IMPERIUM - ADEPTUS MECHANICUS

THULIA GHULD

Doctrina Imperatives

M	T	SV	W	LD	OC	RW
8"	8	2+	10	6+	3	4+

180 PTS
Base 80mm

1 KOMMANDO

Icon of War

Fanatical Devotion: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Adaptive Tactics: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

The Fires of Mars: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, the Conqueror Imperative and Protector Imperative are both active for that unit.

Rod of the War Forge

In your Command phase, select one of the abilities in the Icon of War section. Until the start of your next Command phase, this model has that ability.

2 BEWEGUNG

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3 BESCHUSS

➤ Jericho-class conversion resonator - shockwave

BLAST · SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	D6+2	2+	6	-2	1

VERWUNDET

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

➤ Jericho-class conversion resonator - titanic impact

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	2	2+	12	-3	D6+2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

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.

Secutor of Olympus

At the start of your Shooting phase, select one enemy Vehicle unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

4 ANGRIFF

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5 NAHKAMPF

➤ Rod of the War Forge - strike

R	A	WS	S	AP	D
Melee	6	2+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

➤ Rod of the War Forge - sweep

R	A	WS	S	AP	D
Melee	12	2+	6	-1	1

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ 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+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	4++	4++

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…

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…

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

AUFSTELLUNG

1x Thulia Ghuld

Ausrüstung: ➤ Jericho-class conversion resonator - shockwave, ➤ Jericho-class conversion resonator - titanic impact, ➤ Rod of the War Forge - strike, ➤ Rod of the War Forge - sweep

KEYWORDS Epic Hero, Monster, Character, Tech-Priest, Imperium, Cult Mechanicus, Thulia Ghuld, Mobile · **FRAKTION** Adeptus Mechanicus