

BROTHERHOOD TECHMARINE

M	T	SV	W	LD	OC
6"	5	2+	4	6+	1

AUFSTELLUNG

1x Brotherhood Techmarine (32mm)

Equipped with: Forge bolter, Grav-pistol, Omnisian power axe, Servo-arm

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Forge bolter	24"	3	2+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+, PISTOL	12"	1	2+	4	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3

ABILITIES

CORE - Leader

RULES - Deep Strike, Gate of Infinity, Leader

Blessing of the Omnisiah

In your Command phase, you can select one friendly Grey Knights Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Guardians of the Machine

Each time an enemy unit ends a charge move engaged with one or more friendly GREY KNIGHTS VEHICLE units and within 6" of this unit, you can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.



Techmarine

While this model is within 3" of one or more friendly Grey Knights Vehicle units, this model has the Lone Operative ability.

Leader

This model can be attached to the following units:

- Strike Squad
- Purgation Squad
- Purifier Squad

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+.*

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.