



## CONGREGATIONS OF WAR

These datasheets allow you to fight Apocalypse battles with your Adeptus Mechanicus miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### KEYWORDS

Throughout this section you will come across keywords that are within angular brackets, specifically <FORGE WORLD>. This is shorthand for a keyword of your own choosing, as described below.

#### <FORGE WORLD>

Most of the forces of the Adeptus Mechanicus belong to a forge world. Some datasheets specify what forge world the unit is drawn from (e.g. Belisarius Cawl has the **MARS** keyword, so is from the forge world of Mars). If an **ADEPTUS MECHANICUS** datasheet does not specify which forge world it is from, it will have the <FORGE WORLD> keyword. When you include such a unit in your army, you must nominate which forge world that unit is from. You then simply replace the <FORGE WORLD> keyword in every instance on that unit's datasheet with the name of your chosen forge world.

For example, if you were to include a Tech-Priest Dominus in your army, and you decided they were from Lucius, then their <FORGE WORLD> keyword is changed to **LUCIUS**, and their 'Lord of the Machine Cult' ability would say 'Re-roll hit rolls of 1 for attacks made by friendly **LUCIUS** units whilst they are within 6" of this unit.'

# BELISARIUS CAWL



10



Belisarius Cawl is a unit that contains 1 model. It is equipped with: Solar Atomiser; Omnisian Axe. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Belisarius Cawl</b>	6"	2+	2+	1	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Solar Atomiser	Heavy	12"	1	9+	6+	-
Omnissian Axe	Melee	Melee	1	8+	8+	-

## ABILITIES

**Lord of Mars:** You can re-roll hit rolls for attacks made by friendly **MARS** units whilst they are within 6" of this unit.

**Master of Machines:** At the end of the Action phase, this unit can attempt to repair one friendly **IMPERIUM VEHICLE** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **VEHICLE** unit. Only one attempt to repair each unit can be made each turn.

**Archmagos:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**Self-repair Mechanisms:** At the start of the Action phase, you can remove one damage marker from this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, MARS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, TECH-PRIEST, BELISARIUS CAWL

# TECH-PRIEST MANIPULUS



A Tech-Priest Manipulus is a unit that contains 1 model. It is equipped with: Magnarail Lance; Omnisian Staff.

	M	WS	BS	A	W	Ld	Sv
Tech-Priest Manipulus	6"	3+	3+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Magnarail Lance	Heavy	18"	1	8+	7+	-
Transonic Cannon	Heavy	8"	1	7+	9+	Inferno
Omnissian Staff	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Magnarail Lance, this unit can be equipped with 1 Transonic Cannon.

## ABILITIES

**Galvanic Field:** Add 3" to the Range characteristic of ranged weapons <FORGE WORLD> units are equipped with whilst they are within 6" of any friendly units with this ability.

**Master of Machines:** At the end of the Action phase, this unit can attempt to repair one friendly <FORGE WORLD> or QUESTOR MECHANICUS VEHICLE unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that VEHICLE unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, TECH-PRIEST, MANIPULUS

# TECH-PRIEST DOMINUS



A Tech-Priest Dominus is a unit that contains 1 model. It is equipped with: Tech-Priest Weapons; Ommissian Axe.

	M	WS	BS	A	W	Ld	Sv
Tech-Priest Dominus	6"	3+	2+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Tech-Priest Weapons	Heavy	24"	1	8+	8+	-
Ommissian Axe	Melee	Melee	1	8+	8+	-

## ABILITIES

**Lord of the Machine Cult:** Re-roll hit rolls of 1 for attacks made by friendly <FORGE WORLD> units whilst they are within 6" of this unit.

**Master of Machines:** At the end of the Action phase, this unit can attempt to repair one friendly <FORGE WORLD> or QUESTOR MECHANICUS VEHICLE unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that VEHICLE unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>  
**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, TECH-PRIEST, DOMINUS

# TECH-PRIEST ENGINEER



A Tech-Priest Engineer is a unit that contains 1 model. It is equipped with: Omnissian Axe & Servo-arm.

