

IMPERIUM - ASTRA MILITARUM

# TECH-PRIEST ENGINEER

Leader Lone Operative

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC | RW |
| 6" | 4 | 3+ | 3 | 7+ | 1  | 5+ |

45 PTS

Base 32mm



1 KOMMANDO

**Ommissiah'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

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3 BESCHUSS

**Mechanicus pistol** **DEVASTATING WOUNDS**

**PISTOL**

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

VERWUNDET

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

4 ANGRIFF

—

5 NAHKAMPF

**Engineer Axe**

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

VERWUNDET

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

**Servo-arm** **EXTRA ATTACKS**

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

VERWUNDET

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

VERTEIDIGUNG

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∞ IMMER / EINMALIG

**Engineer**

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 Ommissiah**

If a friendly Astra Militarum Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Engineer axe has an Attacks characteristic of 6.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 5++ · 3 LP je Modell

WIRD VERWUNDET MIT

|     |      |    |    |      |
|-----|------|----|----|------|
| 2+  | 3+   | 4+ | 5+ | 6+   |
| S8+ | S5-7 | S4 | S3 | S1-2 |

RETTUNGSWURF JE DS

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

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 Engineer

**Ausrüstung:** Mechanicus pistol, Engineer Axe, Servo-arm

**Anführer**

This model can be attached to the following units:

- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Kaskin
- Krieg Combat Engineers

KEYWORDS Tech-Priest Engineer, Imperium, Infantry, Character, Leader · FRAKTION Astra Militarum