

PURGE CORPS DELTIC-9

SERBERYS SULPHURHOUNDS (3 MODELS)

- The Serberys Sulphurhound Alpha model is equipped with: Mechanicus pistol; sulphur breath; cavalry arc maul; clawed limbs.
- 1 Serberys Sulphurhound model is equipped with: phosphor blast carbine; phosphor pistol; sulphur breath; clawed limbs.
- 1 Serberys Sulphurhound model is equipped with: 2 phosphor pistols; sulphur breath; clawed limbs.

The fast movement and large base size of the Serberys Sulphurhounds can be very useful for establishing a large area of control on the battlefield, as well as for intercepting enemies seeking to punish your more fragile Skitarii Vanguard in melee. Fearsome combatants though the Sulphurhounds are, keep in mind that they too are not the most durable of units, so don't be afraid to use the mere threat of them to keep your opponent away, rather than running them out into the open too early on.

PTERAXII STERYLIZORS (5 MODELS)

- The Pteraxii Sterylizor Alpha model is equipped with: flechette blaster; taser goad.
- Every Pteraxii Sterylizor model is equipped with: phosphor torch; Pteraxii talons.

The Pteraxii Sterylizors are a very potent unit, whether you deploy them by Deep Strike or start them on the battlefield and use their excellent mobility to claim key locations early on. The number of Torrent weapons they wield makes them prime candidates for the Fire Overwatch Stratagem, while using the An Evaluation of Mettle Stratagem to give them the Feel No Pain 5+ ability is a great way to enhance their survivability.

MANIPULUS SKAND (1 MODEL)

- This model is equipped with: transonic cannon; Omission staff.

This model makes an excellent Leader for the Skitarii Vanguard. As well as granting all of their attacks [LETHAL HITS], his Enhancements allow you to really tailor the unit's role on the battlefield. If you expect the unit to suffer a lot of enemy attention, you will likely want to retain the Aspergilla of Tarentum, which helps to offset the low Toughness of the Vanguard and keep them alive for longer. However, if you are facing a less durable foe concerned with escaping your own firepower, the Overcharged Electropositors Enhancement is a very effective choice, granting the Vanguard's firearms added range and the [IGNORES COVER] ability.

SKITARII VANGUARD (10 MODELS)

- The Skitarii Vanguard Alpha model is equipped with: Mechanicus pistol; Alpha combat weapon.
- 1 Skitarii Vanguard model is equipped with: arc rifle; close combat weapon.
- 1 Skitarii Vanguard model is equipped with: plasma caliver; close combat weapon.
- 7 Skitarii Vanguard models are equipped with: radium carbine; close combat weapon.

Coupled with their **BATTLELINE** keyword, the Skitarii Vanguard's Rad-saturation ability makes them a very aggressive objective-holding unit, but they are quite vulnerable to enemy attacks. Should the unit become locked in combat, it is highly advisable to use the Optimised Efficiency Stratagem to disengage them, before turning their aggression back upon the enemy with ranged attacks.



COMBAT PATROL PURGE CORPS DELTIC-9

ABILITIES

The datasheets required to use Purge Corps Deltic-9 can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This may include a Faction ability – Doctrina Imperatives – which is described below.

DOCTRINA IMPERATIVES

An Adeptus Mechanicus army marching to war is a sight both terrifying and glorious, each holy warrior a disturbing fusion of Human and machine. The ruling Tech-Priests and their fanatical followers raise modified voices in praise of the Machine God, controlling their cyborg soldiery and mechanical creations through doctrina imperatives encoded to augment and adapt the warriors' abilities.

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the **[HEAVY]** ability.
- Each time a ranged attack targets this unit, if this unit is within your deployment zone, worsen the Armour Penetration characteristic of that attack by 1.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.
- Each time a model in this unit makes a ranged attack, if the target of that attack is within your opponent's deployment zone, improve the Armour Penetration characteristic of that attack by 1.

ENHANCEMENTS

Your **TECH-PRIEST MANIPULUS** model is your **WARLORD** and has the Aspergilla of Tarentum Enhancement. You can replace this with Overcharged Electropositors.