	M	WS	BS	A	W	Ld	Sv
Tech-Priest Engineer	6"	4+	4+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Omnissian Axe & Servo-arm	Melee	Melee	User	8+	7+	-

## ABILITIES

**Master of Machines:** At the end of the Action phase, this unit can attempt to repair one friendly <FORGE WORLD> or QUESTOR MECHANICUS VEHICLE unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that VEHICLE unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, TECH-PRIEST, ENGINEER

# SKITARII RANGERS



3



Skitarii Rangers are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**). It is equipped with: Galvanic Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Skitarii Rangers (5 models)</b>	6"	4+	3+	1	1	5	8+
<b>Skitarii Rangers (10 models)</b>	6"	4+	3+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Galvanic Rifles	Small Arms	30"	User	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, SKITARII RANGERS

# SKITARII VANGUARD



3



Skitarii Vanguard are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**). It is equipped with: Radium Carbines; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Skitarii Vanguard (5 models)</b>	6"	4+	3+	1	1	5	8+
<b>Skitarii Vanguard (10 models)</b>	6"	4+	3+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Radium Carbines	Small Arms	18"	x3	7+	10+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, SKITARII VANGUARD

# KATAPHRON BREACHERS



6



Kataphron Breachers are a unit that contains 3 models. It can contain 6 models (**Power Rating 12**), 9 models (**Power Rating 18**) or 12 models (**Power Rating 24**). It is equipped with: Kataphron Claws.

	M	WS	BS	A	W	Ld	Sv
<b>Kataphron Breachers (3 models)</b>	6"	4+	4+	1	2	5	6+
<b>Kataphron Breachers (6 models)</b>	6"	4+	4+	2	4	5	6+
<b>Kataphron Breachers (9 models)</b>	6"	4+	4+	3	6	5	6+
<b>Kataphron Breachers (12 models)</b>	6"	4+	4+	4	8	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Arc Rifle	Heavy	36"	1	7+	7+	-
Torsion Cannon	Heavy	24"	1	9+	5+	-
Kataphron Claws	Melee	Melee	x2	6+	6+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Heavy Arc Rifle; 1 Torsion Cannon.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>  
**KEYWORDS:** LIGHT, INFANTRY, KATAPHRON BREACHERS

# KATAPHRON DESTROYERS



Kataphron Destroyers are a unit that contains 3 models. It can contain 6 models (**Power Rating 14**), 9 models (**Power Rating 21**) or 12 models (**Power Rating 28**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Kataphron Destroyers (3 models)</b>	6"	4+	4+	1	2	5	8+
<b>Kataphron Destroyers (6 models)</b>	6"	4+	4+	2	4	5	8+
<b>Kataphron Destroyers (9 models)</b>	6"	4+	4+	3	6	5	8+
<b>Kataphron Destroyers (12 models)</b>	6"	4+	4+	4	8	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cognis Flamer	Heavy	8"	1	7+	10+	Inferno
Heavy Grav-cannon	Heavy	30"	1	7+	5+	-
Phosphor Blaster	Heavy	24"	1	7+	9+	Rapid Fire
Plasma Culverin	Heavy	36"	1	7+	7+	Supercharge
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Heavy Grav-cannon; 1 Plasma Culverin.
- For each model this unit contains, it must be equipped with one of the following: 1 Cognis Flamer; 1 Phosphor Blaster.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, KATAPHRON DESTROYERS

# SERVITORS



2



Servitors are a unit that contains 4 models. It is equipped with: Servo-arms.

	M	WS	BS	A	W	Ld	Sv
<b>Servitors</b>	5"	5+	5+	1	1	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Servo-arms	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following (**Power Rating +1** per weapon):  
1 Heavy Bolter; 1 Multi-melta; 1 Plasma Cannon.

## ABILITIES

**Mindlock:** Change this unit's Weapon Skill and Ballistic Skill characteristics to 4+ whilst it is within 6" of at least one friendly <FORGE WORLD> TECH-PRIEST unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, SERVITORS

# CYBERNETICA DATASMITH



5



A Cybernetica Datasmith is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Cybernetica Datasmith</b>	6"	3+	3+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	9+	-

## ABILITIES

**Master of Machines:** At the end of the Action phase, this unit can attempt to repair one friendly <FORGE WORLD> KASTELAN ROBOTS unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that KASTELAN ROBOTS unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>  
**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, TECH-PRIEST, CYBERNETICA DATASMITH

# SICARIAN RUSTSTALKERS



4



Sicarian Ruststalkers are a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Chordclaws; Transonic Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Sicarian Ruststalkers (5 models)</b>	8"	3+	3+	1	2	5	8+
<b>Sicarian Ruststalkers (10 models)</b>	8"	3+	3+	2	4	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Chordclaws	Melee	Melee	User	7+	9+	-
Transonic Weapons	Melee	Melee	x3	6+	8+	-

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, SICARIAN RUSTSTALKERS

# SICARIAN INFILTRATORS



6



Sicarian Infiltrators are a unit that contains 5 models. It can contain 10 models (Power Rating 12). It is equipped with: Stubcarbines; Infiltrator Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Sicarian Infiltrators (5 models)</b>	8"	3+	3+	1	2	5	8+
<b>Sicarian Infiltrators (10 models)</b>	8"	3+	3+	2	4	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flechette Blasters	Small Arms	12"	x2	8+	10+	-
Stubcarbines	Small Arms	18"	User	7+	9+	-
Infiltrator Weapons	Melee	Melee	x2	7+	9+	-

## WARGEAR OPTIONS

- Instead of Stubcarbines, this unit can be equipped with Flechette Blasters.

