

Mechinator Sanctorum 3k • 3000pts

Machine Cult 3.4.1

Trifactor Grex [1] - 125pts

Cult Leader

Quality 4+

Defense 4+

Tough 3

Hero, Strider, Tough(3), Caster(3)

Weapon	RNG	ATK	AP	SPE
Tech-Sword	-	A2	-	-
Leader R-Fusil	18"	A2	-	Radiation
Upgrade				SPE
Master Machine Lore				Caster(3)

2x Cult Rangers [5] - 90pts

Quality 4+

Defense 4+

Strider

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

Monitor 1-3B [1] - 85pts

Sect Leader

Joined to Shock Priests

Quality 3+

Defense 4+

Tough 3

Hero, Strider, Tough(3), Psalms

Weapon	RNG	ATK	AP	SPE
Leader F-Blaster	9"	A3	-	-
Leader Taser Sword	-	A3	-	Taser
Upgrade				SPE
Deacon				Psalms

Shock Priests [10] - 380pts

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] - 110pts

Sect Leader

Joined to Sect Stalkers

Quality 3+

Defense 4+

Tough 3

Hero, Strider, Tough(3), Psalms, Fast, Furious

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

Sect Stalkers [10] - 350pts

Quality 3+

Defense 4+

Fast, Furious, Strider

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

Secutor P107 [1] - 110pts

Sect Leader

Joined to Sect Stalkers

Quality 3+

Defense 4+

Tough 3

Hero, Strider, Tough(3), Psalms, Fast, Furious

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

Sect Stalkers [10] - 350pts

Quality 3+

Defense 4+

Fast, Furious, Strider

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

2x Breacher Cyborgs [3] - 260pts

Quality 4+

Defense 3+

Tough 3

Slow, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Cyborg Claws	-	A3	-	-
3x Heavy Arc Guns	36"	A3	-	Rending

Destroyer Cyborgs [3] - 300pts

Quality **4+**

Defense **4+**

Tough **3**

Relentless, Slow, Tough(3)

Weapon	RNG	ATK	AP	SPE
Gravity Cannon	24"	A4	-	<u>Rending</u>
3x Cyborg Claws	-	A3	-	-
2x Plasma Cannons	30"	A1	4	<u>Blast(3)</u>

2x Dragoon Walker [1] - 245pts

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	<u>Lance, Taser</u>
P-Repeater	18"	A2	-	<u>Phosphor</u>

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 up to 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. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Defense: Gets +X to Defense rolls.

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

Fear: This model counts as having dealt +X wounds when checking who won melee.

Furious: When charging, unmodified rolls of 6 to hit in melee 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.

Lance: When charging, gets +1 to hit rolls and AP(+1) in melee.

Phosphor: This weapon ignores cover.

Psalm: 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).

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

Slayer: This model's melee weapons get AP(+2) 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).

Machine Cult Army Spells

Critical Aim (1): Target friendly unit within 12" 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 12" take 4 hits each.

Corroded Metal (3): Target 2 enemy units within 18" get -2 to hit rolls next time they shoot.

Machine Terror (3): Target 2 enemy units within 12" take 6 hits each.