

WARHAMMER
40,000
SIXTH EDITION
CULT MECHANICUS



The
Tempus Fugitives



A WARHAMMER 40,000 CODEX FOR NARRATIVE CAMPAIGNS

CULT MECHANICUS

WRITTEN BY STUART MACKANESS
LAYOUT AND SUPPORT BY ANDREW FISH

FULLY UPDATED FOR 6TH EDITION

This is not an official codex. It is a supplementary army list for use with Tempus Fugitive events and should not be considered in any way official outside of those events. That said the units and rules within have been playtested and developed with balance and fairness in mind and players are welcome to use these rules in their own games of Warhammer 40,000.

The Tempus Fugitives have designed this army list to be (we hope) as enjoyable and fun to use as possible. It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.

The fantastic front cover is by the extremely talented artist Ian Field-Richards. You can see more of his work at <http://www.zilla774.com/>

Several people have attempted various incarnations of an Adeptus Mechanicus army list and we give full credit to their work, particularly Tim Hucklebery. However, this document is an evolution of the development of the Cult Mechanicus armies used at Tempus Fugitive events and any similarity is more likely due to a common point of inspiration rather than any deliberate duplication on my part. That said, one or two ideas may have in fact originated in the community rather than from the original source material and we apologise in advance if anything appears here that has not been properly credited.

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CONTRIBUTIONS BY THE TEMPUS FUGITIVES

SCOTT ANDERSON
TREVOR CAMPBELL-LOWE
RICHARD DAGNELL
LAURENS 'LAW' EDWARDS
ROSS HUBBARD
XAVIER LINDSAY
EDD RALPH
MARIO RUIZ FRAILE
BENJAMIN SEPHTON-SMITH
GAVIN TOWNSEND

DESIGNED TO BE COMPATIBLE WITH THE

AGE OF THE EMPEROR



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Please note: Donations are non-refundable.

Thank you!
Ulfhedin
July 2012



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INTRODUCTION

THE WARHAMMER 40,000 GAME

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures set in the war-torn universe of the 41st Millennium. Every army has its own Codex book that works with these rules allowing you to turn your collection of miniatures into an organised force ready for your games of Warhammer 40,000. This Codex details everything you need to know about the Cult Mechanicus.

COLLECTING A CULT MECHANICUS ARMY

The Tech-Priests of the Adeptus Mechanicus are the keepers of ancient knowledge and arcane technology. It is they who preserve the Emperor's Golden Throne and they who operate the Forge Worlds that feed the Imperial armouries with weapons, armour, munitions, vital spaceships and warmachines. The Priesthood of Mars blends the mystic rites associated with the Cult Mechanicus and the worship of the Omnissiah with the intricate invocations, and arcane ceremonies required to build, assemble and maintain their precious machines. Unlike many of the other major organisations within the Imperium, the Adeptus Mechanicus is not headquartered on Terra, but instead upon the original and greatest of all the Forge Worlds, the red planet of Mars.

The Cult Mechanicus covet technology in all its forms and await the arrival of the Omnissiah, a prophesied physical avatar of the Machine God. The Mechanicus believe that all technology is inhabited by a Spirit of the Omnissiah, a lesser aspect of their central deity. A reasonable man might suggest that they are mistaking the primitive remnants of Artificial Intelligence found in Imperial technology, for something spiritual. However the Cult Mechanicus are far from reasonable men...

Cult Mechanicus is an army that appeals to both the avid modeler who enjoys creating all manner of technological contraptions as well as to the ruthless commander who cares only about achieving their objective and nothing for the lives of the flesh and blood men at his command. The Cult Mechanicus fights in vast armoured formations with many unique and bizarre elements to it.

HOW THIS CODEX WORKS

Codex Cult Mechanicus contains the following sections:

The Cult Mechanicus: The first section introduces the Cult Mechanicus the technological priesthood at the heart of the Imperium and their part in the Warhammer 40,000 universe. Covering their activities during the Age of the Emperor and their founding, it includes full details of their history their organisational structure their quest for lost technology and their involvement in a millennia of bloody campaigns and brutal warfare on the battlefields of the 31st and 41st Millenniums.

Army of the Machine God: Each and every character, troop type and vehicle in the Cult Mechanicus army is examined in this section. Firstly you will find a full description of the unit describing its role within the army and its specialised combat abilities. Secondly, you will find complete rules for the unit and details of any unique skills, wargear or abilities they can use to crush the enemies of the Omnissiah.

Wargear: This section contains all details and rules for the rare and fantastic weapons, armour and equipment used by the Forge Worlds of the Cult Mechanicus.

Servants of the Omnissiah: This section contains colour photographs of the extensive range of converted miniatures available for your Cult Mechanicus army, gloriously painted by some of the best Games Workshop hobbyists.

Cult Mechanicus Army List: The army list takes all of the units presented in the Forces of the Cult Mechanicus section and arranges them so you can choose an army for your own games. Each unit type also has a point value attached to help you pit your forces against an opponent in a fair match

FIND OUT MORE

While Codex Cult Mechanicus contains everything you need to play a game with your Cult Mechanicus army, there are always more tactics to use, scenarios to fight and painting ideas to try out. The monthly magazine *White Dwarf* contains articles about all aspects of the Warhammer 40,000 game and hobby, and you can find articles specific to the Cult Mechanicus on the Tempus Fugitive website.

A MAN MAY DIE YET STILL ENDURES IF HIS WORK ENTERS THE GREATER WORK. TIME IS CARRIED UPON A CURRENT INCEPTED BY FORGOTTEN DEEDS. EVENTS OF GREAT MOMENT ARE BUT THE CULMINATION OF A SINGLE CAREFULLY PLACED THOUGHT. AS ALL MEN MUST THANK PROGENITORS OBSCURED BY THE PAST, SO MUST WE ENDURE THE PRESENT THAT THOSE WHO COME AFTER MAY CONTINUE GREATER WORK.

THE CHIME OF EONS - GARBA MOJARO MAGOS PRIME OF THE ADEPTUS MECHANICUS



THE CULT MECHANICUS

The Cult Mechanicus, or Cult of the Machine, refers to the religious beliefs of the Adeptus Mechanicus. This worship predates the Imperium itself and was shrouded in mystery long before the Emperor created the Treaty of Mars to reunite the empires of Terra with that of the Mechanicum of the red planet.

Although now fully interwoven within the fabric of the Imperium, there is much about the Adeptus Mechanicus that remains unknown. As with their secrets of science and the workings of their forge worlds, the Adeptus Mechanicus do not willingly share information with anyone outside their own organisation. If anything, they are even more closed-mouthed about their religion; although there is much speculation, little is known of the rites and practices of their worship.

OVERVIEW

Mars is a world with many names, known in antiquity as the Red Planet; the charts of the first Rogue Traders refer to the Crimson Kingdom of the Machine-Lords.



Whatever the designation all such sobriquets are mankind's way of summing up the planetary realm of the Adeptus Mechanicus - home and domain of the Tech-Priests of the Cult Mechanicus. As Forge World Primus, Mars is acclaimed as one of the wonders of the galaxy and is in every respect the workshop of the Imperium. It is the Adeptus Mechanicus who furnish the technical knowledge of the Imperium. They are the makers of the starships that allow humanity to cross the void and the guardians of the unfathomable secrets of a darker age of invention. The Mechanicum are the Great Preservers, covetous of the scientific secrets of former times and the flesh-steel savants who explore the heretical new sciences of the 41st millennium.

At the heart of this technocracy stands the iron-shod faith of the Disciples of the Machine, known throughout the Imperium as the Cult Mechanicus. These Tech-Priests acknowledge the Emperor as Master of Mankind but do not recognise the authority of the official Imperial Cult or the Ecclesiarchy. Instead of slavish worship to the Golden

Throne, the Adeptus Mechanicus follow their own mysterious strictures, many of which are said to predate the Emperor's first emergence on Terra millennia ago.

According to the Adeptus Mechanicus, knowledge is the supreme manifestation of divinity and all creatures and artefacts that embody knowledge are necessarily holy because of it. This tenet permits dangerous aliens such as the Jokaero and Eldar to be tolerated in designated areas even on Mars itself. As the Emperor is said to comprehend all that has been, is and ever will be in the memory of humanity it logically follows that he be the most vaunted object of worship. Similarly, machines which preserve knowledge from ancient times are also holy, and machine intelligences are no less divine than those of flesh and blood. While it is acknowledged that a man's worth is the sum of his knowledge, it is important to remember that for the Mechanicum, a man's body is simply an inefficient organic machine capable of preserving intellect.

As it is on all Forge Worlds, the Tech-Priest's of Mars controls all of the governmental, industrial and religious affairs on the planet. Free of any other tithes or obligations to the Imperium, in its broadest terms the population is divided into two parts. The greater masses of Martians are worker-slaves called Servitors. Servitors are not really fully human, but half-man half-machine creatures whose minds have been partially programmed to perform specific duties. The Servitors are slaves to the ruling priesthood who form a hierarchy of technicians, scientists and religious leaders. These Tech-Priests provide the Imperium with its engineers and technical experts and command the mighty armies of the Machine-God.

To understand the Cult Mechanicus you must first try and uncover its origins. Such a tale takes us back before the time of the Imperium itself when Mankind was taking its first tentative steps into the darkness of space. All such journeys begin with a first step, and that first step took Mankind to from Terra to its closest neighbour, Mars.

THE RED PLANET

The planet Mars has changed enormously since man first set foot upon its barren and arid surface. Some time shortly before the middle of the third millennium it became the first world to be terraformed. It was given an atmosphere and its deserts were turned into fertile soil. However, ecology and agriculture were never important to those with



the power on Mars – its main source of wealth lay below its surface in the form of gems, minerals and metal ores.

Once terraformed, Mars was settled by Terra's the mega corporations and industrial cartels. Desperate for the opportunities that stagnating Terra denied them, the cartel's workforce brought with them their families and the tight spaces soon became heavily industrialised and overdeveloped. Within a few short centuries Mars had grown into the first human hive world. With this hyperdense and focussed population Mars became a centre for industrial production and mining with its very name becoming synonymous with technical expertise and scientific advancement. Mars became the hub for further space exploration throughout the solar system in what became a golden era of prosperity for Mankind.

THE DARK AGE OF TECHNOLOGY AND THE STC DATABASE

The Dark Age of Technology was the zenith of Mankind's scientific knowledge and technological power in the galaxy, which lasted from the 15th Millennium until the inevitable onset of the Age of Strife in the early 25th Millennium. The start of the Dark Age of Technology was marked by the development of the Warp-Drive and the Gellar Field, allowing human spacecraft to make short Warp jumps through the recently discovered extra-dimensional realm known as the Immaterium, travelling vast interstellar distances in a relatively short amount of time. The Warp-Drive's development greatly accelerated the human colonisation of the galaxy, and for the first time allowed interstellar trade and communications between the far-flung extrasolar human colonies and the homeworld of Mankind, Terra.

During the Dark Age of Technology, a development was made that was of such significance that it became the driving force behind much of the Cult Mechanicus - the invention of the Standard Template Construct (STC) database system. These highly advanced computer databases allowed human colonies to maintain an advanced technological level. The STCs contained all human scientific and technological knowledge of the era and provided the instructions required to build anything the colonists might need. As most colonists lived relatively simple lives and required only basic equipment and machines, the more advanced technology available in a full STC was rarely utilised. The resulting exploration of the galaxy brought Mankind new knowledge, wealth and arrogance. Science is said to have become humanity's new god in this time, replacing in importance all of the previous human religions. Humanity encountered several intelligent

alien races during their expansion out into the galaxy, such as the Eldar and the warlike Orks. With these discoveries began in time the first human-alien wars. With Mankind at the height of its power, the threat of aliens was viewed as trivial and eventually non-aggression pacts were signed between Terra, its colonies and many of the alien races.

At this time, after the discovery of Warp-Drive allowed interstellar transportation, commerce and communications to develop, the human colonies were politically united with Terra in some form of federated interstellar government, thus allowing the human race to remain unified and powerful. This Golden Age for humanity would not last. Warp travel became increasingly difficult and ultimately impossible due to the great Immaterium Warp Storms that would herald the Fall of the Eldar that began in the 25th Millennium.

THE AGE OF STRIFE

The growing frequency and extent of the Warp Storms caused trade and communication between the human colonies to collapse, restoring the isolation of human settled planets and star systems. Within this relative isolation Abhumans, new human mutant subspecies like the Ogryns adapted to their environments and developed on several planets in the galaxy.

On Mars the high population relied heavily on trade with the rest of humanity and suddenly found themselves unable to feed their enormous population. Hunger and starvation followed. The sudden impossibility of Warp travel meant that the once-unified interstellar human federation broke apart into completely isolated star systems and worlds. Daemonic possession, widespread insanity and isolation led to inter-human conflict, utter anarchy and the regression of Terran civilisation into barbarism left Mars alone amongst the uncaring stars. The following 5,000 years is thus aptly named the Age of Strife by the savants of the Imperium of Man. The industrial cartels transformed over that time into a priesthood founded on the miracles of technology and the coveting of knowledge.

