TECH-PRIEST ENGINSEER

45 PTS

M	T	Sv	W	LD	OC
6"	4	3+	3	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS PISTOL	12"	1	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Enginseer Axe	Melee	3	4+	6	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	4+	6	-2	2

ABILITIES

CORE - Leader

Enginseer
While this model is within 3" of one or more friendly Astra Militarum Vehicle units, this model has the Lone Operative ability.

Omnissiah's Blessing
In your Command phase, select one friendly Astra Militarum Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, that Vehicle model has a 4+ invulnerable save. Each model can only be selected for this ability once per turn.

Vengeance for the Omnissiah
If a friendly Astra Militarum Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Enginseer axe has an Attacks characteristic of 6.

Leader
This model can be attached to the following units:

- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Kasrkin
- Krieg Combat Engineers

AUFSTELLUNG

1x Tech-Priest Enginseer (32mm)

Equipped with: Mechanicus pistol, Enginseer Axe, Servo-arm

KEYWORDS: Tech-Priest Enginseer, Imperium, Infantry, Character, Leader
FACTION KEYWORDS: Astra Militarum

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WEAPON ABILITIES

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.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

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