

IMPERIUM - ADEPTUS MECHANICUS

THULIA GHULD

180 PTS



M

8"

T

8

SV

2+

W

10

LD

6+

OC

3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Jericho-class conversion resonator - shockwave	24"	D6+2	2+	6	-2	1
BLAST SUSTAINED HITS 1						
► Jericho-class conversion resonator - titanic impact	24"	2	2+	12	-3	D6+2
DEVASTATING WOUNDS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Rod of the War Forge - strike	Melee	6	2+	10	-2	3
► Rod of the War Forge - sweep	Melee	12	2+	6	-1	1

AUFSTELLUNG

1x Thulia Ghuld

Equipped with: ► Jericho-class conversion resonator - shockwave, ► Jericho-class conversion resonator - titanic impact, ► Rod of the War Forge - strike, ► Rod of the War Forge - sweep

ABILITIES

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.

Icon of War

Fanatical Devotion: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.
Adaptive Tactics: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.
The Fires of Mars: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, the Conqueror Imperative and Protector Imperative are both active for that unit.

Mechanicus Bodyguard

While this model is within 3" of one or more other friendly Adeptus Mechanicus units, this model has the Lone Operative ability.

Rod of the War Forge

In your Command phase, select one of the abilities in the Icon of War section. Until the start of your next Command phase, this model has that ability.

Secutor of Olympus

At the start of your Shooting phase, select one enemy Vehicle unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

Supreme Commander

If this model is in your army, it must be your Warlord.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

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).*

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.

