Mechinator Sanctorum • 2000pts

2x Cult Rangers [5] - 85pts

Quality 4+	Defense 4+

Strider

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
5x R-Fusils	18"	A1	-	Radiation

Shock Priests [10] - 300pts

Quality 4+	Defense 5+

Furious, Regeneration, Slayer

Weapon	RNG	ATK	AP	SPE
10x Taser Gauntlets	-	A2	-	Taser
10x Gauntlet Shocks	12"	A2	-	Taser

Secutor P106 [1] - 105pts
Sect Leader
⊖ Joined to Sect Stalkers

Quality 3+	Defense 4+	Tough 3

Hero, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
Leader S-Razor and Claw	-	A4	2	-
Upgrade		SPE		
1x Deacon		Psalms		
1x Stalker		Fast, Furious		

Sect Stalkers [10] - 310pts

Quality 3+	Defense 4+

Fast, Furious, Strider

Weapon	RNG	ATK	AP	SPE
10x S-Razor and Claws	-	A2	2	-

Trifactor Grex [1] - 115pts
Cult Leader
⊖ Joined to Breacher Cyborgs

Quality 4+	Defense 4+	Tough 3

Hero, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
Tech-Sword	-	A2	-	-
Leader G-Rifle	30"	A2	1	-
Upgrade			SPE	
1x Master Machine Lore			Caster(3)	

Breacher Cyborgs [3] - 255pts

Quality 4+	Defense 3+	Tough 3

Slow, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Contortion Cannons	24"	A1	3	Deadly(3)
3x Arc Claws	-	A3	1	Rending

Destroyer Cyborgs [3] - 255pts

Quality 4+	Defense 4+	Tough 3

Relentless, Slow, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Cyborg Claws	-	A3	-	-
3x Plasma Cannons	30"	A1	4	Blast(3)

Landing Craft [1] - 275pts

Quality 3+	Defense 2+	Tough 6

Fast, Impact(3), Strider, Tough(6), Transport(11)

Weapon	RNG	ATK	AP	SPE
2x Twin P-Machineguns	30"	A4	-	Phosphor

Dragoon Walker [1] - 215pts

Quality 3+	Defense 2+	Tough 6

Fast, Fear(1), Stealth, Strider, Tough(6)

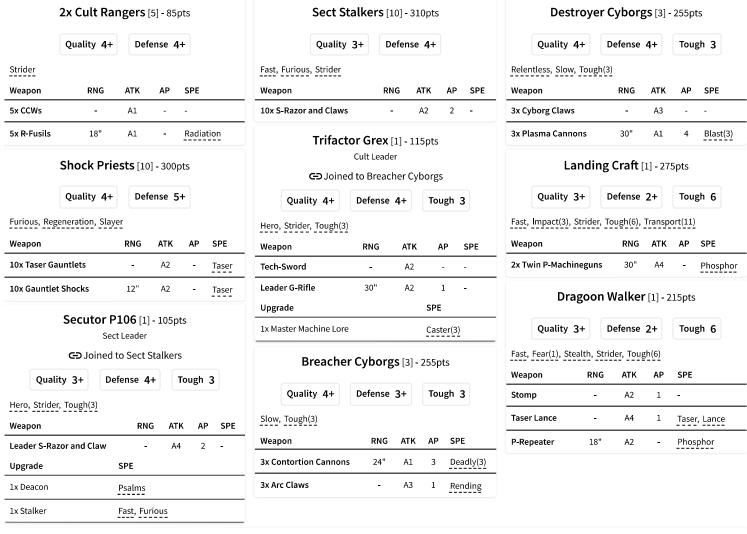| Weapon	RNG	ATK	AP	SPE
Stomp	-	A2	1	-
Taser Lance	-	A4	1	Taser, Lance
P-Repeater	18"	A2	-	Phosphor

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is max. as many hits as models in the target unit.

Caster: Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. This model and other casters within 18" in line of sight may spend any number of tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear: Counts as having dealt +X wounds when checking who won melee.

Furious: When charging, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Impact: Roll X dice when attacking after charging (may not be fatigued), for each 2+ the target takes one hit (3+ when assaulting).

Lance: Gets AP(+2) when charging.

Phosphor: This weapon ignores cover.

Psalms: This model and its unit move +2" on Advance, and +4" on Rush/Charge.

Radiation: Enemies that roll to block hits from this weapon take one extra wound for each unmodified result of 1 that they roll.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Relentless: When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Rending: Ignores Regeneration, and unmodified results of 6 to hit get AP(4).

Slayer: This model gets AP(+2) in melee against units where most models have Tough(3) or higher.

Slow: Moves -2" when using Advance, and -4" when using Rush/Charge.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider: May ignore the effects of difficult terrain when moving.

Taser: Unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Transport: May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Transports may deploy with units inside, and units may enter/exit by using any move action, but must stay within 6" of it when exiting. When a transport is destroyed, units inside must take a dangerous terrain test, are immediately Shaken, and surviving models must be placed within 6" of the transport before removing it.

Machine Cult Army Spells

Critical Aim (1): Target friendly unit within 6" gets AP(+1) next time it shoots.

Solar Beam (1): Target enemy model within 12" takes 1 hit with AP(4).

Steel Body (2): Target 2 friendly units within 12" get +1 to defense rolls next time they take hits.

Shrapnel (2): Target 2 enemy units within 9" take 4 hits each.

Corroded Metal (3): Target 2 enemy units within 24" get -1 to hit rolls next time they shoot.

Machine Terror (3): Target 2 enemy units within 9" take 6 hits each.