THE MARTIAN MECHANICUM

The Priesthood of Mars foretold of the coming of the Ommissiah. According to their teachings, knowledge is the supreme manifestation of divinity, and all creatures and artefacts that embody knowledge are holy because of it. Machines that preserve knowledge from ancient times are also holy, and machine intelligences are no less divine than those of flesh and blood. A man's worth is only the sum of his knowledge - his body is simply an organic machine capable of preserving intellect. In the tenets of the



Mechanicus of Mars, life itself is of no intrinsic value. One of the most obvious examples of this belief is the Mechanicum's use of humans as raw material in the creation of the machine-slaves known as servitors.

To the Cult Mechanicus, machines represent a higher form of life than that created through biological evolution. The ultimate object of the cult's veneration is known as the Machine God (or the *Deus Mechanicus*), which is believed to have given rise to all technologies and made them manifest through his chosen illuminati among mankind. The Cult Mechanicus await the arrival of the Ommissiah, a prophesied physical avatar of the Machine God.

THE AGE OF THE EMPEROR

The first mention of the Emperor in Imperial records is when he unified Terra at the end of the Age of Strife in the late 29th Millennium. The Primarch Horus claimed that the Emperor lived *"in Anatolia, in his own childhood"* when talking of his first meeting with the Emperor. It is known that he had been immortal and ancient even before his ascension to the Golden Throne over 10,000 years ago. The Emperor is the "New Man", the first and greatest of the new race of human psykers. He is also the collective reincarnation of the extinct shamans, sorcerers and wisemen who had guided primitive humanity during prehistoric times. As the Emperor grew older his powers began to manifest themselves and become more potent and he gradually remembered his thousands of past lives adding all of their knowledge and experience to his own.



For thousands of years before becoming the Emperor, he guided and watched humanity develop over the course of its history, assuming the guise of a large number of historical personages. Only at the end of the Age of Strife did the Emperor emerge from obscurity to take a more direct hand in the future of humanity, conquering the warring factions of Mankind's homeworld and establishing his direct rule over Terra. It is said that the Emperor accepted the deaths of the many innocents that resulted from his conquest with great remorse in order to achieve the greater good of unifying humanity and protecting it from the manifest predations of the Warp.

THE TREATY OF MARS

In the 30th Millennium, Terra was engulfed in the Unification Wars in which the Emperor of Mankind defeated the techno-barbarians of Terra and reunited humanity's homeworld under a single government. Following this decisive moment, the Emperor journeyed out from Terra to her red sister. Arriving on Mars for the first time, the Emperor met with the suspicious Forge-Priests of the Martian Mechanicum. After long discussion, the Priesthood concluded the Treaty of Mars (known as the Treaty of Olympus within the Mechanicus) to unify both Terra and Mars under the umbrella of the newborn Imperium of Man. To the Mechanicum the Emperor was a man of science in an era when most still held to the crude superstitions brought about by the disasters of the Dark Age of Technology. Instead, the Emperor valued the machine and technological advancement, and so, upon this initial foundation of mutual respect, the alliance between Terra and Mars was built.

In return for supplying matchless arms and armour for his troops, and a war fleet for them to sail the stars upon, the Emperor gave to Mars six Houses of Navigators, also promising to protect the Tech-Priests and to respect the sovereignty of their Forge Worlds. More of the unusual ways of the Adeptus Mechanicus were observed as Tech-Priests began to journey alongside the Space Marine Legions and the Imperial Army as they crossed the galaxy with the successes of the Great Crusade. As the Emperor's forces reconnected long lost colonised planets, driving out hostile xenos, they quickly found growing signs of what was to become the Imperial Cult, as the newly conquered worlds were convinced that the Emperor was a god. It was also at this time that some of the Tech-Priests first began to equate the Emperor to a living embodiment of their own Machine God and a fulfilment of what they claimed was ancient prophecy. However, not all of the Adeptus Mechanicus believed in this, a source of contention that divides their ranks even to this day



For their part following the Treaty of Mars, the Mechanicus swore to lend their technology, the mighty war machines of their Titan Legions and all of their production facilities to the purpose of his Great Crusade to reunite all the scattered worlds of Mankind beneath the rule of the Imperium. In return, the Emperor promised the Mechanicum that it could maintain its political autonomy on Mars and all of its other Forge Worlds and that it would remain immune from adherence to the atheistic doctrines of the Imperial Truth. This ensured that the Adepts of the Mechanicus could still maintain their faith in the Machine God.

Mars, as the first Forge World, is just as important to the Imperium's survival as Terra itself. With the assistance of the Mechanicum on Mars, the Emperor created the first Space Marines and fleets of interstellar starships that would carry his armies across galactic space. The objective was a Great Crusade that would unify all of the planets into one Imperium of Man, and also subdue, destroy, or force into exile all intelligent alien races from what was to become the Imperial Domain, the manifest destiny of Mankind.

FORGE WORLDS

Over long millennia of expansions, starting with that Great Crusade, other Forge Worlds have been established. Planets such as Goethe Majoris and Lucius are wonders of the galaxy. Wreathed in pollution, they are places where the

technological secrets of Terra's past are hoarded. They are covered in thousands of years of built-up progress, continent-sized machine factories, volcanic furnaces and the workshop-fortresses of the Titan Legions.

The Adeptus Mechanicus supply print-outs of these hoarded secrets, so lesser factory worlds can churn out the standard weaponry for the Imperium, yet none of them can match the quality and quantity of a Forge World's output. There, revered designs have survived since the Age of Technology and are followed; using proscribed mystic rites and invocations, to craft wondrous weapons and the most advanced equipment used by the Imperium. They are responsible for crafting tanks, fleets of battleships and even the mechanical behemoths known as Titans.

THE TITAN LEGIONS

Mars endured long centuries of isolation while anarchy tore at the ancient world of Terra. When the Emperor drew Mars back into the fold of the united Imperium, it had long since become a society very different to that of Terra. One of the most important and enduring differences was the development of the huge fighting machines known as Titans. These vast constructions were unlike anything ever seen on Terra, massive humanoid-shaped weapons of destruction powered by fission reactors and bristling with mighty cannons. On a world as barren as Mars the Titans could stride effortlessly over the hostile landscape where



mere troopers would be engulfed in the poisonous wastes and choking dust of the Martian deserts.

A Titan is a gargantuan land-battleship powered by advanced technology. Its armoured carapace astride its mighty legs is capable of withstanding heavy damage whilst its armaments can level whole cities. The Titans are one of the most potent weapons in the arsenal of the Cult Mechanicus. Within each Titan a crew of dozen, or even hundreds, of individuals scurry about their tasks, repairing, refuelling and maintaining the giant machine, manning its mighty weapons and guiding it over the battlefield.



When the Emperor led Mankind on the Great Crusade the Titan Legions of the Adeptus Mechanicus marched alongside the Astartes of the Space Marine Legions. As the Imperium expanded the Cult Mechanicus took many worlds for themselves, planets which they settled and turned into the Mechanicus Forge Worlds. These became the bases for the Titan Legions throughout the galaxy, so that today the Titan Legions are spread across the Imperium, where they defend the scattered Forge Worlds of the Adeptus Mechanicus. Over the millennia it is thanks in no small part to the Titan Legions that Forge Worlds such as Ryza, Godhammer and Gryphonne IV have become almost as venerated as Mars itself.

HEART OF THE MECHANICUM

Today Mars has evolved into the workshop of the Adeptus Mechanicus. Its factory hives produce the bulk of all technical equipment used in the Imperium. Spacecraft and other large specialised constructs are fabricated in the orbital factories that spin around the equatorial belt. Ships of the Battlefleet Solar are based in these huge floating docks, known as the Ring of Iron, while other craft from all over the Imperium visit what are the largest man-made objects in the entire galaxy. As the first hives ever built, the Martian factory hives are ancient and all are at least partially ruinous. Some areas are well maintained and there are many

new areas of construction and development. Areas that are no longer used are simply allowed to rot. A journey through the internal travel tubes would take a person from extremes of new construction to ancient industrial archano-wastes. The travel lines weave between shining new building piles with their nets of plasteel bracing like the rigging of a sailing ship. Passing into older darker zones where corroded condenser vents traps toxic miasma which enmesh speeding tube liners in a perpetual hellish fog. Wastelands cover vast parts of the cities, deserts of broken plasteel slabs and twisted girders with the occasional solitary tower pointing purposelessly toward the pink Martian sky.

THE QUEST FOR KNOWLEDGE

The Adeptus Mechanicus is driven by the quest for knowledge. This quest takes many forms, including research and exploration, but its ultimate embodiment is the search for ancient STC systems.

The STCs are often said to embody the sum total of human knowledge. This is probably true as far as technical accomplishment goes. Although most of the human colonists during the Dark Age of Technology required little more than designs for agricultural machinery, programs were included for all sorts of advanced constructions such as nuclear power grids and fission reactors. However, the early colonists' needs were simple and were met by conventional energy forms and relatively low-level technology. Today there are no known surviving STC systems, and only a very few examples of first generation print-out. On many worlds information about the ancient STC systems is regarded as holy and copies are guarded as secret and sacred texts housed in the inner sanctums of temples.

For thousands of years the Adeptus Mechanicus has pursued all information about the STC. It is their lost bible, Holy Grail and Cup of Knowledge. Any scrap of information is eagerly sought out and jealously hoarded. Any rumour of a functional system is followed up and investigated. By their efforts much information has been retrieved or can be reconstructed by the vigorous analysis and comparison of copies. Yet the most technically-advanced knowledge eludes the Adeptus Mechanicus, for the early colonists were mostly practical folk whose needs were immediate and could be fabricated quickly. Only rarely did anyone bother to take copies of the theoretical and advanced work which the STC contained.

The ultimate goal of the Cult Mechanicus is to understand the Omnissiah. The communal and personal attempt at this



is known as the Quest for Knowledge, and followers view this endeavour as paramount over any other concern. Generally, the Quest is pursued by scientific and exploratory endeavour. The Cult believes that all knowledge already exists, and it is primarily a matter of time before it can be gathered together to complete the Quest. It is therefore disinclined to perform much original research, and considers it more important to safeguard that which it has already accrued and gather more by searching for STC templates and the like. Some original research does happen, although the results of such endeavours are strictly quarantined for many years before being disseminated publicly.

THE PATHS TO THE OMNISSIAH

The Tech-Priests teach that a man's worth is measured only by the sum of his accumulated knowledge - his body is simply an organic (and therefore faultier) machine capable of preserving intellect. The replacing of worn body parts with mechanical upgrades is considered by the Tech-Priests to be holy augmentation - bringing the flesh closer to the divine. The most elderly of the order are more machines than men, their presence betrayed by the whirl of cogs, the billowing of mechanical lungs, and the telltale clicking of bionic prosthetics.

Over the years, such radical beliefs have raised tensions, caused schisms, and on occasion, even escalated into minor conflicts with other elements within the Imperium. In M32, when the Ecclesiarchy rose to dominance and was recognized as the one true creed in the Imperium, they put forth much effort to redirect any other beliefs or creeds towards acceptance of the Emperor. Those not quelled by the might and power of the Imperium were led down the true path by more subtle ways. For instance, it is permissible for natives on primitive planets to continue worshipping their sun god, and the missionaries of the Ecclesiarchy would readily admit that the sun was magnificent and worthy of worship, always adding in that, on their planets, the sun god was known as the Emperor.

Within the span of a few generations, aided by the hardworking members of the Missionarius Galaxia, and their teachings and sermons, shrines to the Emperor (in whatever form) are eventually raised and another world is added to the fold. Those who persist in denial, however, often run into considerable hardships such as decapitation or burning on a pyre.

Because of their importance to the Imperium, the Adeptus Mechanicus was allowed, in quiet discord, to continue following its own mysterious strictures. The Cult Mechanicus does acknowledge the Emperor as the Master of Mankind, although they do not recognise the authority of the Adeptus Ministorum, despite its official sanction. While other religions were named as heretical for such acts, the Adeptus Mechanicus has been granted an unusual autonomy, a freedom of worship unparalleled save for that granted to the Space Marines for their unusual practices.

Over the millennia, as the Ecclesiarchy's power and influence has risen, these exceptions to their authority have come into question on many occasions; however, all such infighting is eventually subsumed beneath more pressing needs. And so the Adeptus Mechanicus continues their mysterious and strange worship of He that they call the Ommissiah.

There are numerous factions within the worshippers of the Cult Mechanicus, including the Khamrians, who pursue the forbidden science of artificial or "abominable" intelligence; the Ommissiads, who seek to summon the Machine God into an avatar; and the Organicists, who see biological enhancement as equal to the more common cybernetic enhancements for which the Tech-Adepts are known. Some are accepted, others persecuted as heretics. For millennia it was believed that the Machine God was a great sleeping Dragon that had been entombed on Mars for millennia. The coming of the Emperor changed that belief; although a heretical faction maintains that the Dragon still sleeps, awaiting his true followers...





