

TECH-PRIEST MANIPULUS

60 PTS



M

6"

T

4

SV

2+

W

4

LD

7+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Magnarail lance HEAVY	36"	1	3+	7	-2	3
Transonic cannon DEVASTATING WOUNDS TORRENT	12"	D6	N/A	4	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Omnissian staff	Melee	4	3+	6	-1	2

AUFSTELLUNG

1x Tech-Priest Manipulus (50mm)

Equipped with: Magnarail lance, Transonic cannon, Omnissian staff

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Magnarail lance with Transonic cannon.

ABILITIES

CORE - Leader

Baffling Data Screenshot

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.

Defend the Divine Work

Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, all models in this model's unit have a 4+ invulnerable save.

Galvanic Field

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

Leader

This model can be attached to the following units: CORPUSCARII ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, HASTARII EXTERMINATORS, HASTARII FUSILIERS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SECUTARII HOPLITES, SECUTARII PELTASTS, SERVITOR BATTLECLADE, 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.

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.

TORRENT

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

CORE RULES

◆ 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.

◆ 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.