## ABILITIES

Infiltrators, Terror Troops

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, SICARIAN INFILTRATORS

# FULGURITE ELECTRO-PRIESTS



3



Fulgurite Electro-Priests are a unit that contains 5 models. It can contain 10 models (**Power Rating 6**), 15 models (**Power Rating 9**) or 20 models (**Power Rating 12**). It is equipped with: Electroleech Staves.

	M	WS	BS	A	W	Ld	Sv
<b>Fulgurite Electro-Priests (5 models)</b>	6"	3+	4+	1	1	6	10+
<b>Fulgurite Electro-Priests (10 models)</b>	6"	3+	4+	2	2	6	10+
<b>Fulgurite Electro-Priests (15 models)</b>	6"	3+	4+	3	3	6	10+
<b>Fulgurite Electro-Priests (20 models)</b>	6"	3+	4+	4	4	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Electroleech Staves	Melee	Melee	x2	5+	7+	-

## ABILITIES

**Ignore Damage (5+)**

**Siphoned Vigour:** If an enemy unit is destroyed within 1" of this unit, change this unit's Save characteristic to 6+ for the rest of the battle.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, ELECTRO-PRIESTS, FULGURITE

# CORPUSCARIII ELECTRO-PRIESTS



4



Corpuscarii Electro-Priests are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**), 15 models (**Power Rating 12**) or 20 models (**Power Rating 16**). It is equipped with: Electrostatic Gauntlets (Ranged); Electrostatic Gauntlets (Melee).

	M	WS	BS	A	W	Ld	Sv
<b>Corpuscarii Electro-Priests (5 models)</b>	6"	4+	3+	1	1	6	10+
<b>Corpuscarii Electro-Priests (10 models)</b>	6"	4+	3+	2	2	6	10+
<b>Corpuscarii Electro-Priests (15 models)</b>	6"	4+	3+	3	3	6	10+
<b>Corpuscarii Electro-Priests (20 models)</b>	6"	4+	3+	4	4	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Electrostatic Gauntlets (Ranged)	Small Arms	12"	x3	6+	8+	-
Electrostatic Gauntlets (Melee)	Melee	Melee	x3	6+	8+	-

## ABILITIES

Ignore Damage (5+)

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>

**KEYWORDS:** LIGHT, INFANTRY, ELECTRO-PRIESTS, CORPUSCARIII

# SYDONIAN DRAGONS



5



Sydonian Dragons are a unit that contains 1 model. It can contain 3 models (**Power Rating 15**) or 6 models (**Power Rating 30**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Sydonian Dragons (1 model)</b>	10"	3+	3+	1	1	6	7+
<b>Sydonian Dragons (3 models)</b>	10"	3+	3+	3	3	6	7+
<b>Sydonian Dragons (6 models)</b>	10"	3+	3+	6	6	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Phosphor Serpenta	Heavy	18"	1	7+	9+	-
Radium Jezzail	Heavy	30"	1	6+	8+	Sniper
Taser Lance	Melee	Melee	x2	6+	7+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Radium Jezzail; 1 Taser Lance.
- For each model this unit contains, it can also be equipped with 1 Phosphor Serpenta (**Power Rating +1** per weapon).

## ABILITIES

**Incense Cloud:** This unit is always an obscured target.

**Broad Spectrum Data-tether:** Add 1 to the Leadership characteristic of <FORGE WORLD> units whilst they are within 3" of any friendly units with this ability.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS:** HEAVY, VEHICLE, SYDONIAN DRAGONS

# IRONSTRIDER BALLISTARII



6



Ironstrider Ballistarii are a unit that contains 1 model. It can contain 3 models (**Power Rating 18**) or 6 models (**Power Rating 36**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Ironstrider Ballistarii (1 model)</b>	10"	3+	3+	1	1	6	8+
<b>Ironstrider Ballistarii (3 models)</b>	10"	3+	3+	3	3	6	8+
<b>Ironstrider Ballistarii (6 models)</b>	10"	3+	3+	6	6	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Cognis Autocannon	Heavy	48"	2	8+	8+	-
Twin Cognis Lascannon	Heavy	48"	2	10+	5+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Twin Cognis Autocannon; 1 Twin Cognis Lascannon.

