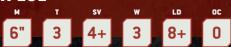
X-101



WARHAMMER LEGENDS

1997							
Φ	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Grav-gun [ANTI-VEHICLE 4+]	18"	2	3+	5	-1	2
*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Hydraulic claw	Melee	2	4+	8	-2	3

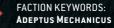
ABILITIES

FACTION: Doctrina Imperatives

Mindlock: While a **TECH-PRIEST** model is leading this model's unit, improve the Ballistic Skill and Weapon Skill characteristics of this model's weapons by 1.

Bound Creation: While a **TECH-PRIEST** model is leading this model's unit, that **TECH-PRIEST** model has the Feel No Pain 5+ ability.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, CULT MECHANICUS, X-101



WARHAMMER LEGENDS

WARGEAR OPTIONS

None

UNIT COMPOSITION

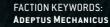
= 1 X-101 - EPIC HERO

This model is equipped with: grav-gun; hydraulic claw.

SERVITOR BODYGUARD

At the start of the Declare Battle Formations step, this model can join one other unit from your army that is being led by a **TECH-PRIEST INFANTRY** model. If it does, until the end of the battle, this model counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, CULT MECHANICUS, EPIC HERO, X-101



SERVITORS

SV

6+



Φ	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	6+	5	-1	2
	Multi-melta [HEAVY, MELTA 2]	18"	2	6+	9	-4	D6
	Plasma cannon – standard [HEAVY, BLAST]	36"	D3	6+	7	-2	1
-	Plasma cannon – supercharge [HEAVY, BLAST, HAZARDOUS]	36"	D3	6+	8	-3	2
4 ,2	MELEE WEAPONS	RANGE	٨	ws	s	٨P	п

OC

LD

INVULNERABLE SAVE

∞	MELEE WEAPUNS	RANGE	A	ws	S	AP	U
	Servitor's servo-arm	Melee	1	5+	8	-2	3
	Servitor's tools	Melee	1	5+	3	0	1

ABILITIES

FACTION: Doctrina Imperatives

Mindlock: While a **TECH-PRIEST** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **SERVITOR** models in this unit by 1.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, CULT MECHANICUS, SERVITORS



SERVITORS

Ubiquitous throughout the Imperium, mindless Servitors also accompany their priestly masters to war and aid them in heavy-duty technical endeavours. Protected by industrial cybernetics, their huge servo-arms make for brutal weapons, while some are implanted with ranged weaponry with which they defend their creators' holy work.

WARHAMMER LEGENDS

WARGEAR OPTIONS

- Up to 2 models can each have their Servitor's servo-arm replaced with one of the following:
 - 1 heavy bolter and 1 Servitor's tools
 - 1 multi-melta and 1 Servitor's tools
 - 1 plasma cannon and 1 Servitor's tools

UNIT COMPOSITION

4 Servitors

Every model is equipped with: Servitor's servo-arm.

SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a **TECH-PRIEST ENGINSEER** model (a unit cannot have more than one **SERVITORS** unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, CULT MECHANICUS, SERVITORS

