

IMPERIUM BELISARIUS CAWL - Belisarius Cawl, Archmagos Dominus of the Adeptus 951 Pts

Adeptus Mechanicus - Cult of Mars	Mechanicus	2014-15
-----------------------------------	------------	---------

IMPERIUM BELISARIUS CAWL - Belisarius Cawl, Archmagos Dominus of the Adeptus 951 Pts

Adeptus Mechanicus - Cult of Mars	Mechanicus	2014-15
-----------------------------------	------------	---------

IMPERIUM BELISARIUS CAWL - Belisarius Cawl, Archmagos Dominus of the Adeptus 951 Pts

1 



6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

6"	2+	2+	4	7	10	4	3	6+	3	2+	4++/4++
----	----	----	---	---	----	---	---	----	---	----	---------

Unit Aptitudes

Invocation of Machine Vengeance (Aura) While a friendly 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 (Aura)	While a friendly unit is within 6" of this model, each time you take a Battle-shock or Leadership test for that unit, add 1 to that test.
-----------------------------	---

Shroudscalm (Aura) While a friendly unit is within 6" of this model, each time a ranged attack targets that unit, that unit has the *Benefit of Cover* against that attack.







While a friendly unit is within 6" of this model, each time a ranged attack targets that unit, that unit has the Benefit of Cover against that attack.

Mechanicus Bodyguard	While this model is within 3" of one or more other friendly units, this model has the Lone Operative special rule.
----------------------	---

Unit Special Rules

Independent Character / Feel no Pain (4+) / Very Bulky

Psychic Domains

Weapons								Pts
Arc scourge		Melee	User	+1	-1	1	Melee - Anti-Vehicles - Extra Attacks - Devastating Wounds	5
Cawl's Ommissian axe		Melee	User	+4	-2	2	Melee - Unwieldy	17
Mechadendrite hive		Melee	2D6	User	0	1	Melee - Extra Attacks	7
Solar atomiser		18"	D3	14	-4	3	Assault - Blast - Melta	22
Faction Aptitudes								Unit type
Doctrina Imperatives	Panegyric Procession	Canticles of the Ommissiah						Infantry

IMPERIUM

Adeptus Mechanicus - Cult of Mars

CYBERNETICA DATASMITH - Techno-Archivist Novar

75 Pts

1



































6"

3+

3+

4

4

3

2

3

7+

1

2+

Unit Aptitudes

Battle Protocols

At the start of the battle, if this model is leading a KASTELAN ROBOTS unit, that unit enters Aegis Protocols. In your Command phase, you can select one protocol 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.







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 melee weapons WS characteristic equipped by that enemy unit is worsened by 1.

Unit Special Rules

















Independent Character / Feel no Pain (4+)

















Psychic Domains







Weapons								Pts
Gamma pistol		24"	1	6	-1	D3	Pistol - Devastating Wounds - Armourbane	9
Power fist		Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	16
Faction Aptitudes								Unit type
Doctrina Imperatives	Panegyric Procession	Canticles of the Ommissiah						Infantry







IMPERIUM				KASTELAN ROBOTS - Ironclad Guardians											367 Pts		
Adeptus Mechanicus - Cult of Mars																	
1																	
Full HP	6"			4+	4+	8	9				7	4	2	7+	2	2+	5++/5++
Mid HP	5"			5+	5+	7	8				5	3	2	8+	1	2+	5++/5++
Low HP	4"			6+	6+	6	7				2	2	2	9+		2+	5++/5++
Unit Aptitudes																	
Robotic Bodyguard				While a CYBERNETICA DATASMITH model is leading this unit, that model has the Feel no Pain (4+) special rule.													
Repulsor Grid				Each time a ranged attack is allocated to a model in this unit, on an unmodified saving throw of 6, the attacking unit suffers 1 mortal wound after it has finished making its attacks.													
Deadly Demise				When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers 1 mortal wound.													
Unit Special Rules																	
Fearless																	
Psychic Domains																	

[illegible]

