

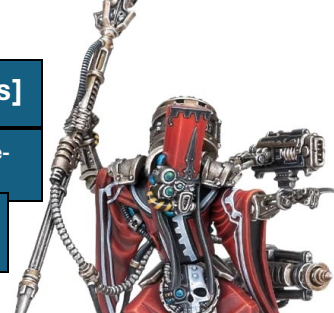
Arch Magos Prime							[155Pts]				
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Special Rules		Battlesmith 4+, Feudal Hierarchy, Firing Protocol (3), Indep Character, Master Cybertheurgist, The Orders Of High Techno-arcana, Relentless, Stubborn									
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Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	4+
6"	3	(5) 2+	5	5	3	4	2	10	2+		

Weapon	Range	Strength	AP	Type
Archaeotech Pistol	12"	5	4	Pistol 1, Rending (3+), Master-Crafted
MeltaBombs	-	8	1	Melee, Detonation, Unwieldy, Armourbane (Melee), Instant Death
Mordeo Cogita (Cybertheurgic Weapon)	12"	10	1	Assault 1, Data-djinn, Instant Death, Cybertheurgic Focus
Power Axe	-	+1	2	Melee, Unwieldy
Servo-Arm	-	8	2	Melee, UnWeidly

Rules	Description
A Soul Of Cold Iron	A Warlord with this Trait and any friendly unit with at least one model within 6" that is Pinned may still move and declare Charges, but is limited to only firing Snap Shots until it is no longer Pinned. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Movement phase as long as the Warlord has not been removed as a casualty
Cortex Controller	A unit that includes one or more models with the Cybernetica Sub-Type may ignore Progreammed Behavior provision described as apart of that sub-type while within 12" of a model with Cortex Controller
Mechanicum Protectiva	4+ Invuln
Cybernetica Exortus	Instead of Shooting, A Cybertheurgist with this Rite may select a single friendly unit within 12" which has the automata keyword and select one of the following, a Check must be made if failed then no option maybe chose and the model suffers cybertheurgic feedback - Roll an additional dice on a charge and discard the lowest - Ignore the first wound inflicted upon it in each shooting attack that targets it until the controlling players next turn - Add +1 to the BS for the remainder of the shooting phase when this was used - Ignore restrictions against making reactions imposed by the Automata unit type



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[155Pts]

Rules	Description
Battlesmith 4+	If this model is in base contact with or embarked upon a damaged vehicle, dreadnought, automata it may attempt to repair it during the shooting phase. Roll a D6 if the result is greater than or equal to 4+ then it can either <ul style="list-style-type: none"> <li>- Restore a lost hull point</li> <li>- Restore a lost wound</li> <li>- Repair a Weapon Destroyed</li> <li>- Repair an Immobilised Result</li> </ul>
Firing Protocol	When making a shooting attack a model with this special rule may attack with a number of different weapons equal to the value of the special rule. However this model cannot shoot the same weapon more than once per shooting phase.
The Orders Of High Techno-arcana	Cybernetica - Automata Units when shooting reduce the benefits of any cover saves by -2 if within 12" of a Cortext Controller
Stubborn	When a unit that contains at least one model with this special rule takes a morale test or a pinning test the unit ignores any negative leadership modifiers.
Data-Djinn	When allocated to a model that does not have the Automata, Vehicle or Dreadnought type or is not a Building or Fortification any hits from this weapon automatically fail to wound
Instant Death	If a model suffers an unsaved wound from a weapon with this special rule they are immediately removed from the battle field as a casualty
Unwieldy	A model with a weapon with this rule attacks at Initiative Step 1
Rending	If the target is at or within half range of the weapon they can get +1 attacks
Master Crafted	A weapon with this special rule allows the player to re-roll one failed To Hit roll per turn
Cybertheurgic Focus	Before making any to hit rolls with this weapon the model must make a Cybertheurgy Check, if passed the attack continues as normal, if failed then the model suffers a cybertheurgic feedback.
Relentless	Models with this special rule can shoot with Heavy or Ordnance weapons, counting as stationary even if they moved in the previous overment phase, they are also allowed to Charge in the same turn they fire Heavy, Ordinance or Rapid Fire Weapons
Detonation	May only be used to attack models of the Vehicle, Dreadnought, Automata, Any model with a movement of 0", Building or Fortification. The model may only make a single attack during the fight sub-phase
Armourbane (Melee)	Roll an additional D6 for armour penetration when targeting a Vehicle. Re-Roll the wound role targeting Automata or Dreadnought.