THE LORES OF THE MECHANICUM

In the Quest for Knowledge, members are guided by the Sixteen Universal Laws.

THE MYSTERIES

Life is directed motion.

The spirit is the spark of life.

Sentience is the ability to learn the value of knowledge.

Intellect is the understanding of knowledge.

Sentience is the basest form of Intellect.

Understanding is the True Path to Comprehension.

Comprehension is the key to all things.

The Omnisiah knows all, comprehends all.

THE WARNINGS

The alien mechanism is a perversion of the true path.

The soul is the conscience of sentience.

A soul can be bestowed only by the Omnisiah.

The Soulless sentience is the enemy of all.

The knowledge of the ancients stands beyond question.

The Spirit of the Omnisiah guards the knowledge of the ancients.

Flesh is fallible, but ritual honours the Spirit of the Omnisiah.

To break with ritual is to break with faith.





ARMY OF THE MACHINE GOD



This section of the book details the forces used by the Cult Mechanicus - their weapons, their units, and some famous special characters that you can choose, such as the Omniscion. Each entry describes the unit and gives the specific rules you will need to use them in your games. As such, the army list given later refers to the page numbers of these entries, so you can easily check back as you pick a force.

The Army of the Machine God section is sub-divided into two parts the first describing in detail the units that can be found in one of the nine presented sections (known as Divisios) of the Mechanicus. The second part of the army list details the Mechanics armoury of weapons and equipment.

The army list at the back of the book shows all of the standard and optional wargear available to a particular model. You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the relevant entry for its owner, and where an item is not unique, it is detailed in the wargear section.

A good example is the Sigil of Ryza, a potent weapon wielded by High Engineer Pala Greut. As such, its rules are detailed in Pala Greut's entry. He also wears power armour. This wargear is also worn by others in the Cult Mechanicus, and so its rules are to be found in the wargear section.



CULT MECHANICUS SPECIAL RULES

The models in the Cult Mechanicus army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Details of those shared rules are given here. If a special rule is not explained on this page or in the relevant entry, it can be found within the main Warhammer 40,000 rulebook.

ACHILLES SKYFALL: Models with this rule may deploy from a Storm Hawk Achilles that has moved flat out. Nominate any point over which the Storm Hawk Achilles moved, and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model in it, except Monstrous Creatures, must take a Dangerous Terrain test. Units cannot assault in the same turn that they Skyfall.

BALISTERAI: *Balisterai spend their entire lives, surrounded by the constant din of massive ordnance. Though this does not make them ignorant to the concept of being blown to smithereens it does give them a certain detachment to enemy fire.*

Models with this rule are heavy weaponry specialists known as the Balisterai. They have the Fearless and Tank Hunters special rules.

CATAPHRACTUS: Models with this rule belong to the masters of armoured warfare - the Divisio Cataphractus. A vehicle with the Cataphractus rule count Crew Stunned vehicle damage results as Crew Shaken Results instead. Furthermore the vehicle has the Power of the Machine Spirit special rule. Vehicles with transport capacity and this rule may only transport models with the Cataphractus, Skitarii or Tech-Priest rule.

CYBERNETICA: Models with this rule belong to the robotic Legio Cybernetica and have the Acute Senses and Night Vision special rules. Vehicles with transport capacity and this rule may only transport models with the Cybernetica or Tech-Priest rule.

FORGE-KNIGHT: Models with this rule belong to the Forge Knight Households. They have the Monster Hunter and Crusader special rules.

HYMN OF REFORGING: *Thus do we invoke the Machine God. Thus do we make whole that which was sundered.*

At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 6, that model regains a Wound, or Hull Point, lost earlier in the battle. If the model has its original starting number of Hull points, the repairing model may instead remove a Weapon Destroyed or an Immobilised result (owning player's choice). The Hymn of Reforging cannot be attempted if the model has gone to ground.

MILITARIS: Models with this rule belong to the Divisio Militaris and are trained in working closely with the Skitarii Centuries. Models with the Skitarii rule within 6" of a unit with the Militaris special rule gain Preferred Enemy with their Hell Weaponry.

MINDLOCK: The brain of robots and servitors functions poorly unless constantly supervised. A unit with the Mindlock rule (even if it is a Vehicle) must make a Leadership test at the start of each friendly

turn. If the unit passes the test they function normally. If they fail, the unit (including any characters) may only fire Snap Shots and may not assault for the turn (but will fight normally if engaged in close combat with a WS of 1). Units within 6" of a model with the Tech-Priest rule may always use their Leadership value for the tests.

MYRMIDON: Models with this rule belong to the Auxilia Myrmidon and have the Furious Charge and Counter-Attack special rules. Vehicles with transport capacity and this rule may only transport models with the Myrmidon or Tech-Priest rule.

RITE OF APOLOGETIC OBEISANCE: *Blessed machine, a thousand pardons for my unworthy hands. Deus in Machina.*

A model with this ability is known as a *repairing model*. While any vehicle, Artillery gun model, Robot or model with the Mindlock special rule remains in base contact with a repairing model it gains the It Will Not Die special rule. The repairing model may only fire Snap Shots. Furthermore, the repairing model may add +1 to the attempt for each item of wargear with the Sanctified Tool ability they or their unit are equipped with. A natural roll of a 1 is always a failure. If the targeted model has its original starting number of Hull points, the repairing model may instead remove a Weapon Destroyed or an Immobilised result (owning player's choice). The Rite of Apologetic Obeisance cannot be attempted if the repairing model has gone to ground.

ROBOT: Models with the Robot rule are Fearless and have the Mindlock and Hymn of Reforging special rules. Models with the Robot rule (including Vehicles) have a Leadership of 5 which normally cannot be improved.

SKITARI: Models with this rule have the Stubborn special rule. Any Skitarii unit which fails a Morale check may immediately re-roll if it is within 6" of a model with the Tech-Priest rule.

SUPERNUMERARY: The unit never counts as scoring or denial.

TECH-PRIEST: *Models with this rule belong to the elite hierarchy of the Mechanicum and have replaced much of their body and soul with technology.*

Tech-Priests have the Fearless and Rite of Apologetic Obeisance special rules.

XENOTECH: *Xenotech is not fully understood by the Mechanicum and occasionally mystifies them with its unpredictable temperament.*

After using, shooting or making a save with an item of Wargear that has the Xenotech rule, roll a D6. On a roll of a 1 the Xenotech fails and cannot be used for the duration of the battle.



TIERS OF THE OMNISSIAH

The Mechanicus is not a single unified entity any more than all Space Marines can be said to belong to one Chapter or an Imperial Guard regiment can be said to be master of all forms of warfare. Though the Priesthood often speak to outsiders about the Mechanicum as a whole, in reality any power an individual Tech-Priest may wield is brought about by a network of alliances and treaties all linked by the promise of further knowledge and technology. Relatively senior members of the Priesthood, known as the Archmagi, can command substantial power in the form of mighty armies created from the various Divisios of the Mechanicum. Such armies are usually formed by an Archmagos with a specific goal in mind such as seizing an artefact or defending a repository. Lesser Archmagi may lead an exploration force to scour the edges of the Imperium. These so called Explorator Fleets seek further lost knowledge in the hope of returning to Mars triumphant to be then raised to the highest levels of the Priesthood.



THE DIVISIOS

In addition to the Priesthood who rule over the Mechanicum and the Skitarii who loyally serve the Priesthood there are six Divisios that are most commonly found in the armies of the Cult Mechanicus. They are:

The Cataphractoi - there is little that these masters of tracked armour cannot crush beneath their heavy machines or obliterate with their ferocious fusillades. It is a foolhardy or inexperienced Archmagos indeed who commits to battle without securing the aid of one or more Cataphractus maniples.

The Forge Knight Households – Each of the Forgeworlds are defended by a noble order of mighty walkers known as Forge Knights. Dwarfing all but the Titans of the Collegia Titanicus, the Forge Knights are a close-knit brotherhood who holds their battle vows more precious than their own lives.

The Legio Cybernetica - distrusted by much of the priesthood and shunned by the Imperium at large, the Legio Cybernetica are an insular order who value the reasoning of the machine spirit over all others. This path has led them to create a legion of fearless and soulless automatons that carry out their will without question.

The Militaris – One of the most active in combat theatres across the Imperium, the Divisio Militaris make use of mass produced vehicles the rest of the Mechanicus considers inferior. The Militaris employ them in breathtaking numbers to compensate for their relative crudeness.

The Myrmidiae – Masters of the lightning strike, the war savants of the Auxilia Myrmidon are rightly feared for their assaults. Descending from the skies aboard venerated storm hawks or unexpectedly from the ether by arcane teleporters they arrive spear in hand and fury in their steeled hearts.

The Ordo Reductor – Along with the war-engines of the Centurio Ordinatus, this Divisio are expert in siege warfare and long range bombardment. No fortification is said to be beyond their reach and no enemy has yet proven indefatigable to their barrages.

As diverse in their panoply as they are in their interpretation of the will of the Omnisiah, unlike the other armies found amongst the Imperium or even in the varied hordes of their enemies the structure of a Cult Mechanicus army is entirely dependant on the choices you make with your army commander – the Archmagos Prime.

THE ARCHMAGOS PRIME

Above all others in your army, it is the Archmagos Prime who is the most important. It is the Prime who has brought together the army from the disparate divisions of the Adeptus Mechanicus through hierarchical domination, negotiation, alliance or pledge of reward. The choice you make when creating your Archmagos Prime is very important because they affect what other units you can have in the rest of your army and where on the force organisation charts they are drawn from.



SKITARII

The backbone of any Cult Mechanicus force is the Skitarii. These cybernetically enhanced foot soldiers are key to holding objectives and forming a solid core around which the army can be expanded. Before worrying about Divisios and Tiers, an experienced Archmagos will ensure they have a good quantity of Skitarii to achieve their mission goals. Other arms of the Mechanicum may fail to deliver what they promise, but the Skitarii never will.

PRIME TIER

Firstly, you must decide from which of the Divisios your Archmagos Prime originally ascended from. Known as your Prime Tier, units in this Divisio provide your army with its Elite choices on all of your Force Organisation charts. Furthermore any compulsory Troops choices in your army may be taken from this Divisio. Finally, your Prime Tier has an affect on the wargear that your Skitarii draw upon. This is explained more fully under the relevant unit entry.

Example: Archmagos Saphentis chooses the mighty Cataphractoi Divisio as his Prime Tier. In a Standard Mission he can take up to three Elite choices and as his Prime Tier, these come from the Cataphractoi. In addition to these he may take his compulsory Troop choices as Cataphractus units as well. Saphentis decides to take a Mole, a Falchion and an Ancile as his three Elite choices, furthermore he elects to take a Glaive as one of his Troop choices. Aware that these armoured leviathans are eating through his limited points he decides to save his other Troop choices for more Skitarii (although he could have still taken a further choice from the Cataphractoi).

SECONDARY TIER

With the Prime Tier decided, you must establish from which of the Divisios your Archmagos Prime is most closely allied to. Known as your Secondary Tier, units in this Divisio provide your army with its Fast Attack choices on all of your Force Organisation charts. Finally a single non-compulsory Troops choice on each of your Force Organisation charts may be taken from this Divisio.

Example: Archmagos Saphentis now chooses the ferocious Myrmidiae Divisio as his Secondary Tier. In a Standard Mission he can take up to three Fast Attack choices as his Secondary Tier. Because of his choices, these come from the Myrmidiae. Furthermore he may take a single non-compulsory Troop choice as a Myrmidon unit as well. Saphentis decides to take two Centurius Assault Engines and a Maximus Assault Engine as his three Fast Attack choices. He elects to take a unit of Velites as his non-compulsory Troop choice and includes with them a Storm Hawk dedicated transport.

VASSAL TIER

With two of your three Tiers decided, it is finally your Vassal Tier which draws on the last of the Divisios that the Archmagos can call upon. Units of the chosen Divisio provide your army with its Heavy Support choices for all of your Force Organisation charts.

Example: Saphentis finally commands the taciturn Ordo Reductor as his Vassal Tier. As before, in an Eternal War Mission the Archmagos Prime can take up to three Heavy Support choices and as his Vassal Tier, these come from the Ordo Reductor. Saphentis decides to take a Thunderfire Battery, a Rapier Battery and a Maelstrom Arsenal as his three Heavy Support choices.

FINISHING TOUCHES

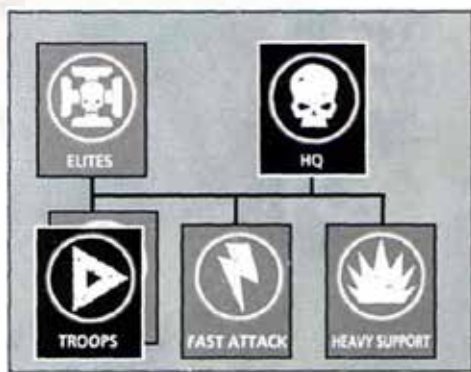
In the unlikely event that the Archmagos has points remaining, there are myriad of exciting and unusual units still awaiting selection in the Skitarii and the Priesthood sections. Alternatively, one of the unique named special characters may appeal, some of which may in turn affect the choices already made. It is quite common when designing a Cult Mechanicus army for several draft compositions to be put together before finally settling on one that suits. Finally when you fight an Eternal War mission you can spend some of those points on Fortifications. The defence of structures is very in keeping with the Mechanicus and might represent a valued repository of a partial STC or a genebank waiting for collection by the Astartes.





