

SERVITORS
[LEGENDS]

Doctrina Imperatives

M

6"

T

3

SV

4+

W

1

LD

8+

OC

0

RW

6+

50 PTS
Base —



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Heavy bolter

HEAVY

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	6+	5	-1	2

VERWUNDET

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

Multi-melta

HEAVY

MELTA 2

R	A	BS	S	AP	D
18"	2	6+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Plasma cannon - Standard

HEAVY

BLAST

R	A	BS	S	AP	D
36"	D3	6+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Plasma cannon - supercharge

HEAVY

BLAST

HAZARDOUS

R	A	BS	S	AP	D
36"	D3	6+	8	-3	2

VERWUNDET

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

4

ANGRIFF

5

NAHKAMPF

Servitor's servo arm

R	A	WS	S	AP	D
Melee	1	5+	8	-2	3

VERWUNDET

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

Servitor's tools

R	A	WS	S	AP	D
Melee	1	5+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

VERTEIDIGUNG

IMMER / EINMALIG

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 ENGINEER 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.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 6++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	6++	6++

REGELN & KEYWORDS KURZ

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

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 (roun...

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...

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 unen...

MELTA

This ability always takes the form [MELTA X].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

4x Servitor with servo-arm

Ausrüstung: Heavy bolter, Multi-melta, ► Plasma cannon - Standard, ► Plasma cannon - supercharge, Servitor's servo arm, Servitor's tools