

X-101

WARHAMMER LEGENDS

M

6"

T

3

SV

4+

W

3

LD

8+

OC

0

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



FACTION KEYWORDS:
ADEPTUS MECHANICUS

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



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SERVITORS

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INVULNERABLE SAVE



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



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Servitor's servo-arm

Melee

1

5+

8

-2

3

Servitor's tools

Melee

1

5+

3

0

1



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

KEYWORDS: INFANTRY, IMPERIUM, CULT MECHANICUS, SERVITORS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

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.

SERVITORS

WARHAMMER LEGENDS

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.



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 ENGINEER** 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



FACTION KEYWORDS:
ADEPTUS MECHANICUS