TECHMARINE

55 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Forge Bolter **SUSTAINED HITS 1**	24"	3	2+	5	-1	2
Grav-pistol **ANTI-VEHICLE 2+** CLOSE-QUARTERS	12"	2	2+	2	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Omnissian Power Axe and Servo-arm	Melee	5	3+	6	-2	2

ABILITIES

CORE - Leader

Blessing of the Omnissiah
In your Movement phase, at the start or end of this unit's move, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model:

- That VEHICLE model heals D3 wounds.
- That VEHICLE model's attacks can ignore modifiers to hit rolls and wound rolls until the start of your next Movement phase.

Techmarine
While this model is within 3" of a friendly ADEPTUS ASTARTES VEHICLE unit, this model has Lone Operative.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, CRUSADER SQUAD, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, INTERCESSOR SQUAD, SWORD BRETHREN SQUAD

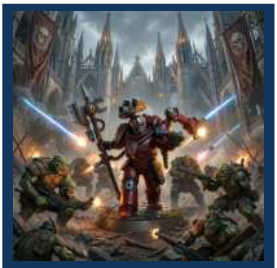
WEAPON ABILITIES

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+.*

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).*



AUFSTELLUNG

1x Techmarine (40mm)

Equipped with: Forge Bolter, Grav-pistol, Omnissian Power Axe and Servo-arm

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Techmarine, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

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FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
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.

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.

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FACTION KEYWORDS: Adeptus Astartes