

TECH-PRIEST MANIPULUS

Leader Doctrina Imperatives

M

6"

T

4

SV

2+

W

4

LD

7+

OC

1

RW

5+

60 PTS
Base 50mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Magnarail lance

HEAVY

R	A	BS	S	AP	D
36"	1	3+	7	-2	3

VERWUNDET

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

Transonic cannon

DEVASTATING WOUNDS

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	2

VERWUNDET

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

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 staff

R	A	WS	S	AP	D
Melee	4	3+	6	-1	2

VERWUNDET

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

VERTEIDIGUNG

Defend the Divine Work

Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, all models in this model's unit have a 4+ invulnerable save.

IMMER / EINMALIG

Galvanic Field

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.

GEGEN DIESE EINHEIT

W4 · RW 2+ · 5++ · 4 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 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 5++
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REGELN & KEYWORDS KURZ

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

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...

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...

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Tech-Priest Manipulus

Ausrüstung: Magnarail lance, Transonic cannon, Omnission staff

- This model can be equipped with 1x Warlord.
- This model can replace its Magnarail lance with Transonic cannon.

Anführer

This model can be attached to the following units: CORPUSCARIi ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, HASTARIIi EXTERMINATORS, HASTARIIi FUSILIERS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SECUTARIIi HOPLITES, SECUTARIIi PELTASTS, SERVITOR BATTLECLADE, SKITARIIi RANGERS, SKITARIIi VANGUARD

KEYWORDS Manipulus, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus · FRAKTION Adeptus Mechanicus