



1KOMMANDO

Canticles of the Ommissiah

At the start of your Command phase, select one of the abilities in the Canticles of the Ommissiah section. Until the start of your next Command phase, this model has that ability.

Invocation of Machine Vengeance (Aura): At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Machine Vengeance target. Each time a model in a friendly Adeptus Mechanicus unit makes an attack that targets your Machine Vengeance target, you can re-roll the Hit roll.

Mantra of Discipline: This model has the Battleline keyword and has the following ability:

Binharic Courage (Aura): While a friendly Adeptus Mechanicus unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and each time you take a Battle-shock or Leadership test for that unit, add 1 to that test.'

Shroudpsalm (Aura): While a friendly Adeptus Mechanicus unit is within 6" of this model, that unit has the Stealth ability.

Self-repair Mechanisms

At the start of your Command phase, this model regains up to D3 lost wounds.

2BEWEGUNG

3BESCHUSS

Solar atomiser MELTA 3

R	A	BS	S	AP	D
18"	3	2+	14	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Baffling Data Screenshot

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.

4ANGRIFF

5NAHKAMPF

Arc Scourge ANTI-VEHICLE 4+ DEVASTATING WOUNDS

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Cawl's Ommissian axe

R	A	WS	S	AP	D
Melee	4	2+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Mechadendrite hive EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	2D6	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

VERTEIDIGUNG

IMMER / EINMALIG

Mechanicus Bodyguard

While this model is within 3" of one or more other friendly Adeptus Mechanicus units, this model has the Lone Operative ability.

Supreme Commander

If this model is in your army, it must be your Warlord.

GEGEN DIESE EINHEIT				
W8 · RW 2+ · 4++ · 10 LP je Modell				
WIRD VERWUNDET MIT				
2+ S16+	3+ S9-15	4+ S8	5+ S5-7	6+ S1-4
RETTUNGSWURF JE DS				
DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++

REGELN & KEYWORDS KURZ

Doctrina Imperatives At the start of the battle round, you can select one of the Doctrina Imperatives below.

ANTI This ability always takes the form [ANTI-X Y+].

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 (round...)

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...

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.

MELTA This ability always takes the form [MELTA X].

AUFSTELLUNG

1x Belisarius Cawl

Ausrüstung: Solar atomiser, Arc Scourge, Cawl's Ommissian axe, Mechadendrite hive