




# ▲ 1850 Pts - Cult Mechanicus - Geoff Robinson 7th Overall BAO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Knight Crusader (30 ⚔, 1470 pts)</b>												
Cult Mechanicus Battle Congregation	1	Grp: Detachment										0
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; Infoslave Skull; 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.); Acute Senses; Canticles of the Ommissiah; Feel No Pain; Independent Character; Master of Machines; <b>Warlord</b> ; The Scryerskull Perspicatus												
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												
Adeptus Mechanicus War Convocation (Primary Detachment)	1	Grp: Detachment										610
<b>Restriction:</b> Must have a Skitarii Battle Maniple and an Imperial Knight Oathsworn Detachment drag-and-dropped under it.												
Battle Maniple	1	Grp: ☠										[610]
Crux Mechanicus; Datalock; Tireless Advance												
Skitarii Vanguard	4		3	4	3	3	1	3	1	8	4+	[55]
<b>Infantry</b> ; Skitarii War Plate; Radium Carbine (x2); Plasma Caliver (x2); Omnispex; Doctrina Imperatives; Feel No Pain (6+); Rad-saturation; Relentless												
Vanguard Alpha	1		3	4	3/5	3	2	3	2	9	4+/4(i)	[19]
Radium Carbine; Automatic Unit Type; Conversion Field; Digital Weapons; The Phase Taser												
Skitarii Rangers	4		3	4	3	3	1	3	1	8	4+	[65]
<b>Infantry</b> ; Skitarii War Plate; Galvanic Rifle (x2); Transuranic Arquebus (x2); Omnispex; Doctrina Imperatives; Feel No Pain (6+); Move Through Cover; Relentless												
Ranger Alpha	1		3	4	3/5	3	2	3	2	9	4+	[21]
Galvanic Rifle; Automatic Unit Type; Arc Maul; Digital Weapons; Arkhan's Divinator												
Sicarian Ruststalkers	4		4	4	4	3	2	4	2/3	8	4+	[160]
<b>Infantry</b> ; Sicarian Battle Armour; Transonic Razor; Chordclaw; Mindscrambler Grenades; Bulky; Doctrina Imperatives; Dunestrider; Feel No Pain; Furious Charge												
Ruststalker Princeps	1		4	4	4	3	2	4	3	9	4+/4(i)	[40]
Automatic Unit Type; Transonic Razor; Chordclaw; Mindscrambler Grenades; Conversion Field; Digital Weapons; Prehensile Dataspike; Zealot; The Omniscient Mask												
Sicarian Infiltrators	4		4	4	4/6	3	2	4	2/3	8	4+	[185]
<b>Infantry</b> ; Sicarian Battle Armour; Flechette Blaster; Taser Goad; Bulky; Doctrina Imperatives; Dunestrider; Feel No Pain; Infiltrate; Neurostatic Aura; Stealth												
Infiltrator Princeps	1		4	4	4/6	3	2	4	3/4	9	4+/4(i)	[45]
Automatic Unit Type; Flechette Blaster; Taser Goad; Conversion Field; Digital Weapons; Infoslave Skull; Acute Senses; The Skull of Elder Nikola												
Ironstrider Ballistarius	1	Grp: WS: 3 BS: 4 St: 5 In: 3 At: 2 FA: 11 SA: 11 RA: 11 HP: 2 Save: -										[55]
<b>Vehicle</b> (Walker, Open-Topped); Broad Spectrum Data-tether; Searchlight; TL Cognis Lascannon (x1); Crusader; Doctrina Imperatives; Dunestrider; Hammer of Wrath; Precision Shots												
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>Vehicle</b> (Walker); Broad Spectrum Data-tether; Emanatus Force Field; Searchlight; Icarus Array (x1); Cognis Heavy Stubber (x1); Cognis Manipulator (x1); Crawler; Doctrina Imperatives; Field Harmonics; Hammer of Wrath												
Oathsworn Detachment [KNI]	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Knight Crusader [KNI]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6											425
			(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										
<b>Formation: Librarius Conclave (4 , 380 pts)</b>													
Librarius Conclave [UM]	1	Comm: 											380
			(CAA:SM, pg. 182); Chief Librarian Tigurius (HQ); Librarian (HQ); Librarian in Terminator Armour (HQ); Empyric Channeling										
Chief Librarian Tigurius (HQ) [UM]	1			5	4	4/6	4	3	4	2/3	10	3+	[165]
		(CAA:SM, pg. 117); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Hood of Hellfire; Bolt Pistol; Rod of Tigurius; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Master of Prescience; Psyker (Mastery Level 3); Scions of Guilliman; <b>Biomancy; Daemonology; Malefic Powers; Daemonology; Sanctic Powers; Divination; Pyromancy; Telekinesis; Telepathy</b>											
Librarian (HQ) [UM]	1			5	4	4/5	2	4/1	2/3	10	3+	[95]	
		(CAA:SM, pg. 131); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Melta Bombs; <b>Biomancy; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy</b>											
Librarian in Terminator Armour (HQ) [UM]	1			5	4	4/6	4	2	4	2	10	2+/5(i)	[120]
		(CAA:SM, pg. 131); <b>Infantry</b> (Character); Psychic Hood; Terminator Armour; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Bulky; Deep Strike; Independent Character; Psyker (Mastery Level 2); Relentless; Melta Bombs; <b>Biomancy; Daemonology; Malefic Powers; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy</b>											
											<b>Total Cost:</b>	<b>1850</b>	

