

ONAGER DUNECRAWLER

150 PTS



M

8"

T

10

SV

2+

W

11

LD

7+

OC

3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cognis heavy stubber RAPID FIRE 3 SUSTAINED HITS 1	36"	3	4+	4	0	1
Daedalus missile launcher ANTI-FLY 2+	48"	2	4+	10	-2	D6+1
Icarus array ANTI-FLY 4+ TWIN-LINKED	48"	6	4+	8	-1	2
Neutron laser HEAVY	48"	3	4+	16	-4	D6+2
Twin Onager heavy phosphor blaster IGNORES COVER TWIN-LINKED	36"	12	4+	6	-1	2
► Eradication beamer - dissipated BLAST SUSTAINED HITS 1	36"	3D3	4+	9	-2	2
► Eradication beamer - focused BLAST SUSTAINED HITS 1	18"	3D3	4+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dunecrawler legs	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Onager Dunecrawler (130mm)

Equipped with: Cognis heavy stubber, Daedalus missile launcher, Icarus array, Neutron laser, Twin Onager heavy phosphor blaster, ► Eradication beamer - dissipated, ► Eradication beamer - focused, Dunecrawler legs

Wargear Options:

- This model can replace its Eradication beamer with Daedalus missile launcher & Icarus array, Neutron laser & Cognis heavy stubber or Twin Onager heavy phosphor blaster.

ABILITIES

Broad spectrum data-tether

The bearer loses the SMOKE keyword, but each time you target the bearer with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emanatus Forcefield (Aura)

While a friendly Adeptus Mechanicus Battleline model is wholly within 6" of this model, that Battleline model has a 4+ invulnerable save against ranged attacks.

Scuttling Walker

Each time this model makes a Normal, Advance or Fall Back move, it can move through friendly Monster and Vehicle models and sections of terrain features that are 4" or less in height.



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).*

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).

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).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ 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.

