ACTIONS - BAILE FACIL  COUNTRY COPPENSIVE 2 CP  BAADOMG ACTIONS - STRATEGIC PLOY  AUTO-DIVINATORY TARGETING 1 CP CORNOT CHERNIELLA BAILE TACTIC  BENEVOLENCE OF THE DMNISSIAH 1 CP CORNOT CHERNIELLA BAILE TACTIC  BENEVOLENCE OF THE DMNISSIAH 1 CP CORNOT CHERNIELLA - BAILE TACTIC  MACHINE SUPERIORITY 1 CP CORNOT CHERNIELLA - BAILE TACTIC  TRANSCENDENT COSTATION 1 CP CORNOT CYBERNETIA - BAILE TACTIC  TRANSCENDENT COSTATION 1 CP CORN - STRATEGIC PLOY  COM - STRATEGIC PLOY  INDIANAL BRANEFY 1 CP CORE - STRATEGIC PLOY  CORE - STRATEGIC PLOY  ANALY STRATEGIC PLOY  TAMK SHOCK 1 CP CORE - STRATEGIC PLOY  HERDIC INTERVENTION 1 CP CORE - STRATEGIC PLOY  CORE - STRATEGIC PLOY  CACHED ACQUISITION 1 CP CORE - STRATEGIC PLOY  LOUNTER-OFFENSIVE 2 CP CORE -	EXPLOSIVE CLEARANCE 1CP					BA		
BOADDING ACTIONS - STRATEGIC PLOY  AUTO-DIVINATORY TARGETING 1CP COHORT CREAMENTAL - BATTLE TACTIC  BENEVOLENCE OF THE OWNISSIAH 1CP COHORT CREAMENTAL - BATTLE TACTIC  BENEVOLENCE OF THE OWNISSIAH 1CP COHORT CREAMENTAL - BROTE DEED  MACHINE SUPERIORITY 1CP COHORT CREAMENTAL - BROTE DEED  MATHINE SUPERIORITY 1CP COHORT CREAMENTAL - BROTE TACTIC  TRANSCENDENT COSITATION 1CP COHORT CREAMENTAL - BRATE TACTIC  INSAME BRAYERY 1CP CORE - STRATEGIC PLOY  FIRE OVERWAICH 1CP CORE - STRATEGIC PLOY  APAID INGRESS 1CP CORE - STRATEGIC PLOY  HERDIC INTERVENTION 1CP CORE - STRATEGIC PLOY  HERDIC INTERVENTION 1CP CORE - STRATEGIC PLOY  COUNTER- OFFENSIVE 2CP CORE - STRATEGIC PLOY  CACHED ACQUISITION 1CP BRYORATOR MARITE - BROTE DEED  PRIORITY RECLAMATION 1CP BRYORATOR MARITE - BROTE DEED BRO								***************************************
CONDET CREMENTICA - BATTLE TACTIC  BENEVOLENCE OF THE OMNISSIAH 1CP COMPIT CREMENTICA - BATTLE TACTIC  MACHINE SPIRIT RESURGENT 1CP CONDET CREMENTICA - BATTLE TACTIC  MACHINE SPIRIT RESURGENT 1CP CONDET CREMENTICA - BETTLE TACTIC  MACHINE SUPERIORITY 1CP CONDET CREMENTICA - BATTLE TACTIC  TRANSCENDENT COGITATION 1CP CONDET CREMENTICA - BATTLE TACTIC  TRANSCENDENT COGITATION 1CP CONDET - BATTLE TACTIC  INSANE BRAVETY 1CP CORE - BATTLE STATE OF TO COMPIT COMPIT CREMENTICA  FIRE OVERWATCH 1CP CORE - STRATEGIC PLOY  CORE - STRATEGIC PLOY  TANK SHOCK 1CP CORE - STRATEGIC PLOY  HEROIC INTERVENTION 1CP CORE - STRATEGIC PLOY  COUNTER OF FORENST 2CP CORE - STRATEGIC PLOY  CACHED ACQUISITION 1CP BEPORATION MARITLE - BETTLE TACTIC  GUIDED REFORM ANAINEL - BETTLE TACTIC  GUIDED REFORM ANAINEL - BTTLE TACTIC  GUIDED REFORM ANAINEL - BTTLE TACTIC  JERDALONINAMINEL - BATTLE TACTIC  TANGETING OVERNIOD \$ 1CP MALOSCREED BATTLE CLAGE - STRATEGIC PLOY  I RADIOLOGENERAL TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  LETHAL DOSAGE 1CP MADOSCREED BATTLE CLAGE - BATTLE TACTIC  PROCESSED - SAMPERAR  PRE-CALIBRATED PURGE SOLUTION 1CP	BOARDING ACTIONS – STRATEGIC PLOY					E	BA	Cyber-Psalm Programming
COHORT CYBENNETICA—BATHE TACTIC  MACHINE SPIRIT RESURGENT 1CP CORRIGHT CYBENRETICA—FER CREE  MACHINE SUPERIORITY 1CP CORRIGHT CYBENRETICA—FER CREE  MOTIVE IMPERATIVE 1CP COMMIT CYBENRETICA—BATHE TACTIC  TRANSCENDENT COGITATION 1CP COME—BATHE TACTIC  INSAME BRAVERY 1CP CORE—BATHE TACTIC  INSAME BRAVERY 1CP CORE—STRATEGIC PLOY  RAPID INSGRESS 1CP CORE—STRATEGIC PLOY  TANK SHOCK 1CP CORE—STRATEGIC PLOY  TANK SHOCK 1CP CORE—STRATEGIC PLOY  COUNTER-OFFERSIVE 2CP CORE—STRATEGIC PLOY  COUNTER-OFFERSIVE 2CP CORE—STRATEGIC PLOY  CACHED ACOULSTITION 1CP EXPLORATION MANIFLE—BATHE FACTIC  GUIDED RETREAT → 1CP MALOSCREED BATHE CLOBE—STRATEGIC PLOY  NEURAL OVERLOAD → 1CP MALOSCREED BATHE CLOBE—STRATEGIC PLOY  MEDIAL OVERLOAD → 1CP MALOSCREED BATHE CLOBE—STRATEGIC PLOY  MEDIAL OVERLOAD → 1CP MALOSCREED BATHE CLOBE—STRATEGIC PLOY  MALOSCREED BATHE CLOBE—BATHE TACTIC  TARGETING OVERRIDE → 1CP MALOSCREED BATHE CLOBE—BATHE TACTIC  MALOSCREED BATHE CLOBE—BATHE TACTIC  TARGETING OVERRIDE → 1CP MALOSCREED BATHE CLOBE—BATHE TACTIC  MALOSCREE	COHORT CYBERNETICA – BATTLE TACTIC							
COHORT CYBENETICA — FIRC DEED  MACHINE SUPERINETA — FIRC DEED  MOTIVE IMPERATIVE 1 CP COHORT CYBENETICA — BATTLE TACTIC  TRANSCENDENT COGITATION 1 CP COHORT CYBENETICA — BATTLE TACTIC  TRANSCENDENT COGITATION 1 CP COMMAND RE-ROLL 1 CP COME — BATTLE TACTIC  INSANE BRAVERY 1 CP CORE — EPIC DEED  FIRE CVERWATCH 1 CP CORE — STRATEGIC PLOY  TANKS SHOCK 1 CP CORE — STRATEGIC PLOY  TANKS SHOCK 1 CP CORE — STRATEGIC PLOY  COUNTER-OFFENSIVE 2 CP CORE — STRATEGIC PLOY  CACHED ACQUISITION 1 CP EXPLORATOR NAMIPLE — EPIC DEED  PRIORITY RECLAMATION 1 CP EXPLORATOR NAMIPLE — BATTLE TACTIC  GUIDED RETREAT → 1 CP NALOSCREED BATTLE CLADE — STRATEGIC PLOY  NEURAL OVERLOAD → 1 CP NALOSCREED BATTLE CLADE — STRATEGIC PLOY  LETTHAL OVERLOAD → 1 CP NALOSCREED BATTLE CLADE — BATTLE TACTIC  TARGETING OVERRIDE → 1 CP NALOSCREED BATTLE CLADE — BATTLE TACTIC  LETHAL DOSAGE 1 CP NALOSCREED BATTLE CLADE — BATTLE TACTIC  LETHAL DOSAGE 1 CP NALOSCREED SOLUTION 1 CP  PRO-ZONE CORPS — WARGEAR  PRE-CALIBRATED PURGE SOLUTION 1 CP	_							
COHORT CYBERNETICA — EPIC DEED  MOTIVE IMPERATIVE 1 CP COHORT CYBERNETICA — STRATEGIC PLOY  COMMAND RE-ROLL 1 CP COMMAND RE-ROLL 1 CP COME — BATTLE TACTIC  INSANE BRAVERY 1 CP CORE — BATTLE TACTIC  C  FIRE OVERWATCH 1 CP CORE — STRATEGIC PLOY  RAPID INGRESS 1 CP CORE — STRATEGIC PLOY  TANK SHOCK 1 CP CORE — STRATEGIC PLOY  HEROIC INTERVENTION 1 CP CORE — STRATEGIC PLOY  — CORE — STRATEGIC PLOY  — CORE — STRATEGIC PLOY  CORE — STRATEGIC PLOY  — MEROIC INTERVENTION 1 CP CORE — STRATEGIC PLOY  — CACHED ACOULSTION 1 CP EXPLORATOR MANIPLE — BOTTLE TACTIC  GUIDED RETREAT → 1 CP MALOSCREED BATTLE CLADE — STRATEGIC PLOY  NEURAL OVERLOAD → 1 CP MALOSCREED BATTLE CLADE — STRATEGIC PLOY  MALOSCREED BATTLE CLADE — BATTLE TACTIC  LETHAL DOSAGE 1 CP RAD-CORE CORPS — WARGEAR  PRE-CALIBRATED PURGE SOLUTION 1 CP	_							
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HALOSCREED BATTLE CLADE - STRATEGIC PLOY  NEURAL OVERLOAD	_							
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HALOSCREED BATTLE CLADE - BATTLE TACTIC  TARGETING OVERRIDE  1CP  HALOSCREED BATTLE CLADE - BATTLE TACTIC  LETHAL DOSAGE 1CP  RAD-ZONE CORPS - WARGEAR  PRE-CALIBRATED PURGE SOLUTION 1CP	_							
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RAD-ZONE CORPS – WARGEAR PRE-CALIBRATED PURGE SOLUTION 1CP	_							
	_							
	_							

