






# 1850 Pts - Cult Mechanicus - Matt Root 1st Overall Flying Monkey GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Adeptus Mechanicus War Convocation (34 , 1640 pts)</b>												
Tech-Priest Dominus	1		4	5	4/5	4	3	3/1	2	9	2+/5(i)	105
Relentless; <b>Infantry</b> (Character); Artificer Armour; Power Axe; Mechadendrite Harness; Refractor Field; Scryerskull; Eradication Ray; Phosphor Serpenta; Digital Weapons; Stasis Field: While a model equipped with a stasis field has Gone To Ground, it gains a 2+ invulnerable save, but its Weapon Skill and Ballistic Skill characteristics are reduced to 0. (See C:CM, pg. 77.); Canticles of the Ommissiah; Feel No Pain; Independent Character; Master of Machines; <b>Warlord</b> ; The Scryerskull Perspicatus												
Cult Mechanicus Battle Congregation	1	Grp: Detachment										0
Ldr: Adeptus Mechanicus War Convocation												
Kataphron Destroyers	3		3	3	5	5	2	3	1	8	4+	165
<b>Infantry</b> ; Kataphron Demiplate; Heavy Grav-cannon (x3): 30"R, S *, AP2, Salvo 4/6, Concussive, Graviton.; Cognis Flamer (x3); Canticles of the Ommissiah; Heavy Battle Servitors; Very Bulky												
Kataphron Destroyers	3		3	3	5	5	2	3	1	8	4+	165
<b>Infantry</b> ; Kataphron Demiplate; Heavy Grav-cannon (x3): 30"R, S *, AP2, Salvo 4/6, Concussive, Graviton.; Cognis Flamer (x3); Canticles of the Ommissiah; Heavy Battle Servitors; Very Bulky												
Oathsworn Detachment [KNI]	1	Grp: Detachment										0
Ldr: Adeptus Mechanicus War Convocation												
Knight Crusader [KNI]	1	Grp: 	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3		425
HP: 6 (C:IK, pg. 106); <b>Vehicle</b> (Superheavy Walker); Ion Shield; Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Rapid-fire Battle Cannon; Meltagun; Stormspear Rocket Pod; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Adeptus Mechanicus War Convocation	1	Grp: Detachment										780
Battle Maniple	1	Grp: ☒										[780]
Skitarii Vanguard	4		3	4	3	3	1	3	1	8	4+	[55]
Vanguard Alpha	1		3	4	3/5	3	2	3	2/3	9	4+/4(i)	[19]
Skitarii Rangers	4		3	4	3	3	1	3	1	8	4+	[65]
Ranger Alpha	1		3	4	3	3	2	3	2	9	4+/4(i)	[21]
Sicarian Ruststalkers	4		4	4	4	3	2	4	2/3	8	4+	[160]
Ruststalker Princeps	1		4	4	4	3	2	4	3	9	4+/4(i)	[40]
Sicarian Infiltrators	4		4	4	4/6	3	2	4	2/3	8	4+	[185]
Infiltrator Princeps	1		4	4	4/6	3	2	4	3/4	9	4+/4(i)	[45]
Sydonian Dragoons	5	Grp: WS: 4 BS: 4 St: 5 In: 3 At: 3 FA: 11 SA: 11 RA: 11 HP: 2 Save: -										[225]
Onager Dunecrawlers	1	Grp: WS: 3 BS: 4 St: 5/10 In: 2 At: 1 FA: 12 SA: 12 RA: 11 HP: 3 Save: -										[90]
<b>: Company of the Great Wolf Detachment (6 ⚔, 210 pts)</b>												
Rune Priest in Power Armour (HQ) [CoF]	1		5	4	4/5	4	2	4/1	2/3	10	3+	85
Servitors (Elite) [CoF]	1		3	3	3/6	3	1	3/1	1	8	4+	10
Drop Pod (Fast) [CoF]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
Drop Pod (Fast) [CoF]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
Drop Pod (Fast) [CoF]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
Servitors (Elite) [CoF]	1		3	3	3/6	3	1	3/1	1	8	4+	10

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Company of the Great Wolf Detachment [CoF]	1	Grp: Detachment										0
First Among Equals; Kingsguard; Preferred Enemy (Characters); Sagaborn												
											<b>Total Cost:</b>	<b>1850</b>

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Psychic Powers	
<b>Biomancy</b>	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
<b>Daemonology: Malefic Powers</b>	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
<b>Daemonology: Sanctic Powers</b>	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
<b>Divination</b>	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
<b>Telekinesis</b>	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
<b>Tempestas</b>	0 - Living Lightning, 1 - Storm Caller, 2 - Tempest's Wrath, 3 - Thunderclap, 4 - Murderous Hurricane, 5 - Fury of the Wolf Spirits, 6 - Jaws of the World Wolf (see C:SW, pg. 101).
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Bulky	Bulky (see WH40k, pg. 159).
Canticles of the Ommissiah	
Counter-attack	Counter-attack (see WH40k, pg. 163).
Crawler	
Crusader	Crusader (see WH40k, pg. 163).
Crux Mechanicus	
Datalock	
Doctrina Imperatives	
Drop Pod Assault	Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. (See C:SW, pg. 74).
Dunestrider	
Fear	Fear (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Feel No Pain (6+)	Feel No Pain (see WH40k, pg. 164).
Field Harmonics	
First Among Equals	All Wolf Guard Battle Leaders, Wolf Guard Pack Leaders, Wolf Guard Terminator Leaders and Thunderwolf Cavalry Pack Leaders that are part of a Detachment or Formation presented in this book have the Preferred enemy (Characters) special rule when fighting in a challenge. (See Champions of Fenris, pg. 48).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Grimnar's Right Hand	If this detachment is your Primary Detachment, you can re-roll the result when rolling on the Chapiions of Fenris Warlord Traits Table. (See Champions of Fenris, pg. 50).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Heavy Battle Servitors	
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point. (See C:SW, pg. 74).
Incense Cloud	
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	If a Drop Pod scatters on top of impassible terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap. (See C:SW, pg. 74).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).

