

TECH-PRIEST MANIPULUS

M	T	SV	W	LD	OC	
6"	4	2+	4	7+	1	5+

AUFSTELLUNG

1x Tech-Priest Manipulus

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.

⦿ 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

ABILITIES

CORE - Leader

RULES - Doctrina Imperatives, Leader

Baffling Data Screed

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:

CORPUSCARI 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.