ALLIED DETACHMENTS

If you wish, your Cult Mechanicus army can include one allied detachment for each primary detachment in your army (normally one, but if you're playing a larger game this might be two). As with the primary detachment, all units in the allied detachment must be chosen from the same codex, and this must be from a different codex to the one used for the primary detachment. As with the primary detachment, this section is split into a number of dark and light boxes, where dark boxes are compulsory selections, and light boxes are optional. An allied detachment will therefore always have one HQ selection and at least one troops selection.



NARRATIVE ALLIES

Unforeseen alliances happen all the time in the murky world of Warhammer 40,000 and the Cult Mechanicus are more than willing to take advantage of allied troops and technology if it will further their own goals. The Cult Mechanicus might have a small force of suitably bribed Orks to assault a particularly well defended archaotech stronghold or a brief alliance with a small band of Eldar raiders might allow a Necron Tomb to be laid open (of course the Eldar will need to be dealt with later). Many of the institutions of the Imperium have millennia old pacts and oaths of fealty that enable the Cult Mechanicus to draw on a wide variety of forces. Space Marine Chapters such as the Iron Hands and Praetors of Orpheus are commonly found deploying a detachment alongside a Mechanicus Battlegroup, while the Blood Angels Chapter has displeased the Mechanicus in recent centuries and is more rarely called on. From a gaming point of view, taking allies in your Cult Mechanicus army opens up entirely new tactical possibilities, making your already formidable force even more so.

LEVELS OF ALLIANCE

Of course, in the grim darkness of the far future (where there is only war), it's a sad fact that very few armies trust one another entirely - if at all. A labyrinthine history of grudges, wars, campaigns and betrayals (intentional or otherwise) have the potential to sour all but the closest alliances - and that's to say nothing of the deep and abiding hatred some armies feel for others. To represent this, we have several categories of alliances, each of which imposes certain effects on the game. Levels of Alliance are explained in greater detail in the Warhammer 40,000 rulebook. The chart below indicates which armies can be taken as an Allied Detachment in a Cult Mechanicus army and by the same token, which can take an Allied Detachment from the Cult Mechanicus in their own armies.

OF DAEMONS AND TYRANIDS

There are a few possible reasons that a cult Mechanicus army might include an Allied Detachment of Daemons or Tyranids. Perhaps they are a Biologis experiment (such as during the ill-fated Anphelion Project) or the Archmagos succumbed to whisperings of Chaos and only at the height of battle is this unholy alliance revealed. You may include a single Allied Detachment from Codex Tyranids or Codex Chaos Daemons but may not include any Unique characters from Codex Cult Mechanicus if you do so. You may not take an Allied Detachment from Codex Cult Mechanicus in a Tyranid or Chaos Daemon army.

THE CULT MECHANICUS AS ALLIES

On occasion an Archmagos lacks the influence to bring together a Battlegroup from the Mechanicum. At other times it might be prudent to allow another force to lead the attack and a smaller contingent of Skitarii can judiciously achieve the goals of the Priesthood where a larger force might be noticed or counteracted. In exceptionally rare circumstance, the Cult Mechanicus may ally with another faction because they are actually fulfilling an obligation (but the Priesthood can usually turn even this to their advantage).

When taken as an Allied Detachment in another army you choose your army as normal using the Levels of Alliance below to determine their behaviour on the battlefield.





ARCHMAGOS



	WS	BS	S	T	W	I	A	LD	Sv
Archmagos	4	4	3	4	2	4	2	9	3+

UNIT TYPE: Infantry (Character)

WARGEAR

Power Armour, Hell Pistol, Omnisian Axe, Mechanicus Protectivum, Indoctrinated Cerebellum, Recursive Combat Algorithms, Vascular Pneumatics, Servo Arm, Krak Grenades

SPECIAL RULES

Tech-Priest

Adamantium Will

Independent Character

The Prime: *A force that includes multiple Archmagos represents a coalition of two or more armies that have allied together to achieve a mutual goal. In such a force, the Archmagos will agree amongst themselves in a secret rite who of them is to command the army and be designated 'Prime'.*

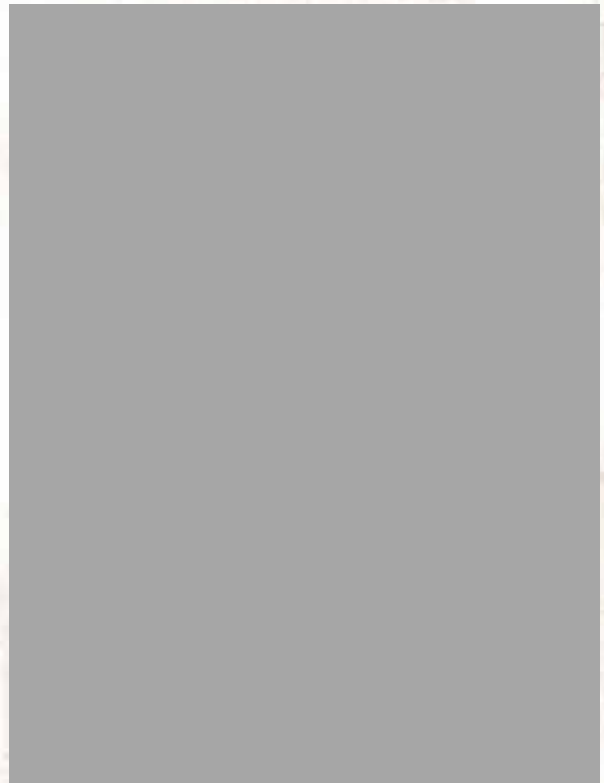
Select an Archmagos in your army from any one of the Force Organisation Charts you are using. That is the individual from who all Tier choices and other concerns are determined and is referred to as your Archmagos Prime. All other units of that type are simply referred to as Archmagos and do not have influence or access to the Tiers of the Omnisiah.

Not that Kind of Leader: An Archmagos may never choose to roll on the Personal Warlord Traits chart and may instead choose to roll either the Strategic or Command traits instead.





MURDER SERVITOR MANIPLE



	WS	BS	S	T	W	I	A	LD	Sv
Murder Servitor	5	5	4	3	1	4	1	9	4+

UNIT TYPE: Beasts

WARGEAR

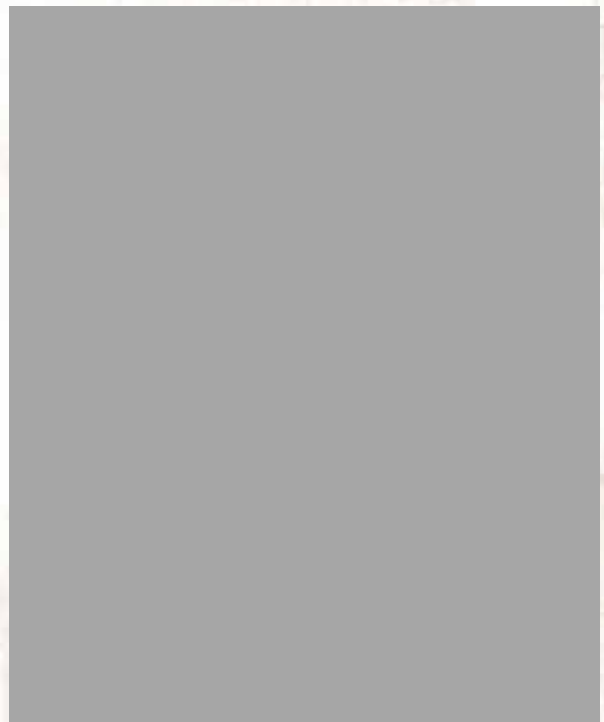
Chain Axe, Dendrite Glove, Frenzon Injectors, Deathe-Maska, Zeta Protocols, Binary Musculature, Augmented Frame.

SPECIAL RULES

Skitarii, Fear, Supernumery, Mindlock



CYDONIAN SISTERHOOD



	WS	BS	S	T	W	I	A	LD	Sv
Cydonian Sister	5	5	3	4	2	5	2	9	4+

UNIT TYPE: Infantry (Character)

WARGEAR

Omnissian Axe, Hell Pistol, Zeta Protocols, Augmented Frame, Vascular Pneumatics, Frag and Krak Grenades

Onslaught Booster: A neural impulse causes a *chemical cocktail* to be pumped into the enhanced bloodstream of the Cydonian Sister just when needed.

The Cydonian Sister has the Rampage special rules. Furthermore, her Omnissian Axe loses its Unwieldy special rule when in assault. If the Cydonian Sister also has a Frenzon Injector, she is automatically fails to save any wounds caused by rolling a 1 for Dangerous Terrain tests. If the Cydonian Sister has a Hyper Reflex Driver, she suffers a Wound on a roll of a 1 or a 2 on Dangerous Terrain tests.

SPECIAL RULES

Skitarii, Zealot, Hit and Run, Infiltrate, Move through Cover

Assassin: All shooting and close combat attacks made by this model are Precision Shots and Precision Strikes.





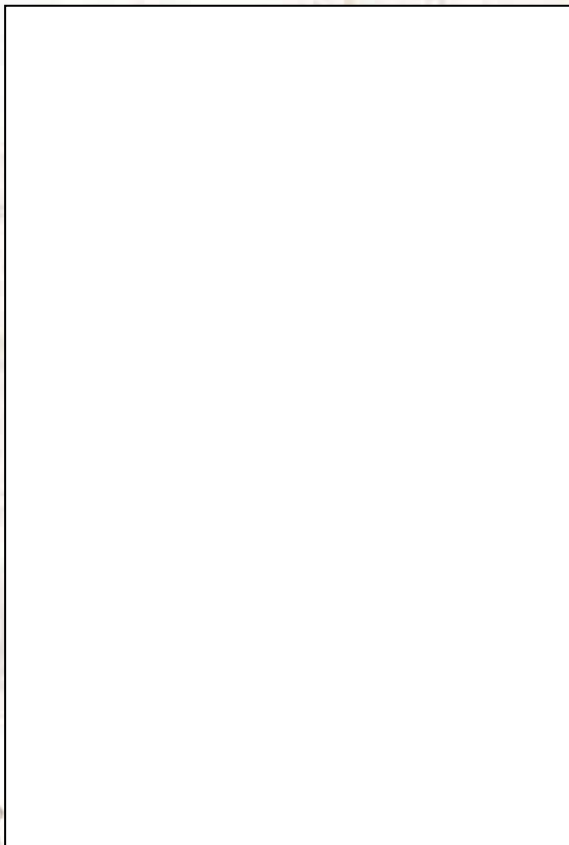
LUMINEN HOST

Electro-priests are a rank of Tech-Priest within the Adeptus Mechanicus. Electro-priests are fanatic cult warriors, responsible for supporting other Tech-priest warriors in battle. Their skins are engraved with a metallic electroo circuit which spirals around their bodies and interfaces with their minds, allowing them to build up a tremendous current of electrical energy.

Electro-Priest are from an enigmatic order within the Mechanicum known as the Luminen. The records of the Emperor's arrival on Mars depict a senior Electro-Priest to be present and it was the influential Luminen's acknowledgement of the divine nature of the Emperor that paved the way for the Treaty of Mars.

Though it is rare for the Luminen to take to the field in large numbers, at least one host can be called upon by a moderately influential Archmagos to assist in whatever expedition or undertaking he may have.

As Electro-priests enter battle they chant Luminen Cult litanies, building up their electric energy and driving themselves into a frenzy of destruction. Some Electro-Priests are carried into battle aboard multi-limbed or tracked mounts that provide them with a greater store of energy and enable them to focus even more intently on channelling the awesome power coursing through their bodies.



	WS	BS	S	T	W	I	A	LD	Sv
Electro Priests	3	3	3	3	1	3	1	8	4+

UNIT TYPE: Infantry

WARGEAR

Augmented Frame, Mechanicus Protectivum

Electoos: *These are metallic strips bonded sub-dermally to enable Tech-Priests to channel limited amounts of energy; an extreme example are the renowned Electro-Priests, who turn themselves into crackling founts of electricity in battle. Electoos enable the user to directly absorb electricity from equipment or power sources and then expel it, with sometimes devastating results.*

At the start of their Movement Phase the unit may choose one of four abilities using their Electoos:

Direct: The unit gain the Fleet special rule and their close combat attacks become Concussive and AP3. Vehicles hit by an Electro-Priest using this ability automatically lose a Hull Point.

