

TECHMARINE - IMPERIUM - SPACE MARINES

55 PTS

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

**AUFSTELLUNG**  
1x Techmarine  
**Equipped with:** Forge Bolter, Grav-pistol, Omnisian power axe, Servo-arm  
**Wargear Options:**  
■ This model can be equipped with 1x Warlord.

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

 **RANGED WEAPONS**

| WEAPON                                                | RANGE | A | BS | S | AP | D |
|-------------------------------------------------------|-------|---|----|---|----|---|
| Forge Bolter                                          | 24"   | 3 | 2+ | 5 | -1 | 2 |
| Grav-pistol<br><small>ANTI-VEHICLE 2+, PISTOL</small> | 12"   | 1 | 2+ | 4 | -1 | 2 |

 **MELEE WEAPONS**

| WEAPON                                    | RANGE | A | WS | S | AP | D |
|-------------------------------------------|-------|---|----|---|----|---|
| Omnissian power axe                       | Melee | 4 | 3+ | 6 | -2 | 2 |
| Servo-arm<br><small>EXTRA ATTACKS</small> | Melee | 1 | 3+ | 8 | -2 | 3 |

**ABILITIES**

**CORE** - Leader

**Blessing of the Omnissiah**  
In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

**Techmarine**  
While this model is within 3" of one or more friendly Adeptus Astartes Vehicle units, this model has the Lone Operative ability

**Vengeance of the Omnissiah**  
If a friendly Adeptus Astartes Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.

**Leader**  
This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- CRUSADER SQUAD
- DECIMUS KILL TEAM
- DESOLATION SQUAD
- DEVASTATOR SQUAD
- FORTIS KILL TEAM
- INTERCESSOR SQUAD
- SWORD BRETHERN SQUAD
- TACTICAL 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+.*

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**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.

**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.

CORE RULES

**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.