

TECH-PRIEST ENGINESEER

M

6"

T

4

SV

3+

W

3

LD

7+

OC

1

RW

5+

45 PTS

Base 32mm



Leader

Lone Operative

1 KOMMANDO

Omnissiah's Blessing
In your Command phase, select one friendly Astra Militarum Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, that Vehicle model has a 4+ invulnerable save. Each model can only be selected for this ability once per turn.

2 BEWEGUNG

3 BESCHUSS

Mechanicus pistol **DEVASTATING WOUNDS**
PISTOL

R	A	BS	S	AP	D
12"	1	3+	6	0	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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4 ANGRIFF

5 NAHKAMPF

Enginseer Axe

R	A	WS	S	AP	D
Melee	3	4+	6	-2	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Servo-arm **EXTRA ATTACKS**

R	A	WS	S	AP	D
Melee	1	4+	6	-2	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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VERTEIDIGUNG

IMMER / EINMALIG

Enginseer
While this model is within 3" of one or more friendly Astra Militarum Vehicle units, this model has the Lone Operative ability.
Vengeance for the Omnissiah
If a friendly Astra Militarum Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Enginseer axe has an Attacks characteristic of 6.

GEGEN DIESE EINHEIT
W4 · RW 3+ · 5++ · 3 LP je Modell
WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 5++	DS -4 5++
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REGELN & KEYWORDS KURZ
Leader 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.
Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...
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.
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG
1x Tech-Priest Enginseer
Ausrüstung: Mechanicus pistol, Enginseer Axe, Servo-arm
Anführer
This model can be attached to the following units:
- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Kasrkin
- Krieg Combat Engineers