



COMBAT PATROL: ADEPTUS MECHANICUS

MANIPLE VERASK-ALPHA

This combined arms combat maniple was first assembled by Enginseer Verask to provide him with protection and martial might during the fighting around the turbine-city of Shadravorsk. Even as the Enginseer sought to repair exchanger shrines damaged by the Ork invaders and recover precious archeotech dropped by slain tech-magi, so his cyborg warriors exterminated one greenskin attack wave after another with their devastating firepower.

This Combat Patrol includes the units shown below.

A Enginseer Verask (1 model)

- This model is equipped with: Mechanicus pistol; Omnissian axe; servo-arm.

B Skitarii Rangers (10 models)

- 1 Skitarii Ranger Alpha is equipped with: Mechanicus pistol; Alpha combat weapon.
- 6 Skitarii Rangers are equipped with: galvanic rifle; close combat weapon.
- 1 Skitarii Ranger is equipped with: galvanic rifle; close combat weapon; enhanced data-tether.
- 1 Skitarii Ranger is equipped with: arc rifle; close combat weapon.
- 1 Skitarii Ranger is equipped with: transuranic arquebus; close combat weapon.

C Kataphron Destroyers (3 models)

- 1 Kataphron Destroyer is equipped with: heavy grav-cannon; phosphor blaster; close combat weapon.
- 2 Kataphron Destroyers are equipped with: Kataphron plasma culverin; cognis flamer; close combat weapon.

D Onager Duncrawler (1 model)

- This model is equipped with: Daedalus missile launcher; cognis heavy stubber; Icarus array; Duncrawler legs; broad spectrum data-tether.



Icarus array



Transuranic arquebus



Skitarii Ranger



D

B

C

A

COMBAT PATROL: ADEPTUS MECHANICUS

MANIPLE VERASK-ALPHA

ABILITIES

The datasheets required to use Maniple Verask-Alpha 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. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Doctrina Imperatives – that is referenced on many units' datasheets, and 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. While the ruling Tech-Priests and their fanatical followers raise modified voices in praise of the Machine God, their Skitarii soldiery and Servitor creations are controlled by doctrina imperatives loaded by their masters 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 ENGINEER** model is your **WARLORD** and has the Omniballistic Data-Tether Enhancement. You can replace this with Imperative Surge-wafer.

DEFAULT ENHANCEMENT

OMNIBALLISTIC DATA-TETHER

An ancient and valuable augmetic wired deep into the meat of this warrior's cerebellum, this device maintains a constant data-choral uplink with servitor satellites in orbit. Their binharic augury lights up the bearer's optic feeds with advanced targeting cogitations.

Each time the bearer's unit is selected to shoot, you can re-roll one Hit roll and you can re-roll one Wound roll when resolving those attacks.

OR

OPTIONAL ENHANCEMENT

IMPERATIVE SURGE-WAFER

When compelled to do so by predetermined strategic parameters, the bearer of this item reverently snaps its plastek housing and inserts the data wafer within into their augmetic receptor. At once, they are filled by a divine surge of motive force, their mental cogitators whirring with data-overcharge that flows out into the minds of their fellow faithful. Inspired by their moment of data-revelation, the Ommissiah's faithful gun down their victims with inhuman accuracy and efficiency.

Once per battle, when the bearer's unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in the bearer's unit have the **[PRECISION]** ability.

SECONDARY OBJECTIVES

You will use the Explorator Acquisition secondary objective. You can replace this with Holy Apparatus.

DEFAULT SECONDARY OBJECTIVE

EXPLORATOR ACQUISITION

Rumours of hidden archeotech have led the servants of the Machine God to this place. With unbelievers swarming the area, the precious technologies must be swiftly located, reverently extracted, and borne away to safety.

From the second battle round onwards, at the end of your Command phase, roll one D6, adding 1 to the result for each objective marker you control: on a 7+, a piece of valuable archeotech is found and you score 4VP.

You cannot score more than 12VP from this secondary objective.

OR

OPTIONAL SECONDARY OBJECTIVE

HOLY APPARATUS

The sanctity of the Omnissiah's blessed war machines – and the lives of those high priests who shepherd them into battle – must be preserved. If this be at the cost of countless lesser servants of the Omnissiah, then it is the privilege of those cyborg drudges to give their lives for so righteous a cause.

At the end of the battle:

- You score 4VP if your **WARLORD** is not destroyed.
- You score 4VP if your **ONAGER DUNECRAWLER** model is not destroyed and is not Below Half-strength.
- You score 2VP if your **ONAGER DUNECRAWLER** model is not destroyed but is Below Half-strength.

STRATAGEMS

You can use the following Stratagems:

RETRIBUTION CODES

MANIPLE VERASK-ALPHA – STRATEGIC PLOY STRATAGEM

Vengeful subroutines within this Tech-Priest's augmetic architecture ensure that, should they be slain, a purge code is beamed far and wide directing the faithful to hunt down their killer.

WHEN: Any phase.