3

6+ INVULNERABLE SAVE



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy arc rifle [ANTI-VEHICLE 4+, RAPID FIRE 2]	30"	2	4+	8	-2	3
Torsion cannon [ANTI-INFANTRY 2+, BLAST]	36"	D3	4+	6	-2	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Arc claw [ANTI-VEHICLE 4+]	Melee	4	4+	5	-1	1
Hydraulic claw	Melee	2	4+	8	-2	3
VARGEAR OPTIONS						

STRATAGEMS

- Any number of models can each have their heavy arc rifle replaced with 1 torsion cannon.
- Any number of models can each have their arc claw replaced with 1 hydraulic claw.

### **ABILITIES**

FACTION: Doctrina Imperatives

**Breaching Command:** Each time a model in this unit makes an attack, re-roll a Hit roll of 1. While this unit is vithin 6" of one or more friendly ADEPTUS MECHANICUS BATTLELINE units, you can re-roll the Hit roll instead.

#### UNIT COMPOSITION

■ 3-6 Kataphron Breachers

Every model is equipped with: heavy arc rifle; arc claw.

This unit can be led by the following units:

3 models

BA

C

C.

BA

160 6 models 320

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Kataphron, Breachers

FACTION KEYWORDS: ADEPTUS MECHANICUS

LED BY

■ Tech-priest Dominus ■ Tech-priest Enginseer

■ Tech-priest Manipulus

■ Technoarcheologist

**DETACHMENT ABILITY** 

Noospheric Transference

Acquisition At Any Cost Overload Machine Spirits

Benedictions Of The Omnissiah

Rad-bombardment

COMMAND RE-ROLL 1CP	
BOARDING ACTIONS – EPIC DEED	

INSANE BRAVERY 1CP BOARDING ACTIONS - EPIC DEED **EXPLOSIVE CLEARANCE 1CP** 

BA BOARDING ACTIONS - BATTLE TACTIC COUNTER-OFFENSIVE 2CP BA BOARDING ACTIONS - STRATEGIC PLOY COMMAND RE-ROLL 1CP

INSANE BRAVERY 1CP

FIRE OVERWATCH 1CP C CORE – STRATEGIC PLOY RAPID INGRESS 1CP c

\_\_ GO TO GROUND 1CP C HEROIC INTERVENTION 1CP C CORE - STRATEGIC PLOY

COUNTER-OFFENSIVE 2CP C CORE - STRATEGIC PLOY **INCANTATION OF THE IRON SOUL 1CP** 

DATA-PSALM CONCLAVE - BATTLE TACTIO TRIBUTE OF EMPHATIC VENERATION 1CP

DATA-PSALM CONCLAVE - STRATEGIC PLOY **LITANY OF THE ELECTROMANCER 1CP** 

DATA-PSALM CONCLAVE - STRATEGIC PLOY

\_\_ LUMINESCENT BLESSING 1CP DATA-PSALM CONCLAVE – BATTLE TACTIC

CHANT OF THE REMORSELESS FIST 1CP DATA-PSALM CONCLAVE – BATTLE TACTIC

VERSE OF VENGEANCE 1CP DATA-PSALM CONCLAVE – STRATEGIC PLOY

BALLISTIC SYNCHRONY 1CP

OMNI-TARGETERS 1CP ELECTROMARTYRS - BATTLE TACTIC

**AUTO-VENGEANCE 1CP** ELECTROMARTYRS - STRATEGIC PLOY

**CACHED ACQUISITION 1CP** EXPLORATOR MANIPLE - EPIC DEED

\_\_ INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE - WARGEAR

\_\_ REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY

PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE - BATTLE TACTIC

NEURAL OVERLOAD 🧼 1CP

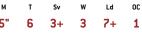
GUIDED RETREAT 🦫 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY

HALOSCREED BATTLE CLADE – STRATEGIC PLOY | ERADICATION PROTOCOLS \$\oldsymbol{\textit{9}} 1CP

HALOSCREED BATTLE CLADE – BATTLE TACTIC \_ TARGETING OVERRIDE 🥏 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC

OMNISSIAH'S GUIDANCE 1CP MACHINE CULT – BATTLE TACTIC

LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP	
RAD-ZONE CORPS – BATTLE TACTIC	