DEFAULT ENHANCEMENT

ASPERGILLA OF TARENTUM

These gilded vents upon the Tech-Priest's hunched upper carapace enable them to disperse a spray of holy unguent over the faithful, diffused in a greasy mist. The sanctified substance coats thick robes and exposed bionics alike in a viscous layer that bleeds potential energy from incoming attacks.

Each time an attack targets the bearer's unit, subtract 1 from the Wound roll.

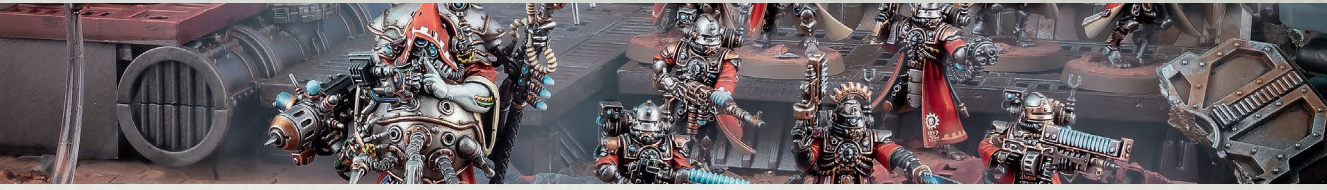
OR

OPTIONAL ENHANCEMENT

OVERCHARGED ELECTROPOSITORS

Drawing on reserves of the holy Motive Force, the Tech-Priest infuses their nest of coiling electropositors so that they thrum with overcharged power. With this potential energy, they invigorate their servants' weapons with the power and reach to cut down the Machine God's enemies wherever they hide.

Add 6" to the Range characteristic of ranged weapons equipped by models in the bearer's unit, and those weapons have the **[IGNORES COVER]** ability.



SECONDARY OBJECTIVES

You will use the Targeted Purge secondary objective. You can replace this with Prescribed Excoriation.

DEFAULT SECONDARY OBJECTIVE

TARGETED PURGE

In a binharic decree, an enemy of the Ommissiah has been designated for priority purgation. The proof of their flesh and blood frailty and their existence as a weak link amongst the foe must be forged swiftly and unequivocally.

At the start of the first battle round, your opponent must select one unit from their army (excluding **MONSTER** and **VEHICLE** units).

At the end of the battle, you score 12VP if that unit is destroyed.

OR

OPTIONAL SECONDARY OBJECTIVE

PRESCRIBED EXCORIATION

The enemy have broken through in this region, but they must be contained, lest they gain a foothold in which to funnel ever more troops. As the Ommissiah's legions gather to mount a full-scale counterattack, the foe must first be delayed or driven back, no matter the cost to the Tech-Priest's willing servants.

From the second battle round onwards, at the end of your turn, you score 3VP if there are no enemy units within your deployment zone (excluding Battle-shocked units). If there are no enemy units within 6" of your deployment zone (excluding Battle-shocked units), you score 5VP instead.

STRATAGEMS

You can use the following Stratagems:

AN EVALUATION OF METTLE

PURGE CORPS DELTIC-9 – BATTLE TACTIC STRATAGEM

The hardiness of even basic mechanical augmentations can be correlated to the faith of those who bear them. Or so the Tech-Priests proclaim to Skitarii under attack.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

OPTIMISED EFFICIENCY

PURGE CORPS DELTIC-9 – STRATEGIC PLOY STRATAGEM

Heeding the holy word of the Ommissiah, his warriors optimise their own brain chemistry to grant them a machinelike focus on their sacred priorities.

WHEN: Your Movement phase, just after an **ADEPTUS MECHANICUS** unit from your army Falls Back.

TARGET: That **ADEPTUS MECHANICUS** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

ACCEPTABLE RISK RATIO

PURGE CORPS DELTIC-9 – BATTLE TACTIC STRATAGEM

In an emotionless calculus of war, the Machine God's warriors are tasked to unburden their weapons of fail-safes and overcharge limits. The risk to the weapons' wielders is deemed insignificant when weighed against the potential for greater immediate carnage amongst the foe.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and those weapons have the **[HAZARDOUS]** ability.