Kingsguard	The following models have +1 WS in their profile when chosen as part of this detachment: Wolf Guard, Wolf Guard Pack Leader, Wolf Guard Terminator, Wolf Guard Terminator Leader, Thunderwolf Cavalry, Thunderwolf Cavalry Pack Leader. (See Champions of Fenris, pg. 50).
Master of Machines	
Mindlock	Unless it also contains an Iron Priest, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+ this special rule has no effect this turn. On a roll of 1, 2, or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot, or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves. (See C:SW, pg. 63).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Neurostatic Aura	
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Rad-saturation	
Relentless	Relentless (see WH40k, pg. 170).
Sagaborn	Characters that are part of a Detachment or Formation presented in this book must always issue and accept a challenge whenever possible. If you have several models in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. (See Champions of Fenris, pg. 48).
Smash	Smash (see WH40k, pg. 171).
Stealth	Stealth (see WH40k, pg. 172).
Strikedown	Strikedown (see WH40k, pg. 172).
Thralls	If servitors are included in a Detachment that includes at least one Iron Priest, the Servitors do not use up a FOC slot. (See C:SW, pg. 63).
Tireless Advance	
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Walker)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Walker, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Arc Maul	S+2, AP4, Melee, Concussive, Haywire.
Arc Pistol	12"R, S6, AP5, Pistol, Haywire.
Arc Rifle	24"R, S6, AP5, Rapid Fire, Haywire.
Arkhan's Divinator	See C:S, pg. 78.
Artificer Armour	Confers a 2+ Armour save.
Avenger Gatling Cannon	36" Range; S 6; AP 3; Heavy 12, Rending (See C:IK, pg. 115).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Broad Spectrum Data-tether	
Chordclaw	S User, AP5, Melee, Molecular Dissonance, Transonic.
Cognis Flamer	Template, S4, AP5, Assault 1, Cognis Flamewall.
Cognis Heavy Stubber	36"R, S4, AP6, Heavy 3, Cognis.
Cognis Manipulator	
Conversion Field	A conversion field confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test. (See C:CM, pg. 77.)
Digital Weapons	
Emanatus Force Field	
Eradication Ray	0-12"R, S8, AP1, Heavy 1; 12-24"R, S6, AP3, Heavy 1, Blast.
Flechette Blaster	12"R, S2, AP -, Burst Pistol, Shred.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Galvanic Rifle	30"R, S4, AP4, Rapid Fire, Precision Shots.
Heavy Flamer	Template; S 5; AP 4; Assault 1.

Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Icarus Array	Daedalus Missile Launcher: 48"R, S7, AP2, Heavy 1, Skyfire. Gatling Rocket Launcher: 48"R, S6, AP4, Heavy 5, Ignores Cover, Skyfire. Twin Icarus Autocannon: 48"R, S7, AP4, Heavy 2, Interceptor, Skyfire, Twin-linked..
Infoslave Skull	
Ion Shield	[Undefined String: kni7 IonS] (See C:IK, pg. 117).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Mechadendrite Harness	
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Mindprobe Scanner	
Mindscrambler Grenades	8"R, S X, AP4, Assault 1, Blast, Haywire, Neural Trauma.
Omnispex	
Phosphoenix	6"R, S5, AP2, Pistol, Luminagen, Phosphex, Poisoned (3+) (C:S, pg. 78.).
Phosphor Serpenta	18"R, S5, AP4, Assault 1, Luminagen.
Plasma Caliver	18"R, S7, AP2, Assault 3, Gets Hot.
Power Armour	Power Armour confers a 3+ Armour save. (See C:SW, pg. 99).
Power Axe	S +1; AP 2; Melee, Unwieldy.
Prehensile Dataspike	S User, AP5, Melee, Dataspike, Haywire, Specialist Weapon.
Radium Carbine	18"R, S3, AP5, Assault 3, Rad Poisoning.
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast (See C:IK, pg. 115).
Runic Axe	S +1; AP 2; Melee, Force, Unwieldy, Ward. (See C:SW, pg. 97).
Scryerskull	
Searchlight	(see WH40k, pg. 98).
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg. 97).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Stormspear Rocket Pod	48" Range; S 8; AP 3; Heavy 3 (See C:IK, pg. 116).
Taser Goad	S+2, AP -, Melee, Taser.
Taser Lance	S+3/+2, AP -, Melee, Joust, Taser.
The Omnicient Mask	See C:S, pg. 78.
The Phase Taser	S+2, AP -, Melee, Taser, Interdimensional Electrocutation (C:S, pg. 78.).
The Scryerskull	See C:CM, pg. 78.
Perspicator	
Transonic Razor	S User, AP5, Melee, Transonic.
Upgrade to Psyker (Mastery Level 2)	