5" 6 3+ 3 7+ 1							
6+ INVULNERABLE SAVE							
RANGED WEAPONS	RANGE	A	BS	s	AP	D	ABILITIES
Cognis flamer [IGNORES COVER, TORRENT]	12" 30"	D6	N/A	4	0	1	FACTION: Doctrina Imperatives
Heavy grav-cannon [ANTI-VEHICLE 2+]  Kataphron plasma culverin — standard	36"	4	4+ 4+	6 7	-1 -2	2	Sentinel Directives: Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on
Kataphron plasma culverin – supercharge	36"	4	4+	8	-3	2	unmodified Hit rolls of 5+ when resolving that Stratagem.
[HAZARDOUS] Phosphor blaster	24"	1	4+	5	0	1	UNIT COMPOSITION
[IGNORES COVER, RAPID FIRE 1] MELEE WEAPONS	RANGE	A	ws	s	AP	D	= 3-6 Kataphron Destroyers
Close combat weapon	Melee	2	4+	<b>3</b> 5	0	1	Every model is equipped with: heavy grav-cannon; phosphor blaster; close combat weapon.
WARGEAR OPTIONS							3 models 105
<ul> <li>Any number of models can each have their heat plasma culverin.</li> </ul>	ıvy grav-car	non re	eplaced	l with	1 Katar	hron	6 models 210
Any number of models can each have their pho	sphor blast	er rep	laced w	ith 1	cognis	flamer.	
KEYWORDS: Infantry, Imperium, Cult Mechan	ICUS, KATAI	PHRON	i, DEST	ROYE	RS		FACTION KEYWORDS: ADEPTUS MECHANICUS
STRATAGEMS							LED BY
COMMAND RE-ROLL 1CP						BA	This unit can be led by the following units:
BOARDING ACTIONS – EPIC DEED							<ul> <li>Tech-priest Dominus</li> <li>Tech-priest Enginseer</li> </ul>
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED					BA	ı	<ul> <li>Tech-priest Manipulus</li> <li>Technoarcheologist</li> </ul>
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					BA	ı	DETACHMENT ABILITY
<b>Counter-offensive</b> 2CP						BA	Rad-bombardment
BOARDING ACTIONS – STRATEGIC PLOY  COMMAND RE-ROLL 1CP							Noospheric Transference Benedictions Of The Omnissiah
CORE – BATTLE TACTIC						С	Acquisition At Any Cost Overload Machine Spirits
INSANE BRAVERY 1CP  CORE – EPIC DEED					C		Comment of the commen
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY						С	
RAPID INGRESS 1CP CORE – STRATEGIC PLOY						С	
GO TO GROUND 1CP  CORE – BATTLE TACTIC						С	
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY						С	
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY						С	
INCANTATION OF THE IRON SOUL 1CP Data-Psalm conclave – Battle Tactic							
TRIBUTE OF EMPHATIC VENERATION 1CP Data-psalm conclave – Strategic Ploy							
LITANY OF THE ELECTROMANCER 1CP  DATA-PSALM CONCLAVE – STRATEGIC PLOY							
LUMINESCENT BLESSING 1CP  Data-Psalm conclave – Battle Tactic							
CHANT OF THE REMORSELESS FIST 1CP Data-Psalm conclave – Battle Tactic							
VERSE OF VENGEANCE 1CP DATA-PSALM CONCLAVE – STRATEGIC PLOY							
BALLISTIC SYNCHRONY 1CP ELECTROMARTYRS – BATTLE TACTIC							
OMNI-TARGETERS 1CP ELECTROMARTYRS – BATTLE TACTIC							
AUTO-VENGEANCE 1CP electromartyrs – Strategic Ploy							
CACHED ACQUISITION 1CP explorator maniple – epic deed							
INCENSE EXHAUSTS 1CP explorator maniple – wargear							
REACTIVE SAFEGUARD 1CP explorator maniple – strategic ploy							
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC							
GUIDED RETREAT \$\rightarrow\$ 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
NEURAL OVERLOAD  1CP  HALOSCREED BATTLE CLADE STRATEGIC PLOY							
■ ERADICATION PROTOCOLS ● 1CP ■ HALOSCREED BATTLE CLADE — BATTLE TACTIC							
TARGETING OVERRIDE → 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC							

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\_\_OMNISSIAH'S GUIDANCE 1CP

MACHINE CULT – BATTLE TACTIC	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP  RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	

8" 10 2+ 11 7+





RANGED WEAPONS	RANGE	A	BS	s	AP	D
Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]	36"	3	4+	4	0	1
Daedalus missile launcher [ANTI-FLY 2+]	48"	2	4+	10	-2	D6+1
Eradication beamer – dissipated [BLAST, SUSTAINED HITS D3]	36"	2D3	4+	9	-2	2
Eradication beamer – focused [BLAST, SUSTAINED HITS D3]	18"	2D3	4+	9	-3	3
Neutron laser [HEAVY]	48"	3	4+	16	-4	D6+2
Icarus array [ANTI-FLY 4+, TWIN-LINKED]	48"	6	4+	8	-1	2
Twin Onager heavy phosphor blaster [IGNORES COVER, TWIN-LINKED]	36"	12	4+	6	-1	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dunecrawler legs	Melee	3	4+	6	0	1
WARGEAR OPTIONS						

STRATAGEMS

- This model's eradication beamer can be replaced with one of the following:
  - o 1 daedalus missile launcher and 1 Icarus array
  - 1 neutron laser and 1 cognis heavy stubber
  - $\circ~$  1 twin Onager heavy phosphor blaster
- This model can be equipped with 1 additional cognis heavy stubber.
- This model can be equipped with 1 broad spectrum data-tether.

# **ABILITIES**

CORE: Deadly Demise D3 FACTION: Doctrina Imperatives

Emanatus Force Field (Aura): While a friendly ADEPTUS MECHANICUS BATTLELINE model is wholly within 6" of this model, that BATTLELINE model has a 4+ invulnerable save against ranged attacks.

Scuttling Walker: Each time this model makes a Normal, Advance or Fall Back move, it can move through friendly <u>MONSTER</u> and <u>VEHICLE</u> models and sections of terrain features that are 4" or less in height.

#### WARGEAR ABILITIES

Broad spectrum data-tether: The bearer loses the SMOKE keyword, but each time you target the bearer with a Stratagem, roll one D6: on a 5+, you gain 1CP.

### UNIT COMPOSITION

■ 1 Onager Dunecrawler

This model is equipped with: eradication beamer; Dunecrawler legs.

#### **DAMAGED: 1-4 WOUNDS REMAINING**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

## KEYWORDS: VEHICLE, WALKER, IMPERIUM, SKITARII, SMOKE, ONAGER DUNECRAWLER

FACTION KEYWORDS: **ADEPTUS MECHANICUS DETACHMENT ABILITY** 

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Rad-bombardment COMMAND RE-ROLL 1CP BA Noospheric Transference Acquisition At Any Cost