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Relics	
Hood of Hellfire	The Hood of Hellfire is a psychic hood. Furthermore, it enables Tigurius to re-roll failed Psychic tests.
Rod of Tigurius	S +2; AP 4; Melee, Concussive, Force. Master-crafted, Soul Blaze.
Doctrines	
Assault Doctrine	Affected models can re-roll To Hit rolls of 1 in the Assault phase of this turn. Affected models in Assault Squads, Bike Squads, Attack Bike Squad and Centurion Assault Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Assault phase of this turn. (See CAA:SM, pg. 189).
Devastator Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting phase of this turn. Affected models in Devastator and Centurion Devastator Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting phase of this turn. (See CAA:SM, pg. 189).
Tactical Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting and Assault phases of this turn. Affected models in Tactical Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting and Assault phases of this turn. (See CAA:SM, pg. 189).
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>Fulmination</b>	0 - Electrosurge, 1 - Electroshield, 2 - Electopulse, 3 - Lightning Arc, 4 - Fists of Lightning, 5 - Magnetokinesis, 6 - Electrodisplacement (see CS: Angels of Death, pg. 110).
<b>Geokinesis</b>	0 - Chasm, 1 - Earth Blood, 2 - Scorched Earth, 3 - Landquake, 4 - Phase Form, 5 - Warp Quake, 6 - Shifting Worldscape (see CS: Angels of Death, pg. 111).
<b>Librarius</b>	0 - The Emperor's Wrath, 1 - Veil of Time, 2 - Fury of the Ancients, 3 - Psychic Fortress, 4 - Might of Heroes, 5 - Psychic Scourge, 6 - Null Zone (see CS: Angels of Death, pg. 108).
<b>Pyromancy</b>	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
<b>Technomancy</b>	0 - Subvert Machine, 1 - Blessing of the Machine, 2 - Machine Curse, 3 - Reforge, 4 - Warpmetal Armour, 5 - Fury of Mars, 6 - Machine Flense (see CS: Angels of Death, pg. 109).
<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>Telepathy</b>	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
<b>Special Rules</b>	
Acute Senses	Acute Senses (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	
Chapter Tactics (Ultramarines)	Chapter Tactics (Ultramarines) (see CAA:SM, pg. 189-190).
Crawler	
Crusader	Crusader (see WH40k, pg. 163).
Crux Mechanicus	
Datalock	
Deep Strike	Deep Strike (see WH40k, pg. 162).
Doctrina Imperatives	
Dunestrider	
Empyric Channeling	At the start of the Psychic phase, you can nominate one Librarian from this Formation. If you do this, the nominated Librarian has access to any psychic powers known by other Librarians from this Formation within 12" until the end of the phase; however, other Librarians from this Formation within 12" of the nominated Librarian cannot manifest psychic powers until the end of the phase. Furthermore, when the nominated Librarian makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is one other Librarian from this Formation within 12", or 2+ rather than 4+ if there are two or more other Librarians from this Formation within 12". (See CAA:SM, pg. 183).
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	
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Heavy Battle Servitors	
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).
Master of Machines	
Master of Prescience	When generating psychic powers, Tigurius may re-roll any roll of the dice to see which powers he knows. In addition, if your army contains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same Detachment. (See CAA:SM, pg. 117).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Neurostatic Aura	
Precision Shots	Precision Shots (see WH40k, pg. 169).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Rad-saturation	
Relentless	Relentless (see WH40k, pg. 170).
Scions of Guilliman	If your army contains any Ultramarines units, you can choose to enact the Devastator Doctrine, Assault Doctrine, and Tactical Doctrine once each per game. When one of these Combat Doctrines is enacted, all Ultramarines models in your army are affected. (See CAA:SM, pg. 189).
Smash	Smash (see WH40k, pg. 171).
Stealth	Stealth (see WH40k, pg. 172).

Strikedown	Strikedown (see WH40k, pg. 172).
Tireless Advance	
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
Upgrades	
Increase Mastery Level	
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> (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.
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.
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
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	
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Mindscrambler Grenades	8"R, S X, AP4, Assault 1, Blast, Haywire, Neural Trauma.
Omnispex	
Phosphor Serpenta	18"R, S5, AP4, Assault 1, Luminagen.
Plasma Caliver	18"R, S7, AP2, Assault 3, Gets Hot.
Power Axe	S +1; AP 2; Melee, Unwieldy.
Prehensile Dataspike	S User, AP5, Melee, Dataspike, Haywire, Specialist Weapon.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
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).
Scryerskull	
Searchlight	(see WH40k, pg. 98).
Stormspear Rocket Pod	48" Range; S 8; AP 3; Heavy 3 (See C:IK, pg. 116).
Taser Goad	S+2, AP -, Melee, Taser.

Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
The Omnicient Mask	See C:S, pg. 78.
The Phase Taser	S+2, AP -, Melee, Taser, Interdimensional Electrocution (C:S, pg. 78.).
The Scryerskull Perspicatus	See C:CM, pg. 78.
The Skull of Elder Nikola	See C:S, pg. 78.
TL Cognis Lascannon	48"R, S9, AP2, Heavy 1, Cognis.
Transonic Razor	S User, AP5, Melee, Transonic.
Transuranic Arquebus	60"R, SX, AP3, Heavy 1, Sniper, Armourbane.