Alternate: The unit gains the Furious Charge special rule and may make a Thrust Move exactly like Jet Pack Infantry,

Arc: The unit count as being armed with Arc Rifles for the turn.

Channel: Drawing on deep reserves and creating a safe harbour for an injured Machine Spirit, an Electro-Priest counts as being equipped with a Servo Arm. This also applies to any Rite of Apologetic Obeisance rolls they make.

SPECIAL RULES

Tech-Priest



PROTECTOR MANIPLE



	WS	BS	S	T	W	I	A	LD	Sv
Protector	4	4	3	4	2	4	2	9	3+

UNIT TYPE: Infantry

WARGEAR

Staff of the Ommissiah, Power Armour, Augmented Frame, Recursive Combat Algorithms, Indoctrinated Cerebellum, Vascular Pneumatics, Frag and Krak Grenades

SPECIAL RULES

Skitarii

Protector: A character within 6" of a model with this rule may make their Look Out Sir roll on a 2+ provided that the wound is reallocated to the model with the Protector rule. Regardless of how many wounds a Protector has, the model is slain each time a character successfully allocates an unsavable wound to them.





TECH-MAGI CABAL

	WS	BS	S	T	W	I	A	LD	Sv
Tech-Magos	3	3	3	3	1	4	2	9	3+
Adapted Jokaero	1	3	2	4	1	3	1	8	4+
Astartes Techmarine	4	4	4	4	1	4	1	8	2+
Biologis Genetor	3	3	3	3	1	3	1	8	5+
Demiurg Artificer	3	4	3	4	1	2	1	8	2+
Telepathica Savant	3	3	3	3	1	3	1	8	4+
Transmechanic	3	3	3	3	1	1	1	8	5+

UNIT TYPE: Infantry (Character)

WARGEAR

Tech-Magos: Omnisian Axe, Hell Pistol, Combat Bionics, Indoctrinated Cerebellum, Power Armour, Servo Arm

Adapted Jokaero: Digital Weapons, Augmented Frame, Armoured Exoskeleton

Biologis Genetor: Asclepius Lathe, Needler, Combat Bionics, Servo Arm

Demiurg Artificer: Frag Carbine, Thunder Hammer, Artificer Armour, Krak Grenades

Techmarine: Omnisian Axe, Plasma Blaster, Artificer Armour, Servo Arm, Frag And Krak Grenades

Telepathica Savant: Null Rod, Augmented Frame, Mechadendrites

Transmechanic: Battlefield Command Uplink, Combat Bionics

SPECIAL RULES

Detached Command (Tech-Magos only): Any Tech-Magos may replace any one Infantry model in a unit with the Skitarii special rule. The unit the Tech-Magos is now part of may use his Leadership for all tests including Mindlock. The Tech-Priest may not leave the unit once it is joined in this manner.

Bolster Defences (Astartes Techmarines only): Each Astartes Techmarine can bolster a single ruin before the game begins. When you deploy, nominate one ruin in your deployment area for your Astartes Techmarine to bolster. The ruin's cover save is increased by one for the duration of the game. For example, a normal ruin (4+ save) so reinforced would offer a 3+ cover save. Each ruin can only be bolstered once.

Jokaero Ingenuity (Adapted Jokaero only): The Jokaero is equipped with digital weapons. In addition, each turn an Adapted Jokaero can have his digital weapons fire as one of the following weapons: Neutrino Streamer, Inferno Pistol or Graviton Gun - choose which when the weapon is fired. All Adapted Jokaero in the same unit must choose the same weapon.

Master Crafter (Demiurg Artificer only): The unit may re-roll failed to hit rolls with all Shooting attacks while at least one Demiurg Artificer is alive in the unit.

Perfection through Medication (Biologis Genetor only): While at least one Biologis Genetor is alive in the unit, the unit may re-roll their failed Feel No Pain roll.

Predictive Tech (Telepathica Savant only): Whilst the Telepathica Savant is alive you may add+1 to your reserve rolls and may re-roll the dice to determine which board edge your Outflanking units arrive from.

Superimposed Reality (Transmechanic only): Whilst the Transmechanic is alive he acts as a Battlefield Command Uplink. The constant stream of data can overwhelm even a trained Transmechanic during combat and so the Cabal suffer a -1 penalty to all Leadership Tests in any turn in which the Uplink is used.





TELEPATHICA EMANCIPATOR



	WS	BS	S	T	W	I	A	LD	Sv
Emancipator Carriage	-	3	-	7	2	-	-	10	3+
Telepathica Tech-Priest	3	3	3	3	1	3	1	8	5+

UNIT TYPE: Artillery

WARGEAR

Telepathica Tech-Priest: Null Rod, Hell Pistol, Combat Bionics, Servo Arm

Emancipator Carriage: None

SPECIAL RULES

Telepathica Tech-Priest: Tech-Priest

Emancipator Carriage: Psyker Mastery Level 1

Psi-Emancipator: *The Emancipator permits the shackled rage of the psyker to be unleashed as a blazing corona of destruction.*

The Emancipator Carriage may generate powers from any of the following disciplines: Pyromancy; Telekinesis or Telepathy. Furthermore, the design of the Emancipator Carriage can tap the Psyker contained within for further power. Before the battle additional Mastery Levels can be gained. Each level gained in this way reduces the Emancipator's Leadership value by 1. When using Psychic Powers, any Blessings that target the Psyker must instead be conferred to another friendly model within 12".





SKITARIÏ CENTURY

More than simple servitors, Skitarii are among the millions of human that call the Forge World home. They are devoutly loyal to the Cult of the Machine, well-trained and equipped with some of the finest weapons the Mechanicus can construct. Part man and part machine, the brains of most Skitarii have been cybernetically hard-linked to their personal weapon for increased performance during combat. There is little standardisation or central command of Skitarii across the Mechanicus, as each individual regiment is the personal army of a particular Magos.

Within the Adeptus Mechanicus, the Skitarii serve many functions from providing guard duties to survey teams to serving their Magos' personal army. Their ranks are similar to many other groups within the Imperium and all Skitarii are tasked to a certain role.

A Century is comprised of approximately a hundred Skitarii although at any given time battlefield casualties or mission specific detachment may bring the actual fighting strength of any given Century down to as few as a dozen Hypaspists. The Hypaspists are the basic infantry equivalent to an Imperial Guardsman but have received more augmentation for improving their combat abilities.



Sagittarii are the heavy weapons troops attached to dedicated heavy weapons squads. For keeping pace with the rest of the Century, they have mounts.

Tribunes are the officers of the Skitarii, given low-level leadership roles within the Adeptus Mechanicus. Though all Skitarii bow to the authority of Priesthood, those of such high office are not always immediately available on the battlefield. And so it is that the Priesthood permit a minute portion of authority to be vested in the Tribune of a Skitarii Century. Such favoured individuals are given additional augmentation to enable them to carry out their duties. Of course the Tribunes are as expendable as the warriors they lead in the eyes of the Priesthood.

	WS	BS	S	T	W	I	A	LD	Sv
Skitarus Tribune	4	4	3	3	1	4	2	9	4+
Hypaspist	3	3	3	3	1	3	1	8	5+
Hypaspist Optio	3	3	3	3	1	3	2	8	5+
Sagittarus	3	3	3	4	1	3	1	8	5+
Sagittarus Optio	3	3	3	4	1	3	2	8	5+

UNIT TYPE: Infantry

WARGEAR

Tribune: Hell Pistol, Omnissian Axe, Krak Grenades, Indoctrinated Cerebellum, Augmented Frame, Recursive Combat Algorithms.

Hypaspist: Combat Bionics, Hell Gun, Krak Grenades, Indoctrinated Cerebellum (Optio only)

Sagittarii: Combat Bionics, Thunderstrike Mortar, Sagittarus Mount, Indoctrinated Cerebellum (Optio only)

SPECIAL RULES

Skitarii, Bulky (Sagittarii only)

Command Codes (Tribune Only): The Tribune may replace any one Hypaspist model in the Century. The unit the Tribune is now part of gains +1 WS and +IBS (to a maximum of 4) as long as he remains in play. Furthermore while the Tribune is on the battlefield, all models in his Skitarii Century use his Leadership for Morale and Pinning tests.



MENIALS



	WS	BS	S	T	W	I	A	LD	Sv
Named Menial	3	3	3	3	1	3	1	8	5+
Menial	3	3	3	3	1	3	1	8	-
Cog	3	3	5	5	3	3	3	5	5+

UNIT TYPE: Infantry

WARGEAR

Menial: Hell Pistol

Named Menial: Hell Pistol, Heavy Servo Arm, Combat Bionics

Cog: Chainsword, Hulking Chassis, Enhanced Platform Combat Bionics

SPECIAL RULES

Furious Charge, Supernumery, Stubborn (Cogs only), Bulky (Cogs only)

Get Behind the Cogs! *Menials have quickly learned that sticking close by the Cogs in their unit increases their chance of survival by several minutes. The Cogs have been bred to use their bulk to protect any Tech-Priests that might be deployed with them and the Menials are more like a Tech-Priest to the dull-witted Cogs than other Cogs will ever be.*

While at least one Cog is present in the unit, all directed wounds must be allocated to the Cogs rather than Menials, Named Menial or attached characters.

Flee! *What's all this? A battle? There must be some mistake! I'm adapted for etiquette, not destruction!*

All Leadership based tests for a Menials unit are taken on 3D6, discarding the lowest single die.

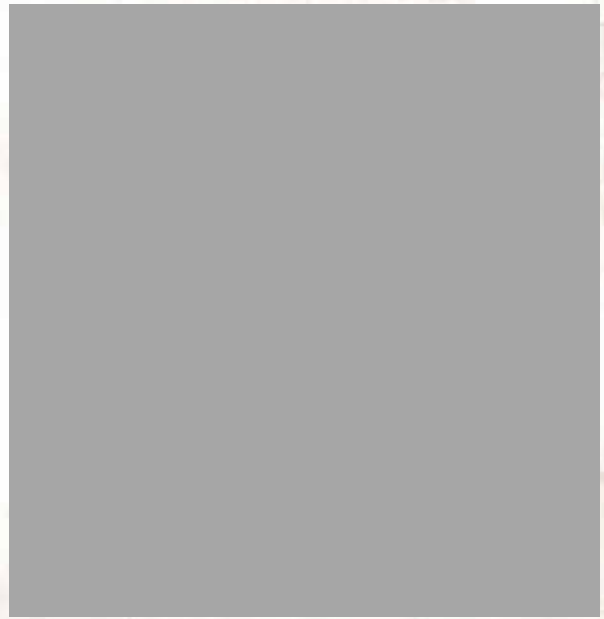
Capitulation Failsafe: *I really don't see how that is going to help! Surrender is a perfectly acceptable alternative in extreme circumstances! Our masters may be gracious enough to... Aieee!*

If a Menials unit fails a Morale check, instead of falling back the unit is destroyed. Treat the unit exactly like a vehicle that suffers an Explodes! Result on the vehicle damage chart. Count the edge of the models base as the edge of the hull for measuring purposes. Even if the unit only comprises of Cogs or a Named Menial, the unit still explodes as described above. Any attached characters are wounded automatically and if they survive, must take a pinning check.





PRAETORIAN MANIPLE



	WS	BS	S	T	W	I	A	LD	Sv
Praetorian	4	4	3	3	1	4	1	8	4+
Praetorian Optio	4	4	3	3	1	4	2	9	4+

UNIT TYPE: Infantry

WARGEAR

Hell Gun, Hell Pistol, Chainsword, Augmented Frame, Recursive Combat Algorithms, Indoctrinated Cerebellum (Optio only) Frag and Krak Grenades.