**INSANE BRAVERY 1CP** BA BOARDING ACTIONS – EPIC DEED **EXPLOSIVE CLEARANCE 1CP** BA

COUNTER-OFFENSIVE 2CP BA BOARDING ACTIONS - STRATEGIC PLOY

**AUTO-DIVINATORY TARGETING 1CP** COHORT CYBERNETICA - BATTLE TACTIC

MACHINE SPIRIT RESURGENT 1CP

BENEVOLENCE OF THE OMNISSIAH 1CP

COHORT CYBERNETICA – EPIC DEED MACHINE SUPERIORITY 1CP COHORT CYBERNETICA – EPIC DEED

**BOARDING ACTIONS - BATTLE TACTIC** 

MOTIVE IMPERATIVE 1CP COHORT CYBERNETICA – BATTLE TACTIC

**TRANSCENDENT COGITATION 1CP** COHORT CYBERNETICA - STRATEGIC PLOY

COMMAND RE-ROLL 1CP

CORE - BATTLE TACTIO INSANE BRAVERY 1CP

CORE - EPIC DEED FIRE OVERWATCH 1CP

CORE – STRATEGIC PLOY \_\_ RAPID INGRESS 1CP

CORE - STRATEGIC PLOY SMOKESCREEN 1CP CORE - WARGEAR

TANK SHOCK 1CP CORE - STRATEGIC PLOY

CORE - STRATEGIC PLOY

HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY COUNTER-OFFENSIVE 2CP

\_ CACHED ACQUISITION 1CP

\_\_ INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR

PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE - BATTLE TACTIC

**GUIDED RETREAT** \$\text{9} 1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY NEURAL OVERLOAD 🏶 1CP

HALOSCREED BATTLE CLADE - STRATEGIC PLOY

J ERADICATION PROTOCOLS 🥏 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC

TARGETING OVERRIDE	
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

PTEF	PTERAXII SKYSTALKERS			<b>3</b> (⊘40mm)				
М	T	Sv	w	Ld	OC			
12"	4	4+	2	7+	1			



							I.
RANGED WEAPONS	RANGE		BS	S	AP	D	ABILITIES
Flechette blaster [PISTOL]	12"	5	4+	3	0	1	CORE: Deep Strike
Flechette carbine  MELEE WEAPONS	18" RANGE	6 <b>A</b>	4+ WS	3 <b>S</b>	0 <b>AP</b>	1 D	FACTION: Doctrina Imperatives
Close combat weapon Taser goad [SUSTAINED HITS 2]	Melee Melee	2	4+ 4+	3 6	0	1	Ride the Thermals: In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can do one of the following:
							Make a Normal move of up to 6".  Make a Normal move of up to 12", provided ever model in this unit ends that move wholly within of one or more friendly ADEPTUS MECHANICUS BATTLELINE units.  In either case, if it does, until the end of the turn, this unit is not eligible to declare a charge.
							UNIT COMPOSITION
							1 Pteraxii Skystalker Alpha     4-9 Pteraxii Skystalkers
							The Pteraxii Skystalker Alpha model is equipped with: flechette blaster; taser goad.
							Every Pteraxii Skystalker model is equipped with: flechette carbine; close combat weapon.
							5 models 7 10 models 14
EYWORDS: <u>Infantry, Fly, Jump Pack,</u> Gri Kystalkers	ENADES, IMPERIO	JM, SI	KITARII,	PTER	AXII,		FACTION KEYWORDS: ADEPTUS MECHANICUS
TRATAGEMS							DETACHMENT ABILITY
COMMAND RE-ROLL 1CP					E	BA	Rad-bombardment Noospheric Transference
INSANE BRAVERY 1CP							Stealth Optimisation
BOARDING ACTIONS – EPIC DEED					BA		Acquisition At Any Cost
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					BA		
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY					E	BA	
COMMAND RE-ROLL 1CP CORE – BATTLE TACTIC						С	
INSANE BRAVERY 1CP CORE – EPIC DEED					С		
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY						С	
RAPID INGRESS 1CP  CORE – STRATEGIC PLOY						С	
GRENADE 1CP CORE – WARGEAR					С		
GO TO GROUND 1CP  CORE – BATTLE TACTIC						С	
HEROIC INTERVENTION 1CP core – Strategic Ploy						С	
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY						С	
CACHED ACQUISITION 1CP explorator maniple – epic deed							
INCENSE EXHAUSTS 1CP explorator maniple – wargear							
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY							
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC							
GUIDED RETREAT \$\ointilete{\text{GUIDED RETREAT}} \text{1CP} HALOSCREED BATTLE CLADE - STRATEGIC PLOY							
NEURAL OVERLOAD 🍪 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
ANALYTICAL DIVINATION �� 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLO	ŊΥ						
■ ERADICATION PROTOCOLS → 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC							
TARGETING OVERRIDE \$\infty\$ 1CP HALOSCREED BATTLE CLADE - BATTLE TACTIC							
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC							
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR							
PRE-CALIBRATED PURGE SOLUTION 10 PRO-ZONE CORPS – BATTLE TACTIC	CP						
DIII WADK IMPERATIVE 2CD							1

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\_\_ BULWARK IMPERATIVE 2CP

RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP	
RAD-ZONE CORPS — BATTLE TACTIC	
BINHARIC OFFENCE 2CP	
SKITARII HUNTER COHORT – STRATEGIC PLOY	
BIONIC ENDURANCE 1CP	
SKITARII HUNTER COHORT – STRATEGIC PLOY	
ISOLATE AND DESTROY 1CP	
SKITARII HUNTER COHORT – STRATEGIC PLOY	
SHROUD PROTOCOLS 1CP	
SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP	
SKITARII HUNTER COHORT – STRATEGIC PLOY	
PROGRAMMED WITHDRAWAL 1CP	
SKITARII HUNTER COHORT – STRATEGIC PLOY	

M T SV W Ld OC 12" 4 4+ 2 7+ 1



5+ INVULNERABLE SAVE							
RANGED WEAPONS	RANGE	A	BS	s	AP	D	ABILITIES
Flechette blaster [PISTOL]	12"	5	4+	3	0	1	CORE: Deep Strike
Phosphor torch [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1	FACTION: Doctrina Imperatives
MELEE WEAPONS	RANGE	A	WS	S	AP	D	Searing Conflagration: Each time a model in this unit
Pteraxii talons Taser goad [SUSTAINED HITS 2]	Melee Melee	3	4+ 4+	6	0	1	makes an attack with a phosphor torch that targets an enemy unit within range of an objective marker, re-roll a Wound roll of 1. If this unit is also within 6" of one or more friendly ADEPTUS MECHANICUS BATTLELINE units, each time such an attack targets such a unit, you can re-roll the Wound roll instead.
							UNIT COMPOSITION
							■ 1 Pteraxii Sterylizor Alpha
							<ul> <li>4-9 Pteraxii Sterylizors</li> </ul>
							The Pteraxii Sterylizor Alpha model is equipped with: flechette blaster; Pteraxii talons; taser goad.
							Every Pteraxii Sterylizor model is equipped with: phosphor torch; Pteraxii talons.
							5 models 80 10 models 160
KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIL	IM SKITARII	PTF	RAXII S	TFRYI	IZORS		10 models 160  FACTION KEYWORDS:
	JM, JKITAKII	·		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	LIZUNG		ADEPTUS MECHANICUS
STRATAGEMS COMMAND RE-ROLL 1CP							DETACHMENT ABILITY  Rad-bombardment
BOARDING ACTIONS – EPIC DEED					ا	BA	Noospheric Transference
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED					BA		Stealth Optimisation Acquisition At Any Cost
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					BA		
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY					ı	BA	
COMMAND RE-ROLL 1CP  CORE – BATTLE TACTIC						С	
INSANE BRAVERY 1CP CORE – EPIC DEED					C		
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY						С	
RAPID INGRESS 1CP  CORE – STRATEGIC PLOY						С	
GO TO GROUND 1CP  CORE – BATTLE TACTIC						С	
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY						С	
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY						С	
CACHED ACQUISITION 1CP explorator maniple – epic deed							
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR							
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY							
PRIORITY RECLAMATION 1CP Explorator Maniple – Battle Tactic							
■ GUIDED RETREAT  \$\tilde{\theta}\$ 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
NEURAL OVERLOAD   → 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
_ ANALYTICAL DIVINATION   → 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
ERADICATION PROTOCOLS 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC							
TARGETING OVERRIDE							
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS - BATTLE TACTIC							
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR							
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC							
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC							
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC							
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY							

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BIONIC ENDURANCE 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
ISOLATE AND DESTROY 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
SHROUD PROTOCOLS 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
PROGRAMMED WITHDRAWAL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

T Sv W Ld OC

HEROIC INTERVENTION 1CP

PRE-CALIBRATED PURGE SOLUTION 1CP

RAD-ZONE CORPS - BATTLE TACTIC \_\_ BULWARK IMPERATIVE 2CP  ${\bf RAD\text{-}ZONE\ CORPS-BATTLE\ TACTIC}$ 

\_\_ BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY ISOLATE AND DESTROY 1CP

CORE - STRATEGIC PLOY COUNTER-OFFENSIVE 2CP

CORE – STRATEGIC PLOY CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE - BATTLE TACTIC GUIDED RETREAT 🏶 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY NEURAL OVERLOAD 🏶 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY \_\_ ERADICATION PROTOCOLS 🏶 1CP \_\_\_ HALOSCREED BATTLE CLADE – BATTLE TACTIC \_\_\_ TARGETING OVERRIDE 🏶 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR

