

# TECH-PRIEST MANIPULUS



5  
POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tech-Priest Manipulus	6"	3+	3+	4	4	4	3	8	2+

A Tech-Priest Manipulus is a single model armed with a magnarail lance, an Omnissian staff and mechadendrites.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Magnarail lance	18"	Heavy 1	7	-3	D3	If the bearer remained stationary during its Movement phase, this weapon has a Damage characteristic of 3 until the start of its next Movement phase.
Transonic cannon	8"	Assault D6	4	-1	2	This weapon automatically hits its target.
Mechadendrites	Melee	Melee	User	0	1	Each time the bearer fights, it can make D6 additional attacks with this weapon.
Omnissian staff	Melee	Melee	+2	-1	2	-

## WARGEAR OPTIONS

- This model may replace its magnarail lance with a transonic cannon.

## ABILITIES

### Canticles of the Omnissiah

**Galvanic Field:** At the start of your Movement phase, this model can choose to bolster either his warriors or his warriors' weapons:

- Bolster Warriors:** Until the start of your next Movement phase, add 1" to the Move characteristic of friendly <FORGE WORLD> units that start their move within 6" of any models using the Bolster Warriors ability, and add 1 to Advance rolls and charge rolls made for friendly <FORGE WORLD> units that are within 6" of any models using the Bolster Warriors ability when the roll is made.
- Bolster Weapons:** Until the start of your next Movement phase, this model cannot move for any reason and the ranges of ranged weapons friendly <FORGE WORLD> units are armed with are increased whilst they are within 6" of any models using the Bolster Weapons ability: if the weapon has an unmodified Range characteristic of 24" or more, increase its range by 6", otherwise increase its range by 3".

**Blessed Bionics:** This model has a 5+ invulnerable save. In addition, at the beginning of your turn, this model regains D3 lost wounds.

**Master of Machines:** At the end of your Movement phase this model can repair a single friendly <FORGE WORLD> or QUESTOR MECHANICUS model within 3" (but not itself). If the model being repaired is a <FORGE WORLD> model, it regains D3 lost wounds; if it is a QUESTOR MECHANICUS model, it regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.

## FACTION KEYWORDS

IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>

## KEYWORDS

CHARACTER, INFANTRY, TECH-PRIEST, MANIPULUS

## UNIT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Tech-Priest Manipulus	1	90

## WEAPONS

WEAPON	POINTS PER WEAPON
Magnarail lance	5
Mechadendrites	0
Omnissian staff	0
Transonic cannon	0