## ABILITIES

**Broad Spectrum Data-tether:** Add 1 to the Leadership characteristic of <FORGE WORLD> units whilst they are within 3" of any friendly units with this ability.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>  
**KEYWORDS:** HEAVY, VEHICLE, IRONSTRIDER BALLISTARII

# KASTELAN ROBOTS



7



Kastelan Robots are a unit that contains 2 models. It can contain 4 models (**Power Rating 14**) or 6 models (**Power Rating 21**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
<b>Kastelan Robots (2 models)</b>	8"	4+	4+	2	2	8	5+
<b>Kastelan Robots (4 models)</b>	8"	4+	4+	4	4	8	5+
<b>Kastelan Robots (6 models)</b>	8"	4+	4+	6	6	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Phosphor Blaster	Heavy	36"	1	6+	8+	-
Incendine Combustor	Heavy	12"	1	6+	9+	Inferno
Armoured Feet	Melee	Melee	User	9+	10+	-
Kastelan Fists	Melee	Melee	User	6+	5+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Heavy Phosphor Blaster; 1 Incendine Combustor.
- For each model this unit contains, it must be equipped with one of the following: 2 Heavy Phosphor Blasters; 1 Kastelan Fists.

## ABILITIES

**Battle Protocols:** This unit has one of the abilities listed below, based on the order issued to its Detachment in the Orders phase. The ability lasts until the end of the turn. Note that even if that Detachment's order subsequently changes, the ability this unit has for that turn does not.

**Advance:** Add 1 to saving throws made for this unit.

**Aimed Fire:** You can re-roll hit rolls for attacks made by this unit with ranged weapons.

**Assault:** You can re-roll hit rolls for attacks made by this unit with melee weapons.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>

**KEYWORDS:** HEAVY, VEHICLE, KASTELAN ROBOTS

# ONAGER DUNECRAWLER



8



An Onager Duncrawler is a unit that contains 1 model. It is equipped with: Eradication Bearer; Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
<b>Onager Duncrawler</b>	8"	5+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cognis Heavy Stubber	Heavy	36"	1	8+	10+	-
Eradication Bearer	Heavy	36"	2	6+	6+	-
Icarus Array	Heavy	48"	2	10+	5+	Anti-air
Neutron Laser	Heavy	48"	1	11+	3+	Destroyer
Twin Heavy Phosphor Blaster	Heavy	36"	2	6+	8+	-
Armoured Feet	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Eradication Bearer, this unit can be equipped with one of the following: 1 Icarus Array; 1 Neutron Laser and 1 Cognis Heavy Stubber; 1 Twin Heavy Phosphor Blaster.
- This unit can also be equipped with 1 Cognis Heavy Stubber.

## ABILITIES

**Emanatus Force Field:** Add 1 to saving throws made for this unit whilst it is within 6" of any other friendly <FORGE WORLD> ONAGER DUNECRAWLER units.

**Broad Spectrum Data-tether:** Add 1 to the Leadership characteristic of <FORGE WORLD> units whilst they are within 3" of any friendly units with this ability.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS:** HEAVY, VEHICLE, ONAGER DUNECRAWLER

# SKORPIUS DUNERIDER



A Skorpius Dunerider is a unit that contains 1 model. It is equipped with: 2 Cognis Heavy Stubbers; Twin Cognis Heavy Stubber; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
<b>Skorpius Dunerider</b>	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cognis Heavy Stubber	Heavy	36"	1	8+	10+	-
Twin Cognis Heavy Stubber	Heavy	36"	2	8+	10+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## ABILITIES

**Broad Spectrum Data-tether:** Add 1 to the Leadership characteristic of <FORGE WORLD> units whilst they are within 3" of any friendly units with this ability.

## TRANSPORT

This unit can transport 10 SECUTARII INFANTRY or <FORGE WORLD> INFANTRY models. It cannot transport BELISARIUS CRAWL, KATAPHRON BREACHER or KATAPHRON DESTROYER units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, SKORPIUS DUNERIDER

# SKORPIUS DISINTEGRATOR



8



A Skorpius Disintegrator is a unit that contains 1 model. It is equipped with: 3 Cognis Heavy Stubbers; Disruptor Missile Launcher; Ferrumite Cannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
<b>Skorpius Disintegrator</b>	<b>12"</b>	<b>6+</b>	<b>3+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Belleros Energy Cannon	Heavy	48"	2	6+	7+	Barrage
Cognis Heavy Stubber	Heavy	36"	1	8+	10+	-
Disruptor Missile Launcher	Heavy	36"	1	7+	8+	-
Ferrumite Cannon	Heavy	48"	1	6+	5+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## WARGEAR OPTIONS

- Instead of 1 Ferrumite Cannon, this unit can be equipped with 1 Belleros Energy Cannon (Power Rating +1).

## ABILITIES

**Broad Spectrum Data-tether:** Add 1 to the Leadership characteristic of <FORGE WORLD> units whilst they are within 3" of any friendly units with this ability.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS:** HEAVY, VEHICLE, SKORPIUS DISINTEGRATOR