TARGET: One **TECH-PRIEST** model from your army that was just destroyed by an attack made by an enemy model. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Until the end of the battle, each time an **ADEPTUS MECHANICUS** model from your army makes an attack that targets that enemy model's unit, re-roll a Hit roll of 1.

REACTIVE FIELD-SHROUD

MANIPLE VERASK-ALPHA – BATTLE TACTIC STRATAGEM

Triggered by autodetection of incoming enemy fire, single-burst shield capacitors raise a defensive power field around their bearers before burning out in showers of sparks.

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

TARGET: One **TECH-PRIEST** or **SKITARI** 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 a 4+ invulnerable save.

RETROGRADIAL TARGETING

MANIPLE VERASK-ALPHA – STRATEGIC PLOY STRATAGEM

Whether it be by literal ocular implants in the back of their heads, or through advanced cover-target subroutines, this unit is able to lay down deadly accurate volleys to suppress the foe even as they fall back from combat.

WHEN: Your Movement phase, just after a **TECH-PRIEST** unit from your army ends a Fall Back move.

TARGET: That **TECH-PRIEST** unit.

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

ENGINEER VERASK

M T SV W LD OC
6" **4** **3+** **3** **7+** **1**

5+ INVULNERABLE SAVE



Combat Patrol Datasheet

Engineers maintain many of the Imperium's mechanisms, such as reactors, battle tanks and even starships. Engineer Verask is respected amongst his fellow Tech-Priests both for his innate connection to the machine spirits of such Imperial war engines, and for his uncompromising brutality in battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian axe	Melee	3	4+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	4+	6	-2	2

LEADER

This model can be attached to the following unit: **SKITARII RANGERS**

ABILITIES

CORE: **Leader**

Engineer: While this model is within 3" of one or more friendly **ADEPTUS MECHANICUS VEHICLE** units, unless it is leading a unit, this model has the Lone Operative ability.

Omnissiah's Blessing: In your Command phase, select one friendly **ADEPTUS MECHANICUS** model within 3" of this model. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per Command phase.

KEYWORDS: INFANTRY, CHARACTER, TECH-PRIEST, IMPERIUM, ENGINEER, VERASK

FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKITARII RANGERS

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

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

Rangers relentlessly pursue their quarry over months or even years, tracking their prey unto death. They bear antique, long-barrelled galvanic rifles, whose energised ammunition transfers a coruscating charge when it hits, leaving the prey a smoking husk while the Rangers are already lining up their next target.

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
Galvanic rifle	30"	2	4+	4	0	1
Transuranic arquebus [HEAVY, PRECISION]	36"	1	4+	7	-2	D3
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

ABILITIES

CORE: **Scouts 6"**

FACTION: **Doctrina Imperatives**

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, SKITARII, RANGERS

FACTION KEYWORDS:
ADEPTUS MECHANICUS

KATAPHRON DESTROYERS

M T SV W LD OC

5" 6 3+ 3 7+ 1

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

These biomechanical constructs operate as mobile heavy weapons platforms, bearing large esoteric cannons as well as close defence armaments. Their ballistic subroutines can be directed to operate independently of preprogrammed battle protocols, making them flexible tools of destruction.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Heavy grav-cannon [ANTI-VEHICLE 2+]	30"	4	4+	6	-1	2
Kataphron plasma culverin – standard	36"	4	4+	7	-2	1
Kataphron plasma culverin – supercharge [HAZARDOUS]	36"	4	4+	8	-3	2
Phosphor blaster [IGNORES COVER, RAPID FIRE 1]	24"	1	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	5	0	1

ABILITIES

None.

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

KEYWORDS: INFANTRY, IMPERIUM, KATAPHRON, DESTROYERS

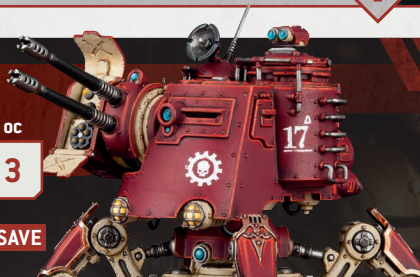
FACTION KEYWORDS:
ADEPTUS MECHANICUS

ONAGER DUNECRAWLER

M T SV W LD OC

8" 10 2+ 11 7+ 3

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

The Onager Duncrawler's flexible armaments can blast apart squadrons of aircraft or atomise elite infantry in beams of blinding energy. They are versatile heavy weapons platforms, well-shielded and easily able to advance alongside Skitarii as their multiple limbs propel them over treacherous obstacles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]	36"	3	4+	4	0	1
Daedalus missile launcher [ANTI-FLY 2+]	48"	1	4+	10	-2	D6+1
Icarus array [ANTI-FLY 4+, TWIN-LINKED]	48"	6	4+	8	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Duncrawler legs	Melee	3	4+	6	0	1

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: Deadly Demise D3

FACTION: Doctrina Imperatives

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SKITARI, ONAGER DUNECRAWLER

FACTION KEYWORDS:
ADEPTUS MECHANICUS