TECH-PRIEST DOMINUS

60 PTS

M	T	SV	W	LD	OC
6"	4	2+	4	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Macrostubber PISTOL	12"	5	3+	4	0	1
Phosphor serpenta IGNORES COVER, PISTOL	18"	1	3+	5	-1	2
Volkite blaster DEVASTATING WOUNDS	24"	3	3+	5	0	2
➤ Eradication ray - dissipated	24"	D3	3+	6	-1	1
➤ Eradication ray - focused	12"	D3	3+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Omnissian axe	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

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.

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.

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

KEYWORDS: Dominus, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION: Adeptus Mechanicus

AUFSTELLUNG

1x Tech-Priest Dominus (50mm)

Equipped with: Macrostubber, Phosphor serpenta, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, Omnissian axe

Wargear Options:

- 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.

Leader

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

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 model or unit the benefit of cover (e.g. Stealth).

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

RULES

Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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