IMPERIUM					ONAGER DUNECRAWLER - Exegitor Ultima										140 Pts		
Adeptus Mechanicus - Cult of Mars																	
1																	
Full HP	8"	12"		4+	4+	6		13	13	13	11	3	3	7+	3	2+	4++/4++
Mid HP	5"	7"		5+	5+	6		12	12	12	7	2	3	8+	2	2+	4++/4++
Low HP	3"	4"		6+	6+	6		11	11	11	4	1	3	9+	1	2+	4++/4++
Unit Aptitudes																	
Broad spectrum data-tether			Each time you target the bearer with a Stratagem, roll one D6: on a 5+, you gain 1CP.														
Emanatus Force Field (Aura)			While a friendly model is wholly within 6" of this model, that model has a 4+ invulnerable save against ranged attacks.														
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.														
Unit Special Rules																	
Searchlight / Smoke launchers / Walker																	
Psychic Domains																	

IMPERIUM					ONAGER DUNECRAWLER - Machina Ferrata										125 Pts		
Adeptus Mechanicus - Cult of Mars																	
1																	
Full HP	8"	12"		4+	4+	6		13	13	13	11	3	3	7+	3	2+	4++/4++
Mid HP	5"	7"		5+	5+	6		12	12	12	7	2	3	8+	2	2+	4++/4++
Low HP	3"	4"		6+	6+	6		11	11	11	4	1	3	9+	1	2+	4++/4++
Unit Aptitudes																	
Broad spectrum data-tether			Each time you target the bearer with a Stratagem, roll one D6: on a 5+, you gain 1CP.														
Emanatus Force Field (Aura)			While a friendly model is wholly within 6" of this model, that model has a 4+ invulnerable save against ranged attacks.														
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.														
Unit Special Rules																	
Searchlight / Smoke launchers / Walker																	
Psychic Domains																	

Weapons								Pts
Twin onager heavy phosphor blaster		36"	4	6	-1	2	Heavy - Twin - Ignores Cover - Luminagen	25
Vehicles close combat		Melee	User	User	0	1	Melee	

Weapons								Pts
Cognis heavy stubber		36"	3	4	0	1	Rapid fire 3 - Sustained Hit 1	5
Eradication beamer - Dissipated		36"	2	9	-2	1	Heavy - Blast - Sustained Hit D3	14
Eradication beamer - Focused		18"	3	9	-3	D6	Heavy - Blast - Sustained Hit D3	15
Vehicles close combat		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Doctrina Imperatives	Panegyric Procession	Canticles of the Ommissiah						Vehicle

IMPERIUM

Adeptus Mechanicus - Cult of Mars

SKITARII RANGERS - The Silent Deathmarks

63 Pts

5



6"



4+



4+



3



3



1



1



3



7+



2



4+









Unit Aptitudes

Objective Scouted	At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
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 special rule.

Unit Special Rules

Feel no Pain (4+) / Scout

Psychic Domains

Weapons								Pts
Transuranic arquebus		36"	1	7	-2	D3	Heavy - Precision Shots	13
Galvanic rifle		30"	2	4	0	1	Assault	
Close combat weapon		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Doctrina Imperatives	Panegyric Procession	Canticles of the Ommissiah						Infantry

IMPERIUM

Adeptus Mechanicus - Cult of Mars

SKITARII VANGUARDS - Aurex's Hunters

97 Pts

5



6"



4+



4+



3



3



1



1



3



7+



2



4+



Unit Aptitudes

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.

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 special rule.

