

TECHMARINE

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

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.

⦿ 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

RULES - Close-quarters, Combat Doctrines, 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 BRETHERN 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+.*

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).*