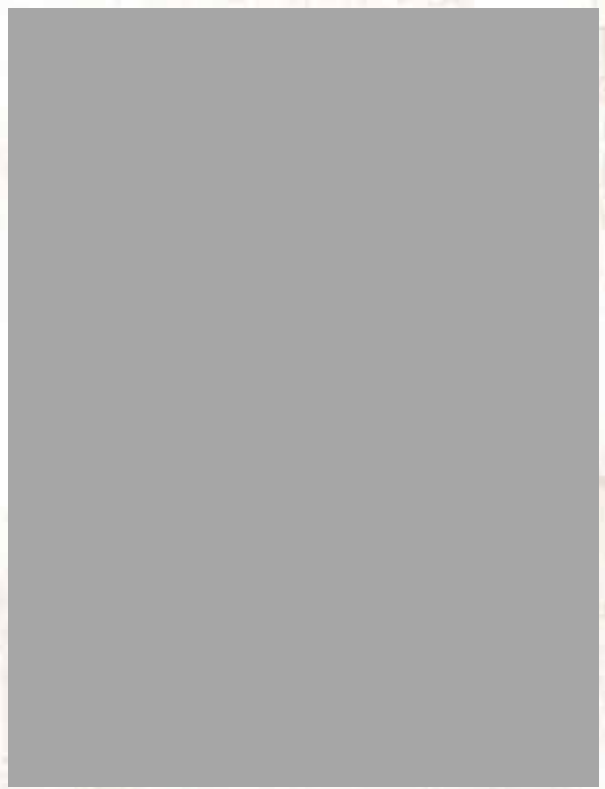
SPECIAL RULES

Skitarii, Fearless





PRAETORIAN HERAKLI



	WS	BS	S	T	W	I	A	LD	Sv
Herakli	4	4	5	5	3	4	3	8	4+

UNIT TYPE: Infantry

WARGEAR

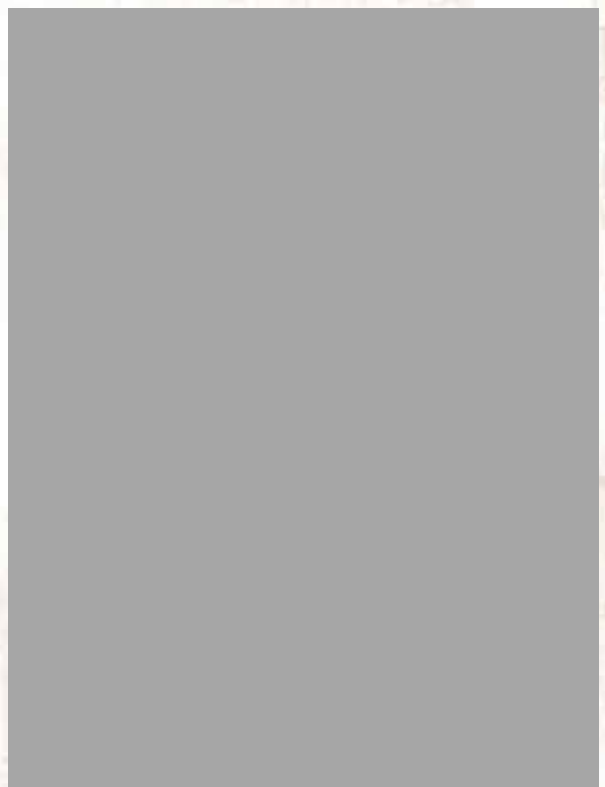
Graviton Gun, Chain Axe, Augmented Frame, Recursive Combat Algorithms, Enhanced Platform, Hulking Chassis

SPECIAL RULES

Skitarii, Fearless, Bulky, Mindlock



SERVITOR MANIPLE



	WS	BS	S	T	W	I	A	LD	Sv
Servitor	3	3	3	3	1	3	1	8	4+

UNIT TYPE: Infantry

WARGEAR

Servo Arm, Augmented Frame

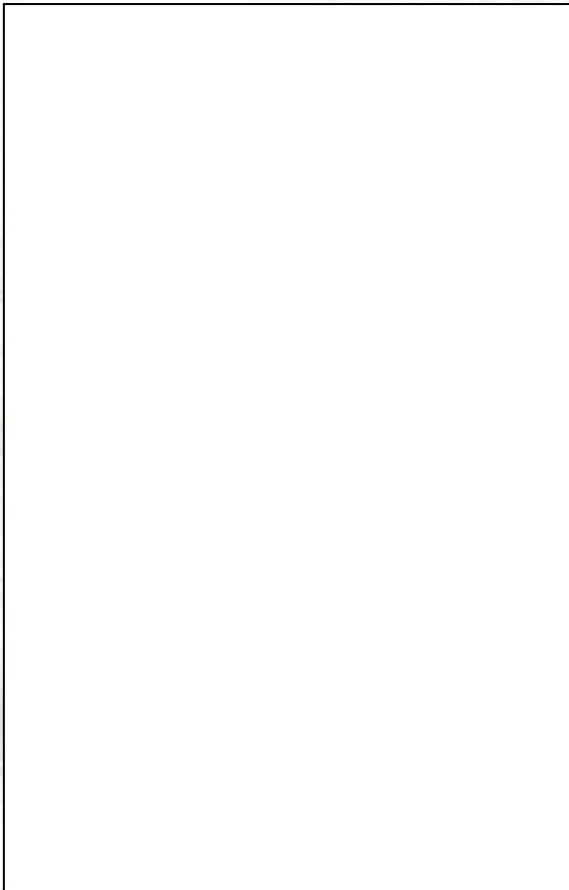
SPECIAL RULES

Skitarii, Slow and Purposeful, Supernumery, Mindlock





TERMITE STTC



	Armour								HP
	WS	BS	S	F	S	R	I	A	
Termite STTC	-	3	-	12	12	12	-	-	2

UNIT TYPE: Vehicle (Immobile)

WARGEAR

Twin-linked Graviton Gun

Topographical Relay: Provided there is a model equipped with a Battlefield Command Uplink within 12" of the nominated Deep Strike point, should a Termite scatter underneath of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle. If there is no Battlefield Command Uplink within 12" of the intended site, the Termite scatters as normal and will suffer a Deep Strike mishap should it emerge underneath impassable terrain or another model.

SPECIAL RULES

Skitarii

Dedicated Transport: The Termite has a transport capacity of 10 models and can only be included in an army as a dedicated transport for a specific unit. A Termite cannot be bought on its own. Once the Termite has emerged, the hatches open and all passengers may disembark as normal. The Termite is a sealed environment with a single access point and has no fire points.

Subterranean Assault: Termites always enter play using the Deep Strike rules. At the beginning of your first turn, you must choose half of your Termites (rounding up) to make a 'Subterranean Assault'. Units making a Subterranean Assault arrive on the player's first turn. The remaining Termites must be placed into reserve and their arrival is rolled for as normal. A unit that Deep Strikes via Termite cannot assault in the turn it arrives.

Tunneller: Once the Termite has arrived via Deep Strike it counts in all respects as a vehicle that has suffered an immobilised damage result (which cannot be repaired in any way). The player may elect to remove it from the table in its movement phase, placing it in Ongoing Reserves.



STORM HAWK

The Storm Hawk is a close support strike aircraft and transport. Its versatile architecture has been modified and adapted by the Divisio of the Mechanicum for their own specialised purposes and has resulted in dozens of variations seeing common service within the Machine Cult. The arrival of a Storm Hawk might see a maniple of Velites jump troops hurtling into the fray or a fearsome Forge Knight being brought closer to their objective. Even the mighty tanks of the Cataphractoi have been known to be dropped into the enemies lines, their formidable armour and weaponry allowing them to weather the enemy fire. Being more agile than the Mechanicum's Arvus Lighter and smaller than their bulky Agrosus Landers, the Storm Hawk allows for a more reliable battlefield insertion - particularly when the skies are screaming with artillery bursts and concussion shockwaves as they so often are when the Mechanicum are on campaign.

The Storm Hawk has been in the service of the Cult Mechanicus for millennia, indeed the arrival of the Emperor to sign the Treaty of Mars was said to be flanked by Storm Hawks. Such a venerable and widespread vehicle has become perhaps the most versatile platform in their armoury, able to perform fire support, interdiction and armoured assault missions according to the needs of the battle at hand.



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Storm Hawk	-	3	-	12	12	12	-	-	3

UNIT TYPE: Vehicle (Flyer, Hover)

WARGEAR

Twin Linked Assault Cannons, Twin-Linked Graviton Gun, Ferromantic Fortitude

FIREPOINTS

None

ACCESS POINTS

3 (One door at the front and one door on each side).

SPECIAL RULES

Deep Strike

Versatile Transport: *Some variants of the Storm Hawk employ a series of dedicated magnetic grappels or other technologies to allow the aircraft to carry a variety of machines from the hulking walkers of the Myrmidiae to the Cataphractoi and their heavy battle tanks. Other variants have assault ramps or larger cargo holds to allow it to transport assault troops or maniples of Cybernetica.*

The Storm Hawk may carry a number of different unit types. In all cases its actual transport capacity is indicated in the armylist entry. Unlike many other transports, the Storm Hawk can carry jump infantry.

If the Storm Hawk is permitted to carry walkers or vehicles, then these will suffer an automatic glancing hit if the Storm Hawk is destroyed while they are being transported.



CENTURIUS ASSAULT ENGINE

The design of the Centurius is believed to be the primary configuration of the Assault Engines. Balancing both firepower and durability in equal measure it has a reliable Machine Spirit that many Myrmidon prefer over the other machines of its class. The original purpose of the Assault Engines, like so much of the arsenal of the Adeptus Mechanicus, has been lost. The warmachines are, however, of a singularly warlike nature and are unlikely to have been originally utilised for agriculture or transportation unlike other designs that the Forge Worlds have profligated.

Assault Engine pilots are regarded as the Divisio Myrmidon elite, specially trained and surgically attuned to “commune” with the strangely sentient Assault Engines. The Centurius and the other engines are among the most powerful tools of the Cult Mechanicus’ army.

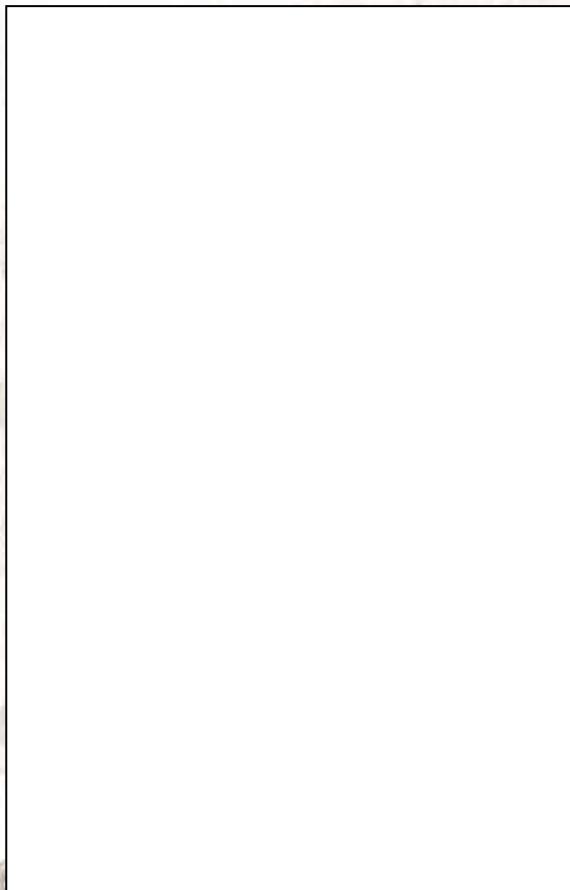
Many would think that being amongst the Mechanicum’s elite and piloting the amazing machines they do that Assault Engine pilots would become arrogant or over-confident. However, between the respect they have for their Assault Engines and the amount of sheer combat that they see, they see things very differently. Even the other Myrmidon find their company a little uncomfortable. The process of synthesis leaves pilots with a slightly different perspective on life and there are many in the Priesthood who believe that communing

with an Assault Engine is akin to communing with an aspect of the Omnissiah. That said most Assault Engine pilots choose to keep their own company, feeling either uncomfortable outside of their Assault Engines or that the others just don’t really understand them.

Operating an Assault Engine such as the Centurius is taxing on a Myrmidon pilot. After all, every time a pilot is harnessed into the machine they are exercising a form of a telepathic bond with an almost alien machine intelligence. Though the Centurius’ Machine Spirit is more amenable than most, it is still not unusual for Assault Engine Pilots to slowly burn out. The dark eyes and distant look of such a veteran worry even their battle hardened Velites.

While a trained Centurius Assault Engine pilot can pilot any of the other Assault Engines if needed, only over the specific engine he has achieved synthesis with can he exert total control the one to which he is attuned.

While many Assault Engines are deployed in battle via a Storm Hawk Achilles, Centurius pilots prefer to advance at range from the enemy, firing their formidable Heavy Conversion Beamers to shatter enemy forces and make a mockery of enemy armour. That said, when the need arises and enemy should watch for the skies as the Centurius are adaptable enough to eschew range and drop from a Storm Hawk brandishing their dreaded Myrmidon Glaive.



	WS	BS	S	T	W	I	A	LD	Sv
Centurius	3	3	6	6	4	4	3	8	3+

UNIT TYPE: Monstrous Creature

WARGEAR

Heavy Conversion Beamer, Myrmidon Glaive

SPECIAL RULES

Fearless, Myrmidon, Achilles Skyfall.

