

TECH-PRIEST
DOMINUS

Leader Doctrina Imperatives Feel No Pain 4+

M

6"

T

4

SV

2+

W

4

LD

7+

OC

1

RW

5+

60 PTS
Base 50mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Macrostubber

PISTOL

R	A	BS	S	AP	D
12"	5	3+	4	0	1

VERWUNDET

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

Phosphor serpenta

IGNORES COVER

PISTOL

R	A	BS	S	AP	D
18"	1	3+	5	-1	2

VERWUNDET

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

Volkite blaster

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	3	3+	5	0	2

VERWUNDET

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

► Eradication ray - dissipated

R	A	BS	S	AP	D
24"	D3	3+	6	-1	1

VERWUNDET

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

► Eradication ray - focused

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

VERWUNDET

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

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.

4

ANGRIFF

—

5

NAHKAMPF

Omnission axe

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

VERWUNDET

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

Data-spike

At the start of the Fight phase, you can select one enemy Vehicle unit within Engagement Range of this model's unit and roll one D6: on a 4+, that enemy unit suffers D6 mortal wounds and, until the end of the phase, the Weapon Skill characteristic of melee weapons equipped by that enemy unit is worsened by 1.

IMMER / EINMALIG

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VERTEIDIGUNG

Lord of the Machine Cult

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the Electro-Priests keyword, models in that unit have the Feel No Pain 4+ ability instead

GEGEN DIESE EINHEIT

W4 · RW 2+ · 5++ · 4 LP je Modell
WIRD VERWUNDET MIT

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

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 5++
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Feel No Pain 4+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Doctrina Imperatives At the start of the battle round, you can select one of the Doctrina Imperatives below.
Feel No Pain 4+ This ability always takes the form Feel No Pain X+.
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.
[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...
[IGNORES COVER] Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...
[PISTOL] [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Tech-Priest Dominus
Ausrüstung: Macrostubber, Phosphor serpenta, Volkite blaster, ► Eradication ray - dissipated, ► Eradication ray - focused, Omnission axe
• This model can be equipped with 1x Warlord.
• This model can replace its Macrostubber with Phosphor serpenta.
• This model can replace its Volkite blaster with Eradication ray.

Anführer

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