SERVITOR BATTLECLADE - IMPERIUM - ADEPTUS MECHANICUS

75 PTS

SERVITOR UNDERSEER

M	T	Sv	W	LD	OC
6"	4	4+	2	7+	1

GUN SERVITOR W/ HEAVY ARC RIFLE

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

GUN SERVITOR W/ HEAVY BOLTER

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Servitor Underseer - Equipped with: Mechanicus pistol, Dataspikes
1x Gun Servitor w/ heavy arc rifle - Equipped with: Servo-claw, Heavy arc rifle
1x Gun Servitor w/ heavy bolter - Equipped with: Servo-claw, Heavy bolter
6x Combat Servitor w/ incendine igniter oder Combat Servitor w/ meltagun oder Combat Servitor w/ phophor blaster
Basegrößen: Servitor Underseer / Gun Servitors 32mm, Combat Servitors 25mm

Servitor Underseer KEYWORDS: Tech-Priest

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Servitor Battleclade

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy arc rifle ANTI-VEHICLE 4+, RAPID FIRE 1	30"	1	4+	8	-2	3
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Incendine igniter IGNORES COVER, TORRENT	12"	D6	N/A	3	0	1
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Phosphor blaster IGNORES COVER, RAPID FIRE 1	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dataspikes	Melee	4	4+	4	0	1
Servo-claw	Melee	2	4+	4	0	1

ABILITIES

Attached Unit
If a Character unit from your army with the Leader ability can be attached to a Kataphron Breachers unit, it can be attached to this unit instead.

Network Override
While this unit contains one or more Tech-Priest models, this unit is:

- Eligible to perform an Action in a turn in which it Advanced.

- Eligible to shoot in a turn in which it started an Action.

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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+.*

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.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.*

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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.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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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.