E . INVIII NEDADI E CAVE



RANGED WEAPONS         RANGE         A         BS         S         AP         D         ABILITIES           Mechanicus pistol         12"         1         4+         6         -1         1         CORE: Scouts 9".	
I DELICATIVE WOUNDS DICTOL 1	
[DEVASTATING WOUNDS, PISTOL] FACTION: Doctrina Imperatives	
Galvanic carbine [DEVASTATING WOUNDS] 18" 3 4+ 4 0 1  MELEE WEAPONS RANGE A WS S AP D  Tactica Obliqua:	
Cover so and slaved limbs Males 4 4 4 1 1 Once per turn, when an enemy unit ends	
WARGEAR OPTIONS  Unit is not within Engagement Range of enemy units, it can do one of the follows	one or more
<ul> <li>1 Serberys Raider can be equipped with 1 enhanced data-tether.</li> <li>Make a Normal move of up to D6".</li> <li>Make a Normal move of up to 6", promodel in this unit ends that move we of one or more friendly ADEPTUS ME BATTLELINE units.</li> </ul>	holly within 6"
WARGEAR ABILITIES	
Enhanced data-tether: Each time you s bearer's unit as the target of a Stratagen on a 5+, you gain 1CP.	
UNIT COMPOSITION	
■ 1 Serberys Raider Alpha	
■ 2-5 Serberys Raiders	
The Serberys Raider Alpha model is equ Mechanicus pistol; galvanic carbine; cav clawed limbs.	
Every Serberys Raider model is equipp galvanic carbine; cavalry sabre and claw	
3 models	60
6 models	120
KEYWORDS: Mounted, Imperium, Skitarii, Serberys Raiders FACTION KEYWORDS: ADEPTUS MECHANICUS	
STRATAGEMS DETACHMENT ABILITY	
COMMAND RE-ROLL 1CP BOARDING ACTIONS - EPIC DEED  Rad-bombardment Noospheric Transference	
INSANE BRAVERY 1CP BOARDING ACTIONS - EPIC DEED  Stealth Optimisation Acquisition At Any Cost	
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLETACTIC  BA	
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY  BA	
COMMAND RE-ROLL 1CP C	
INSANE BRAVERY 1CP CORE - EPIC DEED C	
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY	
RAPID INGRESS 1CP  CORE – STRATEGIC PLOY	

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SKITARII HUNTER COHORT – STRATEGIC PLOY

EXPEDITED PURGE PROTOCOL 1CP

SKITARII HUNTER COHORT – STRATEGIC PLOY

PROGRAMMED WITHDRAWAL 1CP

SKITARII HUNTER COHORT – STRATEGIC PLOY

м т sv W Ld 0C 12" 4 4+ 2 7+ 2





RANGED WEAPONS	RANGE	A	BS	S	AP	D	ABILITIES
Mechanicus pistol [PISTOL, DEVASTATING WOUNDS]	12"	1	4+	6	-1	1	FACTION: Doctrina Imperatives
Phosphor blast carbine [BLAST, IGNORES COVER]	18"	D6	4+	6	0	1	Line-breakers: Each time this unit ends a Charge move, select one enemy unit within Engagement
Phosphor pistol [IGNORES COVER, PISTOL]	12"	1	4+	4	0	1	Range of it and roll one D6 for each model in this unit that is within Engagement Range of that enemy unit,
Sulphur breath [IGNORES COVER, PISTOL, TORRENT]	9"	D6	N/A	3	-1	1	adding 2 to the result if this unit started its Charge move within 6" of one or more friendly ADEPTUS
MELEE WEAPONS	RANGE	A	ws	s	AP	D	MECHANICUS BATTLELINE units. For each 4+, that enemy unit suffers 1 mortal wound.
Cavalry arc maul [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, EXTRA	Melee	1	4+	5	-1	1	UNIT COMPOSITION
ATTACKS] Clawed limbs	Melee	4	4+	4	0	1	<ul> <li>1 Serberys Sulphurhound Alpha</li> <li>2-5 Serberys Sulphurhounds</li> </ul>
VARGEAR OPTIONS							The Serberys Sulphurhound Alpha model is equipped with: Mechanicus pistol; sulphur breath; cavalry arc
<ul> <li>For every 3 models in this unit, 1 Serberys Sulpl replaced with 1 phosphor blast carbine and 1 ph</li> </ul>			sphor	pistols	can be		maul; clawed limbs.
							Every Serberys Sulphurhound model is equipped with: 2 phosphor pistols; sulphur breath; clawed limbs
							3 models 55
							6 models 110
EYWORDS: Mounted, Imperium, Skitarii, Serb	ERYS SULF	PHURH	IOUNDS	;			FACTION KEYWORDS: ADEPTUS MECHANICUS
TRATAGEMS							DETACHMENT ABILITY
COMMAND RE-ROLL 1CP BOARDING ACTIONS – EPIC DEED					Е	BA	Rad-bombardment Noospheric Transference
INSANE BRAVERY 1CP					ВА		Stealth Optimisation Acquisition At Any Cost
BOARDING ACTIONS – EPIC DEED  EXPLOSIVE CLEARANCE 1CP					ВА		
BOARDING ACTIONS – BATTLE TACTIC  COUNTER-OFFENSIVE 2CP						BA	
BOARDING ACTIONS – STRATEGIC PLOY  COMMAND RE-ROLL 1CP  CORE – BATTLE TACTIC						С	
INSANE BRAVERY 1CP CORE – EPIC DEED					С		
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY						С	
RAPID INGRESS 1CP CORE – STRATEGIC PLOY						С	
HEROIC INTERVENTION 1CP core – Strategic Ploy						С	
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY						С	
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED							
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC							
GUIDED RETREAT \$\ointiletarrow\$ 1CP  HALOSCREED BATTLE CLADE - STRATEGIC PLOY							
NEURAL OVERLOAD \$\iint\$ 1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY							
■ ERADICATION PROTOCOLS							
TARGETING OVERRIDE   → 1CP  HALOSCREED BATTLE CLADE – BATTLE TACTIC							
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC							
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR							
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC							
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC							
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC							
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY							
ISOLATE AND DESTROY 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY							
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY							
PROGRAMMED WITHDRAWAL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY							

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5+ INVULNERABLE SAVE



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RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Stubcarbine [PISTOL]	12"	3	4+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	4+	4	-2	1
Taser goad [SUSTAINED HITS 2]	Melee	3	4+	6	0	1
WARCEAR OPTIONS						

WARGEAR OPTIONS

LETHAL DOSAGE 1CP

 $\,\blacksquare\,$  Any number of models can each have their stubcarbine and power weapon replaced with 1 flechette blaster and 1 taser goad.

### **ABILITIES**

CORE: Infiltrators, Stealth FACTION: Doctrina Imperatives

Voices in the Code: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock

Neurostatic Interference (Aura): While an enemy unit is within 6" of this unit, each time a Battle-shock or Leadership test is taken for that unit, subtract 1 from that test. While this unit is within 6" of one or more friendly ADEPTUS MECHANICUS BATTLELINE units, subtract 2 from that test instead.

