

ASTARTES SERVITORS

M	T	SV	W	LD	OC
6"	4	4+	1	8+	0



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
	Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
➡	Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
➡	Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	1	5+	3	0	1
	Servitor servo-arm	Melee	1	5+	6	-2	3

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, ASTARTES SERVITORS

ABILITIES

Mindlock: While a **TECHMARINE** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **ASTARTES SERVITOR** models in this unit by 1.

INVULNERABLE SAVE

6+



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASTARTES SERVITORS

Mono-task cybernetic slaves, Servitors are arcane combinations of lobotomised Human and machine. Fitted with an array of mechanical augmentations, in battle Servitors assist Techmarines, either by laying down torrents of covering fire or by carrying out additional repair work with their servo-arms.



WARGEAR OPTIONS

- Up to 2 models can each have their Servitor servo-arm replaced with one of the following:
 - 1 heavy bolter and 1 close combat weapon
 - 1 multi-melta and 1 close combat weapon
 - 1 plasma cannon and 1 close combat weapon

UNIT COMPOSITION

- 4 Astartes Servitors

Every model is equipped with: Servitor servo-arm.

SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a **TECHMARINE**. If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, ASTARTES SERVITORS



FACTION KEYWORDS:
ADEPTUS ASTARTES