IMPERIUM - ADEPTUS MECHANICUS

MAGOS [CRUCIBLE]

70 PTS

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc rifle ANTI-VEHICLE 4+ DEVASTATING WOUNDS RAPID FIRE 1	30"	1	3+	8	-1	D3
Flechette blaster PISTOL	12"	5	3+	3	0	1
Flechette carbine	18"	6	3+	3	0	1
Galvanic carbine DEVASTATING WOUNDS	18"	3	3+	4	0	1
Galvanic rifle	30"	2	3+	4	0	1
Macrostubber PISTOL	12"	5	3+	4	0	1
Magnarail lance HEAVY	36"	1	3+	7	-2	3
Mechanicus pistol DEVASTATING WOUNDS PISTOL	12"	1	3+	6	-1	1
Phosphor blast carbine BLAST IGNORES COVER	18"	D6	3+	6	0	1
Phosphor serpenta IGNORES COVER PISTOL	18"	1	3+	5	-1	2
Phosphor torch IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Radium carbine ANTI-INFANTRY 4+	18"	3	3+	3	0	1
Radium jezzail ANTI-INFANTRY 3+ HEAVY PRECISION	36"	1	3+	5	-2	3
Stubcarbine PISTOL	12"	3	3+	4	0	1
Transonic cannon DEVASTATING WOUNDS TORRENT	12"	D6	N/A	4	0	2
Transuranic arquebus ANTI-MONSTER 4+ ANTI-VEHICLE 4+ HEAVY PRECISION	36"	1	3+	7	-2	D3
Twin cognis autocannon SUSTAINED HITS 1	48"	4	3+	9	-1	3
Twin cognis lascannon SUSTAINED HITS 1	48"	2	3+	12	-3	D6+1
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
➤ Plasma caliver - supercharge HAZARDOUS	30"	2	3+	8	-3	2
➤ Plasma caliver - standard	30"	2	3+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arc maul ANTI-VEHICLE 4+ DEVASTATING WOUNDS	Melee	4	3+	5	-1	1
Close combat weapon	Melee	4	3+	3	0	1
Control stave	Melee	4	3+	6	-1	1
Ironstrider feet	Melee	3	3+	5	0	1
Omnissian axe	Melee	4	3+	6	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3	4	-2	1
Servo-arc claw ANTI-VEHICLE 4+ DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	6	-2	2

KEYWORDS: Character, Infantry, Imperium, Cult Mechanicus, Magos, Tech-Priest, Crucible

FACTION: Adeptus Mechanicus 70 PTS

Taser goad SUSTAINED HITS 2	Melee	3	3+	6	0	1
Taser lance ANTI-WALKER 2+ LANCE SUSTAINED HITS 2	Melee	4	3+	7	-2	2
Transonic blades DEVASTATING WOUNDS PRECISION	Melee	5	3+	5	-1	1

AUFSTELLUNG

1x Magos [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

ABILITIES

CORE - Leader, Leader, Leader, Leader, 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.

Control Edict
While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Galvanic Field
While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] 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.

Seekers of Divine Arcana
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Technoarcane Zealotry
While this model's unit is in range of one or more objective markers, improve this model's Leadership characteristic by 1.

Leader
This model can be attached to the following units: Sicarian Infiltrators, Sicarian Ruststalkers

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+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

LANCE

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).