

FULGURITE ELECTRO-PRIESTS -  
IMPERIUM - ADEPTUS MECHANICUS

65–130 PTS

FULGURITE ELECTRO-PRIESTS

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

INVULNERABLE  
SAVE

5+

**AUFSTELLUNG**

5-10x Fulgurite Electro-Priests - Equipped with: Electroleech stave (32mm)

**KEYWORDS:** Electro-Priests, Fulgurite, Infantry, Imperium, Cult Mechanicus

**FACTION KEYWORDS:** Adeptus Mechanicus

✂ MELEE WEAPONS

| WEAPON                                   | RANGE | A | WS | S | AP | D |
|------------------------------------------|-------|---|----|---|----|---|
| Electroleech stave<br>DEVASTATING WOUNDS | Melee | 2 | 3+ | 6 | -1 | 2 |

ABILITIES

**Electro-Infusion**

While a Character model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

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.*

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.

CORE RULES

**Feel No Pain 5+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.