Unit Special Rules

Feel no Pain (4+)

Psychic Domains

Weapons								Pts
Arc maul		Melee	User	+3	-2	2	Melee - Anti-Vehicles - Haywire - Concussive	15
Arc pistol		12"	1	6	-1	1	Pistol - Anti-Vehicles - Haywire - Devastating Wounds	9
Arc rifle		30"	1	8	-1	D3	Rapid fire 1 - Anti-Vehicles - Haywire - Devastating Wounds	10
Plasma caliver - Standard		24"	2	7	-2	1	Assault	6
Plasma caliver - Supercharge		24"	2	8	-3	2	Assault - Gets Hot	7
Radium carbine		18"	3	3	0	1	Assault - Anti-Infantry	
Close combat weapon		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Doctrina Imperatives	Panegyric Procession	Canticles of the Ommissiah						Infantry

IMPERIUM

Adeptus Mechanicus - Cult of Mars

10



6"



4+



4+



3



3



1



1



3



7+



2



4+



SKITARI VANGUARDS - Solaq's Vigilants

134 Pts

Unit Aptitudes

- 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.
- 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 special rule.

Unit Special Rules

Feel no Pain (4+)

Psychic Domains

Weapons								Pts
Arc rifle		30"	1	8	-1	D3	Rapid fire 1 - Anti-Vehicles - Haywire - Devastating Wounds	10
Plasma caliver - Standard		24"	2	7	-2	1	Assault	6
Plasma caliver - Supercharge		24"	2	8	-3	2	Assault - Gets Hot	7
Radium pistol		12"	1	3	0	1	Pistol - Anti-Infantry	
Taser goad		Melee	User	+3	0	2	Melee - Concussive - Sustained Hit 2	11
Radium carbine		18"	3	3	0	1	Assault - Anti-Infantry	
Close combat weapon		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Doctrina Imperatives	Panegyric Procession	Canticles of the Ommissiah						Infantry

IMPERIUM

Adeptus Mechanicus - Cult of Mars

TECH-PRIEST DOMINUS - Archmagos Ignatius Veil

128 Pts

1



































6"

3+

3+

4

4

4

4

3

7+

1

2+







Unit Aptitudes

Lord of the Machine Cult	While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule.
Master of Machines	In each of your Shooting phases, instead of firing, a Tech-Priest Dominus can choose to repair a single friendly vehicle that he is in base contact with or embarked upon, or to restore a Wound lost earlier in the battle. To do either, roll a D6. On a 2+,the target restore a Wound Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.
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 melee weapons WS characteristic equipped by that enemy unit is worsened by 1.

Unit Special Rules

Independent Character / Feel no Pain (4+) / Bulky / Relentless

Psychic Domains

Weapons								Pts
Macrostubber		12"	5	4	0	1	Pistol - Burst Pistol	8
Ommissian power axe		Melee	User	+2	-2	2	Melee - Unwieldy	13
Volkite blaster		24"	3	5	0	2	Heavy - Devastating Wounds - Deflagrate	7
Faction Aptitudes								Unit type
Doctrina Imperatives	Panegyric Procession	Canticles of the Ommissiah						Infantry

IMPERIUM

Adeptus Mechanicus - Cult of Mars

TECH-PRIEST DOMINUS - Mechanicus Prime Zethrax

140 Pts

1



































6"

3+

3+

4

4

4

4

3

7+

1

2+







Unit Aptitudes

Lord of the Machine Cult	While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule.
Master of Machines	In each of your Shooting phases, instead of firing, a Tech-Priest Dominus can choose to repair a single friendly vehicle that he is in base contact with or embarked upon, or to restore a Wound lost earlier in the battle. To do either, roll a D6. On a 2+,the target restore a Wound Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.
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 melee weapons WS characteristic equipped by that enemy unit is worsened by 1.

Unit Special Rules

Independent Character / Feel no Pain (4+) / Bulky / Relentless

Psychic Domains

Weapons								Pts
Eradication ray - Dissipated		24"	1	6	-1	D3	Heavy - Blast	9
Eradication ray - Focused		12"	D3	8	-2	2	Heavy	8
Ommissian power axe		Melee	User	+2	-2	2	Melee - Unwieldy	13
Phosphor serpenta		18"	1	5	-1	2	Pistol - Ignores Cover - Assault - Luminagen	10
Faction Aptitudes								Unit type
Doctrina Imperatives	Panegyric Procession	Canticles of the Ommissiah						Infantry