

SERVITOR BATTLECLADE

SERVITOR UNDERSEER

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

GUN SERVITOR W/ HEAVY ARC RIFLE

M	T	SV	W	LD	OC	6+
6"	4	4+	1	8+	1	

GUN SERVITOR W/ HEAVY BOLTER

M	T	SV	W	LD	OC	6+
6"	4	4+	1	8+	1	

AUFSTELLUNG

1x Servitor Underseer - Equipped with: Mechanicus pistol, Dataspikes

1x Gun Servitor w/ heavy arc rifle - Equipped with: Servo-claw, Heavy arc rifle

1x Gun Servitor w/ heavy bolter - Equipped with: Servo-claw, Heavy bolter

6x Combat Servitor w/ incendine igniter oder Combat Servitor w/ meltagun oder Combat Servitor w/ phophor blaster

Basegrößen: Servitor Underseer / Gun Servitors 32mm, Combat Servitors 25mm

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy arc rifle ANTI-VEHICLE 4+, RAPID FIRE 1	30"	1	4+	8	-2	3
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Incendine igniter IGNORES COVER, TORRENT	12"	D6	N/A	3	0	1
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

ABILITIES

RULES - Doctrina Imperatives

Attached Unit

If a Character unit from your army with the Leader ability can be attached to a Kataphron Breachers unit, it can be attached to this unit instead.

Network Override

While this unit contains one or more Tech-Priest models, this unit is:

- Eligible to perform an Action in a turn in which it Advanced.
- Eligible to shoot in a turn in which it started an Action.

Servitor Underseer KEYWORDS: Tech-Priest

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Servitor Battleclade



FACTION: Adeptus Mechanicus **75 PTS**

Meltagun MELTA 2	12"	1	4+	9	-4	D6
Phosphor blaster IGNORES COVER, RAPID FIRE 1	24"	1	4+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dataspikes	Melee	4	4+	4	0	1
Servo-claw	Melee	2	4+	4	0	1

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.



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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.



Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

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