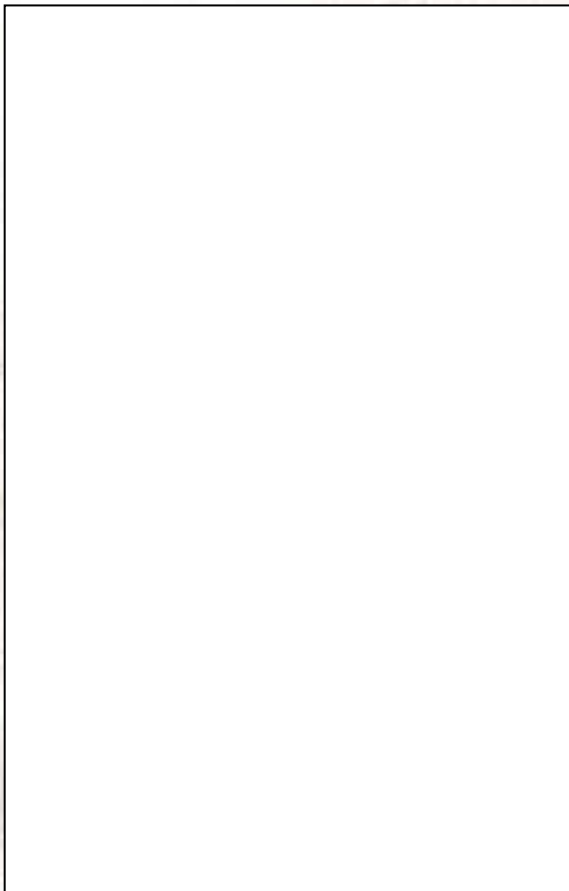


MAGNUS ASSAULT ENGINE

Easily recognised on the battlefield for its towering Storm Shield and implacable advance, the Magnus Assault Engine is a favourite amongst the Myrmidon and is only matched by the Centurius in the frequency of deployment.

The Magnus enjoys the discipline of battle and successfully symbiotic pilots tend to have a similar outlook. In combat the Magnus makes skilled work with its Glaive and Storm Shield only making use of its deadly Shockwave Cannon once a sufficient space has been cleared.

Sometimes Assault Engines have been known to act independently of the wishes of their pilots. This usually happens if the Myrmidon pilot is knocked out in the heat of battle. In a Magnus there are also rare occasions when the electrical discharge from the machine's oversized Storm Shield can stun the pilot. If for some reason the pilot inside an Assault Engine is rendered unconscious, the Machine Spirit will take over. It then operates under an alien and bloodthirsty machine intelligence with an appetite for destruction. However, an Assault Engine will never lash out against another Assault Engine. Perhaps the machine intelligence senses a kindred spirit, or perhaps there is a more



terrible instinct that would overwhelm them should they commit such an act. That one proviso aside however, an independently operating Assault Engine will continue its rampage until everything around it looks safe (in other words dead), at which time it will return to a docile state. To help control Assault Engines, their endo-skeletons are designed with joint locking mechanisms and weapons shutdown fail-safes. An Archmagos or other allied member of the priesthood can essentially put an Assault Engine into lockdown preventing it from being able to move or activate its weapons. The codes for each Assault Engine are unique and kept under heavy security. Lockdown is only used as a last resort as the Assault Engine tends to be furious for a few days afterwards...

	WS	BS	S	T	W	I	A	LD	Sv
Magnus	3	3	6	6	4	4	3	8	3+

UNIT TYPE: Monstrous Creature

WARGEAR

Shockwave Cannon, Myrmidon Glaive, Torval Shield

SPECIAL RULES

Fearless

Myrmidon

Achilles Skyfall

Torval Shield Slam: *When free-falling from a Storm Hawk, the Magnus tends to land with its Torval Shield to the fore and over charged, sending out a massive wave of electrical energy which stuns those foolish enough to be standing near it when it lands*

If a Magnus is deployed from a Storm Hawk Achilles using the Achilles Skyfall special rule, as it lands it may elect to make a Torval Shield Slam. If it does so it may not assault that turn.

Every unit within 2D6" of a Magnus landing from an Achilles Skyfall suffers a hit with the following profile.

Range	Strength	AP	Type
2D6	5	-	Concussive, Blind, Pinning



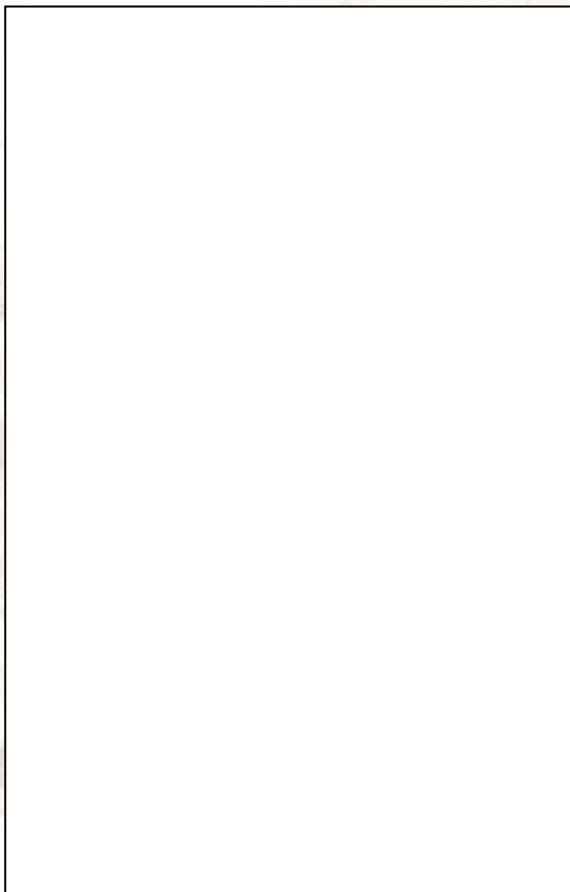
MAXIMUS ASSAULT ENGINE

The plans for what the Mechanicus designated the Maximus Assault Engine was found in the ruins of the glacial moon of Kino. Like all of the Assault Engines, the original purpose of the Maximus has been lost. In the hands of the Myrmidon however, the Maximus is a truly fearsome tool in their arsenal.

Mounting a fearsome Graviton Cannon, the Maximus is able to use it as both a weapon and draw power to feed its Gravitic Shunt. Built into the Maximus' legs, the Gravitic Impeller provides the machine with an incredible boost to its jump ability and makes it capable of leaping over fortifications to pounce on the exposed units behind them.

A popular tactic with the Maximus is to run a pair of the Assault Engines at extreme angles to the fortified position, each using their Gravitic Impellers to converge on a single exposed position and back to back begin to tear apart the enemy from within.

Although the Graviton Cannon cannot be used while power has been diverted to the Gravitic Impeller, once the Maximus is in position, the awesome forces of this weapon can be brought to full effect. In essence the Graviton Cannon is a series of interlinked Graviton Guns with a sophisticated cogitator which brings the particle steams to convergence on



an enemy target. With a deafening buzzing as the air particles are agitated, the targets are subjected to either crippling downwards pressure or debilitatingly weightlessness.

Myrmidon who commune with a Maximus Assault Engine must be strong willed individuals indeed for the aggressive machine spirit can quickly overwhelm inexperienced pilots. Symbiosis, the process of achieving mental unity with an Assault Engine, can only be achieved after several weeks of the new pilot communing with the machine spirit. While the Centurius Assault Engine is slow to trust and must be patiently entreated to achieve symbiosis, with the Maximus the Myrmidon must show that not only are they are of a similarly aggressive mind but that their will can temper the Maximus' instincts and prevent a rash move on the battlefield dooming them both.

	WS	BS	S	T	W	I	A	LD	Sv
Maximus	3	3	6	6	4	4	3	8	3+

UNIT TYPE: Monstrous Creature

WARGEAR

Graviton Cannon, Myrmidon Glaive

SPECIAL RULES

Myrmidon, Fearless, Achilles Skyfall

Gravitic Impeller: *By briefly lowering the mass of the Assault Engine, this device permits the Maximus to jump incredible distances at an impossible speed.*

Instead of shooting or making a run move, the Maximus may use its Gravitic Impeller to move makes a move of up to 18" in any direction. This move cannot end on top of another unit or in impassable terrain, but ignores intervening units, terrain and so on. A Maximus may assault after using the Gravitic Impeller but it counts as a disordered charge.

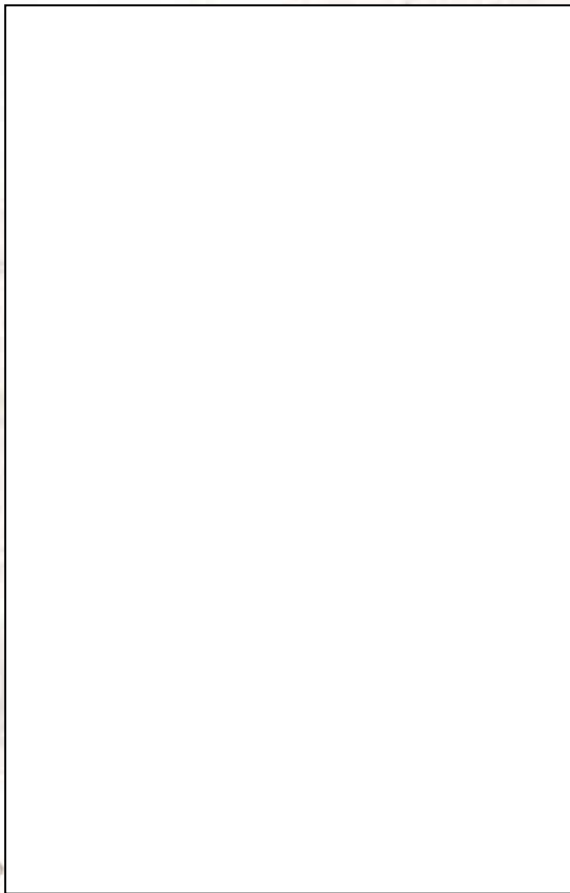


MYRMIDON VELITES

The majority of the Divisio Myrmidon can be found in the maniples of the Velites. These disciplined and well trained warriors are expert at the frontal assault that has made them one of the most feared infantry units in the army of the Ommissiah.

Equipped with the deadly Myrmidon Spear and a Combat Shield, these warriors in part attribute their famed discipline to the skull-chips and other implants that remove many of their emotions and heighten aggression and reflexes. These implants can be increased in their power when the Velites make use of their most exotic piece of equipment, the Hermes Warp Shunt.

Each Myrmidon in a Velites maniple carries a Hermes Warp Shunt - a backpack sized device that allow the squad to teleport site-to-site without the massive arrays of machinery employed by conventional devices found elsewhere in the Imperium. Velites are equipped with these warp shunts to enable them to react to battlefield circumstances on the fly by making short jumps through Warp space or with sufficient power, cover huge straight-line distances by warp-shunting themselves for a second or two longer. Without the protection of a Gellar field such travel would shatter the sanity of the Velites if it were not for those cybernetic implants that each receives upon joining the Myrmidon



Velites. At the moment of powering up their Hermes backpack each Myrmidon increases the strength of their implants and immediately severs the higher functions of their brain from the rest of their body. This essentially places them into an emotionless and instinctual mental state. The Warp Shunt is then designed to activate and the Velites' bodies are thrust into Warp space. As little more than barely sentient meat being pushed through the ether, the Velites usually avoid the predations or influence of the denizens of that nightmare realm and emerge a split second later at their intended exit point on the battlefield. Usually.

	WS	BS	S	T	W	I	A	LD	Sv
Velites	3	3	3	3	1	4	1	8	5+
Velites Optio	3	3	3	3	1	4	2	9	5+

UNIT TYPE: Jump Infantry

WARGEAR

Myrmidon Spear, Combat Bionics, Hyper-Reflex Driver, Torval Shield, Krak Grenades, Indoctrinated Cerebellum (Optio only).

SPECIAL RULES

Myrmidon, Stubborn, Achilles Skyfall

Hermes Warp Shunt *With its tell-tale whip crack, this backpack mounted device gives the Velites their signature ability to strike at the heart of the enemy, bringing spear and shield to bear from an unexpected quarter.*

Units with Warp Shunts are Jump infantry. Once per game, the unit can elect to make a shunt instead of moving. If making a Warp Shunt, the unit immediately makes a move of up to 30" in any direction. This move cannot end on top of another unit or in impassable terrain, but ignores intervening units, terrain and so on. A unit that moves via a Warp Shunt cannot assault in the same turn, although it can shoot or run. The unit counts as having moved.