MANIPULUS SKAND

M T SV W LD OC
6" **4** **2+** **4** **7+** **1**
5+ INVULNERABLE SAVE



Combat Patrol Datasheet

Amongst the augmentations of Manipulus Skand is a galvanic cell from which he channels powerful charges of the Motive Force. He can drain power sources dry and use the energy to overcharge the cells of his warriors' armaments, all while he defends the works of the Omnissiah with blasts from his own arcane weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Transonic cannon [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	4	0	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian staff	Melee	4	3+	6	-1	2

LEADER

This model can be attached to the following unit: SKITARII VANGUARD

ABILITIES

CORE: Leader

Galvanic Field: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, CULT MECHANICUS, TECH-PRIEST, MANIPULUS, MANIPULUS SKAND



FACTION KEYWORDS: ADEPTUS MECHANICUS

SKITARII VANGUARD

M T SV W LD OC
6" **3** **4+** **1** **7+** **2**
5+ INVULNERABLE SAVE



Combat Patrol Datasheet

The hyper-irradiated shot unleashed by the Skitarii Vanguard's carbines ensure those that would otherwise survive the injury still sicken and die. Vanguard are infused with this radiation, emitting a debilitating aura they themselves are inured to. This hardens them to fight in the most toxic war zones to defend the Tech-Priests' interests.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Arc rifle [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	30"	1	4+	8	-1	D3
Plasma caliver – standard	30"	2	4+	7	-2	1
Plasma caliver – supercharge [HAZARDOUS]	30"	2	4+	8	-3	2
Radium carbine [ANTI-INFANTRY 4+]	18"	3	4+	3	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Alpha combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

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

ABILITIES

FACTION: Doctrina Imperatives

Rad-saturation (Aura): While an enemy unit (excluding VEHICLE units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, SKITARII, VANGUARD



FACTION KEYWORDS: ADEPTUS MECHANICUS

SERBERYS SULPHURHOUNDS

M 12" T 4 SV 4+ W 2 LD 7+ OC 2

5+ INVULNERABLE SAVE



Combat Patrol Datasheet

Sulphurhound cavalry squadrons are aggressive shock troops and line-breakers. The loping, mechanical beasts breathe gouts of incinerating phosphor and disembowel the foe with slashing claws, while the elite Skitarii riders unload incandescent pistol fire as they smash through defence lines, before circling back for survivors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Phosphor blast carbine [BLAST, IGNORES COVER]	18"	D6	4+	6	0	1
Phosphor pistol [IGNORES COVER, PISTOL]	12"	1	4+	4	0	1
Sulphur breath [IGNORES COVER, PISTOL, TORRENT]	9"	D6	N/A	3	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cavalry arc maul [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	1	4+	5	-1	1
Clawed limbs	Melee	4	4+	4	0	1

ABILITIES

FACTION: **Doctrina Imperatives**

Line-breakers: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit that is within Engagement Range of that enemy unit, adding 2 to the result if this unit started its Charge move within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units. For each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: MOUNTED, IMPERIUM, SKITARI, SERBERYS SULPHURHOUNDS

FACTION KEYWORDS:
ADEPTUS MECHANICUS

PTERAXII STERYLIZORS

M 12" T 4 SV 4+ W 2 LD 7+ OC 1

5+ INVULNERABLE SAVE



Combat Patrol Datasheet

Sterylizors are eradicators of cybernetic parasite organisms within ships and manufactorums, and eagerly unleash the chemical fire of their phosphor torches upon the Machine God's foes. They descend in flocks from the sky upon membranous wing-packs, their vicious talons primed, eager to see their enemies writhe in flames.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Phosphor torch [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Pteraxii talons	Melee	2	4+	4	0	1
Taser goad [SUSTAINED HITS 2]	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Doctrina Imperatives**

Searing Conflagration: Each time a model in this unit makes an attack with a phosphor torch that targets an enemy unit within range of an objective marker, re-roll a Wound roll of 1. If this unit is also within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, each time such an attack targets such a unit, you can re-roll the Wound roll instead.

KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIUM, SKITARI, PTERAXII, STERYLIZORS

FACTION KEYWORDS:
ADEPTUS MECHANICUS