# UNIT COMPOSITION

- 1 Sicarian Infiltrator Princeps
- 4-9 Sicarian Infiltrators

**Every model is equipped with:** stubcarbine; power weapon.

		weapon.
		5 models 10 models
KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SICARIAN, INFILTRATORS		FACTION KEYWORDS: ADEPTUS MECHANICUS
STRATAGEMS		DETACHMENT ABILITY
COMMAND RE-ROLL 1CP BOARDING ACTIONS – EPIC DEED	ВА	Rad-bombardment Noospheric Transference
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED	BA	Stealth Optimisation Acquisition At Any Cost Overload Machine Spirits
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC	BA	Procedural Elimination
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY	ВА	
COMMAND RE-ROLL 1CP  CORE – BATTLE TACTIC	С	
INSANE BRAVERY 1CP CORE – EPIC DEED	С	
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY	С	
RAPID INGRESS 1CP CORE – STRATEGIC PLOY	С	
GO TO GROUND 1CP CORE – BATTLE TACTIC	С	
☐ HEROIC INTERVENTION 1CP  CORE – STRATEGIC PLOY	С	
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY	С	
BALLISTIC SYNCHRONY 1CP ELECTROMARTYRS – BATTLE TACTIC		
OMNI-TARGETERS 1CP ELECTROMARTYRS – BATTLE TACTIC		
SAVIOUR SYSTEMS 1CP ELECTROMARTYRS – BATTLE TACTIC		
AUTO-VENGEANCE 1CP ELECTROMARTYRS – STRATEGIC PLOY		
CACHED ACQUISITION 1CP EXPLORATOR MANIPLE – EPIC DEED		
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR		
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY		
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC		
— GUIDED RETREAT   → 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY		
NEURAL OVERLOAD   ↑ 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY		
ANALYTICAL DIVINATION \$\infty\$ 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY		
_ ERADICATION PROTOCOLS   ↑ 1CP _ HALOSCREED BATTLE CLADE – BATTLE TACTIC		
TARGETING OVERRIDE 🍪 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC		
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC		

PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	
ACCESS OVERRIDES 1CP RESPONSE CLADE – STRATEGIC PLOY	
RESPONSIVE SHIELDING 1CP RESPONSE CLADE – WARGEAR	
INTEGRATIVE WITHDRAWAL 1CP RESPONSE CLADE – STRATEGIC PLOY	
PRECOGNITATED FIREFIELDS 1CP RESPONSE CLADE – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
BIONIC ENDURANCE 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
ISOLATE AND DESTROY 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
SHROUD PROTOCOLS 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
PROGRAMMED WITHDRAWAL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

M T Sv W Ld OC 8" 4 4+ 2 7+ 1



MELEE WEAPONS	RANGE	A	WS	S	AP	D	ABILITIES
Transonic blades [DEVASTATING WOUNDS, PRECISION]	Melee	5	4+	5	-1	1	CORE: Stealth
Transonic blades and chordclaw [ANTI-INFANTRY 3+, DEVASTATING WOUNDS,	Melee	5	4+	5	-2	1	FACTION: Doctrina Imperatives  Optimised Gait: Add 1 to Advance and Charge rolls
PRECISION]  Transonic razor and chordclaw [ANTI-INFANTRY 3+, PRECISION]	Melee	4	4+	5	-2	1	made for this unit. While this unit is within 6" of one or more friendly ADEPTUS MECHANICUS BATTLELINE units, add 2 to Advance and Charge rolls made for this unit
WARGEAR OPTIONS							instead.
Any number of Sicarian Ruststalkers can each	have their tra	anson	nic razo	r and o	chordcl	aw	UNIT COMPOSITION
replaced with 1 transonic blades.  The Sicarian Ruststalker Princeps' transonic ratransonic blades and chordclaw.	zor and chor	dclaw	can be	repla	ced wit	h 1	<ul> <li>1 Sicarian Ruststalker Princeps</li> <li>4-9 Sicarian Ruststalkers</li> </ul>
transonic blades and chordelaw.							Every model is equipped with: transonic razor and chordclaw.
							5 models 75 10 models 150
KEYWORDS: Infantry, Imperium, Skitarii, Sica	ARIAN, RUSTS	TALKI	ERS				FACTION KEYWORDS: ADEPTUS MECHANICUS
STRATAGEMS							DETACHMENT ABILITY
COMMAND RE-ROLL 1CP						<b>.</b> .	Rad-bombardment
BOARDING ACTIONS – EPIC DEED					E	BA	Noospheric Transference Stealth Optimisation
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED					BA		Acquisition At Any Cost
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					ВА		Overload Machine Spirits Procedural Elimination
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY					E	BA	
COMMAND RE-ROLL 1CP CORE – BATTLE TACTIC						С	
INSANE BRAVERY 1CP CORE – EPIC DEED					С		
RAPID INGRESS 1CP CORE – STRATEGIC PLOY						С	
GO TO GROUND 1CP CORE – BATTLE TACTIC						С	
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY						С	
COUNTER-OFFENSIVE 2CP  CORE – STRATEGIC PLOY						С	
BALLISTIC SYNCHRONY 1CP ELECTROMARTYRS – BAITLE TACTIC							
OMNI-TARGETERS 1CP ELECTROMARTYRS – BATTLE TACTIC							
SAVIOUR SYSTEMS 1CP ELECTROMARTYRS – BATTLE TACTIC							
AUTO-VENGEANCE 1CP ELECTROMARTYRS – STRATEGIC PLOY							
CACHED ACQUISITION 1CP explorator maniple – epic deed							
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR							
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY							
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC							
☐ GUIDED RETREAT   → 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
NEURAL OVERLOAD   ↑ 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
ANALYTICAL DIVINATION \$\tilde{9}\$ 1CP  HALOSCREED BATTLE CLADE - STRATEGIC PLOY							
■ ERADICATION PROTOCOLS → 1CP ■ HALOSCREED BATTLE CLADE – BATTLE TACTIC							
TARGETING OVERRIDE \$\rightarrow\$ 1CP  HALOSCREED BATTLE CLADE - BATTLE TACTIC							
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC							
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR							
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC							

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BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC ACCESS OVERRIDES 1CP

RESPONSE CLADE – STRATEGIC PLOY	
RESPONSIVE SHIELDING 1CP RESPONSE CLADE – WARGEAR	
INTEGRATIVE WITHDRAWAL 1CP RESPONSE CLADE – STRATEGIC PLOY	
PRECOGNITATED FIREFIELDS 1CP RESPONSE CLADE – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
BIONIC ENDURANCE 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
ISOLATE AND DESTROY 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
SHROUD PROTOCOLS 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
PROGRAMMED WITHDRAWAL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

PRE-CALIBRATED PURGE SOLUTION 1CP

М	T	Sv	W	Ld _	OC .							
10"	10	2+	12	7+	3							
F	RANGED	WEAP0	NS			RANGE	A	BS	s	AP	D	ABILITIES
	elleros e BLAST, IN					36"	2D6	4+	7	-2	1	CORE: Deadly Demise D3
C	ognis he	avy stub	ber			36"	3	4+	4	0	1	FACTION: Doctrina Imperatives
			AINED HIT auncher		NKED]	36"	3	4+	9	-2	D6	Broad Spectrum Data-tether: Each time you target this unit with a Stratagem, roll one D6: on a 5+, you
F	errumite	cannon				48"	3	4+	12	-3	D6+1	gain 1CP.  Blistering Salvoes: Each time this model makes an
	MELEE V rmoured		S			RANGE Melee	<b>A</b> 3	WS 4+	<b>S</b>	<b>AP</b> 0	D 1	attack with a belleros energy cannon that targets an INFANTRY unit, add 1 to the Hit roll. Each time this
	EAR OP					Melec	J		J	Ü	-	model makes an attack with a ferrumite cannon that targets a MONSTER or VEHICLE unit, add 1 to the Hit roll.
			s energy	cannon	can be re	placed with	1 ferru	ımite c	annon			UNIT COMPOSITION
												1 Skorpius Disintegrator  This model is equipped with: belleros energy cannon; 3 cognis heavy stubbers; disruptor missile launcher; armoured hull.
												1 model 165
												DAMAGED: 1-4 WOUNDS REMAINING
												While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit
												roll.
KEYW	ORDS: <u>W</u>	EHICLE,	İMPERIUI	м, Ѕкіта	RII, SMOK	Œ, SKORPIL	JS DISI	NTEGR	ATOR			FACTION KEYWORDS: ADEPTUS MECHANICUS
STRAT	AGEMS											DETACHMENT ABILITY
			ROLL 1CI - EPIC DEEI								BA	Rad-bombardment Noospheric Transference
	SANE B			U						_		Acquisition At Any Cost
	ARDING A									B	A	
			RANCE 1							В	A	
			E <b>NSIVE</b> 2 – Strategi								BA	
			Y TARGE		Р							
			F THE ON		<b>H</b> 1CP							
			RESURGI – EPIC DEE		•							
			ORITY 10 - EPIC DEE									
	OTIVE IN		I <b>VE</b> 1CP – Battle ta	ACTIC								
			COGITATI – Strategi									
	COMMA CORE – BA		ROLL 1CI	Р							С	
	SANE B		1CP							(		
-		OVERW/ STRATEGI	ATCH 1CF C PLOY	P							С	
-		O INGRE									С	
-		(ESCREI									С	
	NK SHO									(		
	COUNTE CORE – ST		E <b>NSIVE</b> 2	CP							С	
			SITION 1 LE – EPIC D									
-			IAUSTS 1									
			AMATION									
			° ∲ 1CP LADE – STR	ATEGIC PL	.OY							
			AD 🥏 10		.0Y							
	ERADIC	ATION P	ROTOCO	ILS 🥏 1	.CP							
_	TARGET	ING OVI	ERRIDE E CLADE – E	<b>∲</b> 1CP								
AG	GRESS	OR IMPE	RATIVE	1CP								
LE	THAL D	OSAGE		•								
	D-ZONE CO		RGEAR	ידוו וודיי	ON 1CD							

