BELISARIUS CAWL

220 PTS

M	T	Sv	W	LD	OC
8"	8	2+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Solar atomiser MELTA 3	18"	3	2+	14	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arc Scourge ANTI-VEHICLE 4+ DEVASTATING WOUNDS EXTRA ATTACKS	Melee	4	2+	5	-1	1
Cawl's Omnissian axe	Melee	4	2+	8	-2	2
Mechadendrite hive EXTRA ATTACKS	Melee	2D6	3+	4	0	1

ABILITIES

Baffling Data Screed
In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

Canticles of the Omnissiah
At the start of your Command phase, select one of the abilities in the Canticles of the Omnissiah section. Until the start of your next Command phase, this model has that ability.

Invocation of Machine Vengeance (Aura): At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Machine Vengeance target. Each time a model in a friendly Adeptus Mechanicus unit makes an attack that targets your Machine Vengeance target, you can re-roll the Hit roll.

Mantra of Discipline: This model has the Battleline keyword and has the following ability:

Binharic Courage (Aura): While a friendly Adeptus Mechanicus unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and each time you take a Battle-shock or Leadership test for that unit, add 1 to that test.'

Shroudpsalm (Aura): While a friendly Adeptus Mechanicus unit is within 6" of this model, that unit has the Stealth ability.

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

Self-repair Mechanisms
At the start of your Command phase, this model regains up to D3 lost wounds.

Supreme Commander
If this model is in your army, it must be your Warlord.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Belisarius Cawl
(105x70mm Oval Base)

Equipped with: Solar atomiser, Arc Scourge, Cawl's Omnissian axe, Mechadendrite hive

KEYWORDS: Belisarius Cawl, Epic Hero, Monster, Character, Tech-Priest, Imperium, Cult Mechanicus, Mobile
FACTION KEYWORDS: Adeptus Mechanicus

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Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

FACTION RULES

Doctrina Imperatives
At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

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