

TECH-PRIEST ENGINEER

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

AUFSTELLUNG

1x Tech-Priest Engineer (32mm)

Equipped with: Mechanicus pistol, Omnissian axe, Servo arm

Wargear Options:

- This model can be equipped with 1x Warlord.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Omnissian axe	Melee	3	4+	6	-2	2
Servo arm EXTRA ATTACKS	Melee	1	4+	6	-2	2

ABILITIES

CORE - Leader

RULES - Doctrina Imperatives, 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.

Engineer

While this model is within 3" of one or more friendly Adeptus Mechanicus Vehicle units, unless it is leading a unit, this model has the Lone Operative ability.



Omnissiah's Blessing

In your Command phase, select one friendly Adeptus Mechanicus model within 3" of this model. That model regains up to D3 lost wounds and, if it is a Vehicle model, until the start of your next Command phase, that model has the Feel No Pain 5+ ability. Each model can only be selected for this ability once per Command phase

Vengeance for the Omnissiah

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

Leader

This model can be attached to the following units:
CORPUSCARI ELECTRO-PRIESTS, FULGURITE
ELECTRO-PRIESTS, KATAPHRON BREACHERS,
KATAPHRON DESTROYERS, SECUTARII HOPLITES,
SECUTARII PELTASTS, 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.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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.