# SERVITORS [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

**50 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 4+ | 1 | 8+ | 0 |

**INVULNERABLE SAVE** 6+

**AUFSTELLUNG**

4x Servitor with servo-arm

**Equipped with:** Heavy bolter, Multi-melta, ➤ Plasma cannon - Standard, ➤ Plasma cannon - supercharge, Servitor's servo arm, Servitor's tools

**KEYWORDS:** Infantry, Imperium, Cult Mechanicus, Servitors

**FACTION KEYWORDS:** Adeptus Mechanicus

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Heavy bolter<br>HEAVY, SUSTAINED HITS 1 | 36" | 3 | 6+ | 5 | -1 | 2 |
| Multi-melta<br>HEAVY, MELTA 2 | 18" | 2 | 6+ | 9 | -4 | D6 |
| ➤ Plasma cannon - Standard<br>HEAVY, BLAST | 36" | D3 | 6+ | 7 | -2 | 1 |
| ➤ Plasma cannon - supercharge<br>HAZARDOUS, HEAVY, BLAST | 36" | D3 | 6+ | 8 | -3 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Servitor's servo arm | Melee | 1 | 5+ | 8 | -2 | 3 |
| Servitor's tools | Melee | 1 | 5+ | 3 | 0 | 1 |

## ABILITIES

**Mindlock**
While a TECH-PRIEST model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by SERVITOR models in this unit by 1.

**Servitor Retinue**
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a TECH-PRIEST ENGINSEER model (a unit cannot have more than one SERVITORS unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

## WEAPON ABILITIES

**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).*

**Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

**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.

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### 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.*

### 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).*

## 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.