TECHNOARCHEOLOGIST - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Technoarcheologist (32mm)

Equipped with: Mechanicus pistol, Servo-arc claw

Wargear Options:

■ This model can be equipped with 1x Warlord.

KEYWORDS: Technoarcheologist, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Servo-arc claw ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

ABILITIES

CORE - Support

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.

Cogitative Instincts
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of this model.

Seekers of Divine Arcana
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following units: CORPUSCARII ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, HASTARII EXTERMINATORS, HASTARII FUSILIERS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SECUTARII HOPLITES, SECUTARII PELTASTS, SERVITOR BATTLECLADE, SKITARII RANGERS, SKITARII VANGUARD

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.*

TECHNOARCHEOLOGIST - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Technoarcheologist (32mm)

Equipped with: Mechanicus pistol, Servo-arc claw

Wargear Options:

■ This model can be equipped with 1x Warlord.

KEYWORDS: Technoarcheologist, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

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.

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

Support

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.