RAD-ZONE CORPS – BATTLE TACTIC	
BULWARK IMPERATIVE 2CP	
RAD-ZONE CORPS – BATTLE TACTIC	
BINHARIC OFFENCE 2CP   SKITARII HUNTER COHORT – STRATEGIC PLOY	
SKITAKII NOMER CONOKI – SIMALEGIC FEOT	
EXPEDITED PURGE PROTOCOL 1CP	
SKITARII HUNTER COHORT – STRATEGIC PLOY	

10" 7 3+ 7 7+ 2

5+ INVULNERABLE SAVE								
RANGED WEAPONS	RANGE	A	BS	s	AP	D	ABILITIES	
Phosphor serpenta [IGNORES COVER, PISTOL]	18"	1	4+	5	-1	2	CORE: Deadly Demise 1, Stealth	
Radium jezzail [ANTI-INFANTRY 3+, HEAVY, PRECISION]	36"	1	4+	5	-2	3	FACTION: Doctrina Imperatives	
MELEE WEAPONS Ironstrider feet	RANGE Melee	<b>A</b> 3	<b>WS</b> 4+	<b>S</b> 5	<b>AP</b> 0	<b>D</b>	Focused Hunters: At the start of the battle, select of unit from your opponent's army. Until the end of the battle, each time a model in this unit makes an attathat targets that unit, you can re-roll the Hit roll.  Broad Spectrum Data-tether: Each time you target	ie ack
							this unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.	
							UNIT COMPOSITION	
							<ul> <li>1-3 Sydonian Dragoons</li> <li>Every model is equipped with: phosphor serpenta;</li> <li>radium jezzail; Ironstrider feet.</li> </ul>	ij
							1 model	5
								10
							3 111000015	15
EYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM Adium Jezzails	и, Skitarii,	SYDO	NIAN, [	DRAGO	ONS W	TH	FACTION KEYWORDS: ADEPTUS MECHANICUS	
TRATAGEMS							DETACHMENT ABILITY	
COMMAND RE-ROLL 1CP						3A	Rad-bombardment	
BOARDING ACTIONS – EPIC DEED							Noospheric Transference Acquisition At Any Cost	
INSANE BRAVERY 1CP BOARDING ACTIONS – EPIC DEED					BA			
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					ВА			
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY					ı	BA		
AUTO-DIVINATORY TARGETING 1CP COHORT CYBERNETICA – BATTLE TACTIC								
BENEVOLENCE OF THE OMNISSIAH 1CP COHORT CYBERNETICA – BATTLE TACTIC								
MACHINE SPIRIT RESURGENT 1CP COHORT CYBERNETICA – EPIC DEED								
MACHINE SUPERIORITY 1CP COHORT CYBERNETICA – EPIC DEED								
MOTIVE IMPERATIVE 1CP COHORT CYBERNETICA – BATTLE TACTIC								
TRANSCENDENT COGITATION 1CP COHORT CYBERNETICA – STRATEGIC PLOY								
COMMAND RE-ROLL 1CP  CORE – BATTLE TACTIC						С		
INSANE BRAVERY 1CP CORE – EPIC DEED					C			
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY						С		
RAPID INGRESS 1CP  CORE – STRATEGIC PLOY						С		
SMOKESCREEN 1CP core – Wargear						С		
TANK SHOCK 1CP  CORE – STRATEGIC PLOY					C			
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY						С		
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY						С		
CACHED ACQUISITION 1CP Explorator Maniple – Epic Deed								
INCENSE EXHAUSTS 1CP EXPLORATOR MANIPLE – WARGEAR								
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC								
GUIDED RETREAT \$\ointerlightarrow\$ 1CP  HALOSCREED BATTLE CLADE - STRATEGIC PLOY								
NEURAL OVERLOAD \$\infty\$ 1CP HALOSCREED BATTLE CLADE - STRATEGIC PLOY								
ERADICATION PROTOCOLS 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC								
_ TARGETING OVERRIDE   ↑ 1CP  HALOSCREED BATTLE CLADE – BATTLE TACTIC								
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC								
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR								
							1	

PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
BIONIC ENDURANCE 1CP _ skitarii hunter cohort – strategic ploy	
ISOLATE AND DESTROY 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

м т sv w Ld ос 10" 7 3+ 7 7+ 2

5+ INVULNERABLE SAVE							
RANGED WEAPONS	RANGE	A	BS	s	AP	D	ABILITIES
Phosphor serpenta [IGNORES COVER, PISTOL]	18"	1	4+	5	-1	2	CORE: Deadly Demise 1, Stealth
MELEE WEAPONS	RANGE	A	WS	S	AP	D	FACTION: Doctrina Imperatives
Taser lance [ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2]	Melee	4	4+	7	-2	2	Dynamic Efficiency: This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back, and
							you can re-roll Desperate Escape tests taken for models in this unit.
							Broad Spectrum Data-tether: Each time you target
							this unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.
							UNIT COMPOSITION
							<ul> <li>1-3 Sydonian Dragoons</li> <li>Every model is equipped with: phosphor serpenta;</li> </ul>
							taser lance.
							1 model 65 2 models 130
							3 models 195
KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM Taser Lances	ı, Skitarii,	Sydo	NIAN, I	DRAGO	ONS W	ITH	FACTION KEYWORDS: ADEPTUS MECHANICUS
STRATAGEMS							DETACHMENT ABILITY
COMMAND RE-ROLL 1CP						BA	Rad-bombardment
BOARDING ACTIONS – EPIC DEED  INSANE BRAVERY 1CP							Noospheric Transference Acquisition At Any Cost
BOARDING ACTIONS – EPIC DEED					BA	i.	
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					BA	i.	
COUNTER-OFFENSIVE 2CP BOARDING ACTIONS – STRATEGIC PLOY					ı	ВА	
AUTO-DIVINATORY TARGETING 1CP COHORT CYBERNETICA – BATTLE TACTIC							
BENEVOLENCE OF THE OMNISSIAH 1CP COHORT CYBERNETICA – BATTLE TACTIC							
MACHINE SPIRIT RESURGENT 1CP  COHORT CYBERNETICA – EPIC DEED							
MACHINE SUPERIORITY 1CP COHORT CYBERNETICA – EPIC DEED							
MOTIVE IMPERATIVE 1CP COHORT CYBERNETICA – BATTLE TACTIC							
TRANSCENDENT COGITATION 1CP COHORT CYBERNETICA – STRATEGIC PLOY							
COMMAND RE-ROLL 1CP core – Battle Tactic						С	
INSANE BRAVERY 1CP CORE – EPIC DEED					C		
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY						С	
RAPID INGRESS 1CP CORE – STRATEGIC PLOY						С	
SMOKESCREEN 1CP Core – Wargear						С	
TANK SHOCK 1CP core – strategic ploy					C		
HEROIC INTERVENTION 1CP CORE – STRATEGIC PLOY						С	
COUNTER-OFFENSIVE 2CP CORE – STRATEGIC PLOY						С	
CACHED ACQUISITION 1CP explorator maniple – epic deed							
INCENSE EXHAUSTS 1CP explorator maniple – wargear							
PRIORITY RECLAMATION 1CP EXPLORATOR MANIPLE – BATTLE TACTIC							
GUIDED RETREAT ♦ 1CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
NEURAL OVERLOAD \$\infty\$ 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY							
ERADICATION PROTOCOLS   ↑ 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC							
_ TARGETING OVERRIDE   → 1CP							
AGGRESSOR IMPERATIVE 1CP RAD-ZONE CORPS – BATTLE TACTIC							
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR							

PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS – BATTLE TACTIC	
BULWARK IMPERATIVE 2CP RAD-ZONE CORPS – BATTLE TACTIC	
BINHARIC OFFENCE 2CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
BIONIC ENDURANCE 1CP _ skitarii hunter cohort – strategic ploy	
ISOLATE AND DESTROY 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	
EXPEDITED PURGE PROTOCOL 1CP SKITARII HUNTER COHORT – STRATEGIC PLOY	

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PRIORITY RECLAMATION 1CP
EXPLORATOR MANIPLE – BATTLE TACTIC

GUIDED RETREAT 

↑ 1CP

HALOSCREED BATTLE CLADE – STRATEGIC PLOY

6" 4 4+ 2 7+ 1 SERVITOR UNDERSEER

6+ INVULNERABLE SAVE

6" 4 4+ 1 8+ 1 COMBAT SERVITORS AND GUN SERVITORS

6+ INVULNERABLE SAVE	)		ALL ALL	J 00.	. 02			
RANGED WEAPONS	RANGE	A	BS	s	AP	D	ABILITIES	
Heavy arc rifle [ANTI-VEHICLE 4+, RAPID FIRE 1]	30"	1	4+	8	-2	3	FACTION: Doctrina Imperatives	
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2	Network Override: While this unit contains one or m	nore
Incendine igniter [IGNORES COVER, TORRENT]	12"	D6	N/A	3	0	1	Tech-Priest models, this unit is:	
Mechanicus pistol	12"	1	4+	6	-1	1	<ul> <li>Eligible to perform an Action in a turn in which i Advanced.</li> </ul>	it
[DEVASTATING WOUNDS, PISTOL]  Meltagun [Melta 2]	12"	1	4+	9	-4	D6	<ul> <li>Eligible to shoot in a turn in which it started an</li> </ul>	
Phosphor blaster			•				Action.	
[IGNORES COVER, RAPID FIRE 1]	24"	1	4+	4	0	1	UNIT COMPOSITION	
MELEE WEAPONS	RANGE	A	WS	S	AP	D	1 Servitor Underseer	
Dataspikes	Melee	4	4+	4	0	1	<ul><li>2 Gun Servitors</li><li>6 Combat Servitors</li></ul>	
Servo-claw	Melee	2	4+	4	0	1	The Servitor Underseer is equipped with: Mechanic	cus
WARGEAR OPTIONS			1 21	4 1			pistol; dataspikes.	
<ul> <li>1 Combat Servitor model can have its 1 phospho</li> <li>Up to 3 Combat Servitor models can each have to incendine igniter.</li> </ul>						n 1	1 Gun Servitor is equipped with: heavy arc rifle; ser claw.	·V0-
ATTACHED UNIT							1 Gun Servitor is equipped with: heavy bolter; serviclaw.	0-
If a <u>CHARACTER</u> unit from your army with the <u>Leader</u> . <u>BREACHERS</u> unit, it can be attached to this unit inste		be att	ached	to a <u>K</u>	ATAPHRO	<u>JN</u> 	Every Combat Servitor is equipped with: phosphor blaster; servo-claw.	
							9 models	60
KEYWORDS – ALL MODELS: Infantry, Imperium, Battleclade underseer: Tech-priest	CULT ME	HANI	CUS, SE	RVITO	R		FACTION KEYWORDS: ADEPTUS MECHANICUS	
STRATAGEMS							LED BY	
COMMAND RE-ROLL 1CP							This unit can be led by the following units:	
BOARDING ACTIONS – EPIC DEED					-	BA	■ Tech-priest Dominus	
INSANE BRAVERY 1CP					ВА		<ul> <li>Tech-priest Enginseer</li> <li>Tech-priest Manipulus</li> </ul>	
BOARDING ACTIONS — EPIC DEED							■ Technoarcheologist	
EXPLOSIVE CLEARANCE 1CP BOARDING ACTIONS – BATTLE TACTIC					BA	L.	DETACHMENT ABILITY  Rad-bombardment	
BOARDING ACTIONS — STRATEGIC PLOY						BA	Noospheric Transference Benedictions Of The Omnissiah	
COMMAND RE-ROLL 1CP  CORE – BATTLE TACTIC						С	Acquisition At Any Cost Canticles of the Omnissiah	
INSANE BRAVERY 1CP core – Epic Deed					C		ENHANCEMENTS	
FIRE OVERWATCH 1CP CORE – STRATEGIC PLOY						С	Mechanicus Locum  Mantle of the Gnosticarch	10 15
RAPID INGRESS 1CP							Data-blessed Autosermon	20
CORE – STRATEGIC PLOY						С	Temporcopia	25
<b>go to ground</b> 1cp						С	Artisan	15
CORE – BATTLE TACTIC						٠	Magos Logis	15 20
HEROIC INTERVENTION 1CP  CORE – STRATEGIC PLOY						С	Genetor	25
							Arch-negator	10
COUNTER-OFFENSIVE 2CP core – strategic ploy						С	Emotionless Clarity	15
INCANTATION OF THE IRON SOUL 1CP Data-psalm conclave – Battle Tactic							Lord of Machines Necromechanic	20 25
TRIBUTE OF EMPHATIC VENERATION 1CP Data-psalm conclave – Strategic ploy								
LITANY OF THE ELECTROMANCER 1CP Data-Psalm conclave – Strategic Ploy								
LUMINESCENT BLESSING 1CP Data-Psalm conclave – Battle Tactic								
CHANT OF THE REMORSELESS FIST 1CP Data-Psalm conclave – Battle Tactic								
VERSE OF VENGEANCE 1CP Data-Psalm conclave – Strategic Ploy								
CACHED ACQUISITION 1CP explorator maniple – epic deed								
INFOSLAVE SKULL 1CP EXPLORATOR MANIPLE – WARGEAR								
INCENSE EXHAUSTS 1CP Explorator maniple – Wargear								
REACTIVE SAFEGUARD 1CP EXPLORATOR MANIPLE – STRATEGIC PLOY								
DDIODITY DECLAMATION 4CD								

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NEURAL OVERLOAD   → 1CP  HALOSCREED BATTLE CLADE – STRATEGIC PLOY	
ANALYTICAL DIVINATION	
ERADICATION PROTOCOLS	
TARGETING OVERRIDE  \$\tilde{\theta}\$ 1CP HALOSCREED BATTLE CLADE – BATTLE TACTIC	
EXTINCTION ORDER 1CP RAD-ZONE CORPS – STRATEGIC PLOY	
LETHAL DOSAGE 1CP RAD-ZONE CORPS – WARGEAR	
PRE-CALIBRATED PURGE SOLUTION 1CP RAD-ZONE CORPS - BATTLE TACTIC	
BALEFUL HALO 2CP RAD-ZONE CORPS – BATTLE TACTIC	