MILITARIS LEMAN RUSS TANK SQUADRON



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Leman Russ Battle Tank	-	3	-	14	13	10	-	-	3
Leman Russ Eradicator/ Exterminator/Vanquisher	-	3	-	14	13	10	-	-	3
Leman Russ Demolisher/ Executioner/ Punisher	-	3	-	14	13	11	-	-	3

UNIT TYPE: Vehicle (Heavy Tank)

WARGEAR

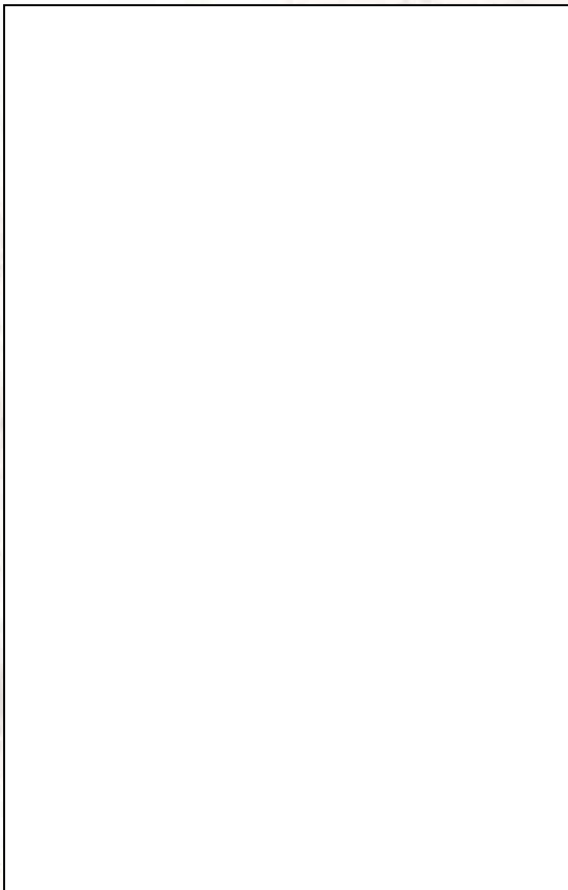
Various

SPECIAL RULES

Militaris

Factory Fresh: *Most Leman Russ Battle Tanks are modified by their crew in the field. The Militaris make no such alterations and deploy massive numbers of Leman Russ tanks exactly as they were configured straight from the assembly line.*

Other than taking sponsons or replacing the Heavy Bolter, you may not take any other upgrades.





MILITARIS SECUTOR MAGOS

Archmagos who anticipate engaging enemy armour on the battlefield often include members of the Secutor order. Huge creatures of steel, bedecked in powerful and sometimes ancient weaponry, Secutor Magi embody the military potential of the Mechanicus in the arts of siege warfare, destruction and death. Secutor Magi often have extensive martial enhancements such as pistol-armed mechadendrites, brutal close combat weapons and the special servo array that vastly enhances their bulk, armours up their internal organs and increase the ability for weapon systems to interface with their implants.

Secutor Magi are usually members of the Divisio Militaris or other lesser military sects or formations within the Adeptus Mechanicus that devote themselves to the art of warfare with the fervour other Tech-Priests normally reserve for tinkering with ancient technology. To them, the protection of the technological mysteries of the machine cult, from those who would misuse them, is a far greater concern than anything else, including human lives and the other concerns of the Mechanicus.

Some Tech-Priests become Secutors because of a hatred of tech-heretics and love of war and conflict, while others are fascinated by the intellectual challenges of warfare, strategy or perhaps a love of weaponsmithing. Others, of course,



merely use the path of the Secutor Magos as a mean to further their political power, not minding extensive grafts of siege weaponry to their body if it means coming ahead in the Adeptus. At the behest of their Archmagos masters of the Forge World they hail from, Secutor Magi are sent along with Explorator fleets, Imperial Guard regiments and Rogue Traders to retrieve ancient technology, often where such retrieval is made extremely dangerous by the presence from Xenos or Chaos forces, and the martial skill of a Secutor Magos is needed to ensure the protection of tech-treasures.

**“Thus do we smite the heresies against the Machine God,
Thus do we sunder what once was whole.”**

Chant of the Secutors

	WS	BS	S	T	W	I	A	LD	Sv
Secutor Magos	4	4	5	5	2	4	2	8	3+

UNIT TYPE: Infantry

WARGEAR

Omnissian Axe, Power Armour, Servo Harness, Digital Weapons, Recursive Combat Algorithms, Augmented Frame, Vascular Pneumatics, Indoctrinated Cerebellum, Melta Bombs.

SPECIAL RULES

Tech-Priest, Militaris, Independent Character

Smite the Machine: The Secutor Magos reserves its full fury against the machinery of the xenos and traitors who stand in the way of the Machine God's true path. After all close combat or shooting hits against a single target vehicle have been resolved, provided the target has been hit, the target suffers a single glancing hit in addition to any other damage (if any).

Fury of the Secutors: Secutor Magi have the Rampage and Zealot special rules.



MILITARIS STHENO HEAVY TRANSPORT



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Stheno Heavy Transport	-	3	-	13	13	13	-	-	4

UNIT TYPE: Vehicle (Heavy Open Topped Tank)

WARGEAR

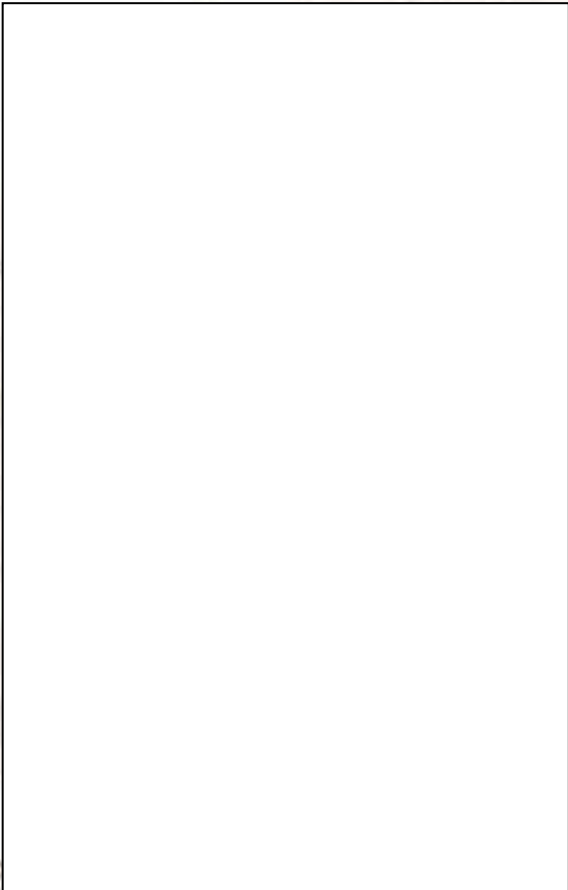
Stormfury Missile Pod, Orthrus Grenade Launcher, Atomantic Shielding

TRANSPORT

20 Models

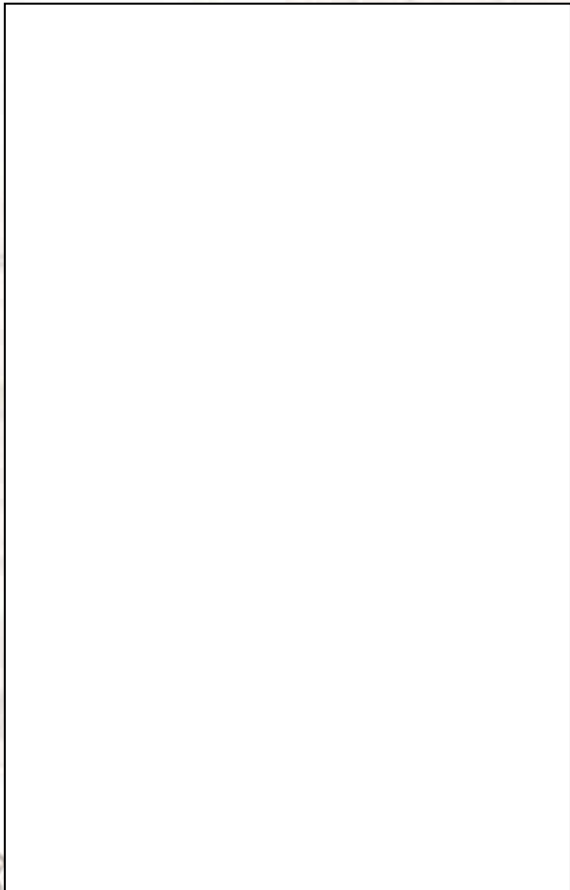
SPECIAL RULES

Militaris, Skitarii





MILITARIS ORDNANCE BATTERY



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Basilisk/Colossus/ Griffon/Medusa	-	3	-	12	10	10	-	-	3

UNIT TYPE: Vehicle (Open Topped Tank)

WARGEAR

Various

SPECIAL RULES

Militaris

Accurate Bombardment (Griffon only)

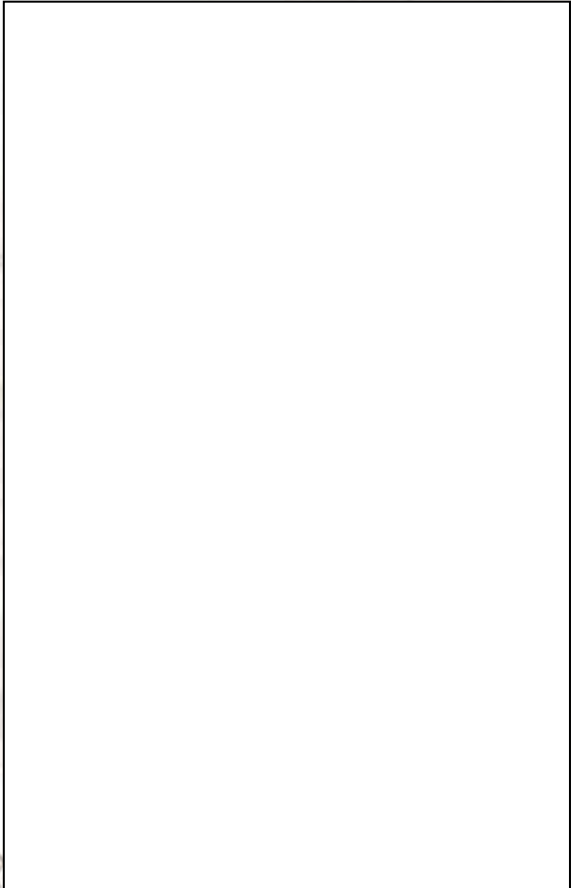
The Griffon's Heavy Mortar counts as twin-linked.

Factory Fresh: *Most Ordnance platforms are modified by their crew in the field. The Militaris make no such alterations and deploy massive numbers of Ordnance exactly as they were configured straight from the assembly line.*

Other than replacing the hull mounted Heavy Bolter with a Heavy Flamer and/or taking an Enclosed Crew Compartment or Bastion Breaching Shells, you may not take any other upgrades.



REDUCTOR CENTAUR CARRIER



	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Reductor Centaur Carrier	-	4	-	11	10	10	-	-	-	2

UNIT TYPE: Vehicle (Fast Open Topped)

WARGEAR

Twin-Linked Graviton Gun

TRANSPORT

5 Models. It may instead transport a single Artillery unit consisting of no more than one gun model and no more than five crew and/or attached characters.

SPECIAL RULES

Artillery Transport: When used to transport an Artillery unit, the Centaur is no longer a fast vehicle. Such is the design of the Centaur Carrier that the Artillery unit may disembark and fire as though it was stationary that turn. The Artillery unit cannot fire the gun model while embarked but may fire with any weapons the crew are equipped with as normal.

Stable Firing Platform: While embarked on the Centaur all transported infantry models and/or Artillery crew gain the Relentless special rule.



REDUCTOR MAELSTROM ARSENAL

Launching the dreaded Moab Canisters or mounting the deafening Thundershock Gun or Macro Cannon, the Maelstrom Arsenal is one of the heaviest artillery platforms routinely used by the Ordo Reductor.

Most common of the three weapon mounts, the Moab Launcher is classified by the Reductor as a thermobaric weapon. It is an explosive weapon that produces a blast wave of a significantly longer duration than those produced by condensed conventional explosives such as those found in the Earthshaker Cannon. This is useful in the Reductor's method of siege warfare where its longer duration increases the numbers of casualties and causes more damage to structures. The Moab Canister relies on igniting the oxygen from the surrounding air. This reliance on atmospheric oxygen makes them unsuitable for use underwater, at high altitude or in adverse weather. However, they have significant advantages when deployed inside confined environments such as tunnels, caves, and bunkers.

After launching, the oversized canister usually splits into multiple warheads, each landing a short distance from the other. When the warheads detonate, they immediately ignite the air which causes the surrounding atmosphere to be sucked towards the centre of the blast only to be sent outwards in an incinerating shockwave a fraction of a second later.

Some Maelstrom Arsenal are modified to house the Thundershock Gun in place of the Moab Canister Launcher and others instead mount the fearsome Macro Cannon. Both are well utilised by the Ordo Reductor and between the three armaments no battlefield enemy is beyond the reach of the Maelstrom Arsenal.



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Reductor Maelstrom	-	3	-	13	12	10	-	-	3

UNIT TYPE: Vehicle (Heavy Tank)

WARGEAR

MACRO CANNON: *The macro cannon is the largest form of auto-weaponry, much heavier even than the autocannon. They fire massive, explosive shells and are more commonly found in static defence emplacements due to their considerable size and potency.*

Range	Strength	AP	Type
72"	7	4	Heavy 2, Large Blast

MOAB LAUNCHER *Known as a Massive Ordnance Air Blast by the Reductor, Imperial Guard who have witnessed the weapon's destructive capabilities instead call it the Mother of All Barrages.*

The weapon gains the Shred special rule against Jetbike, Jump Infantry or Jet Infantry as they are particularly susceptible to the massive air blast. Against Flyers or Skimmers the weapon counts as API and has the Armourbane ability.

Range	Strength	AP	Type
12-120"	5	-	Ordnance, Large Blast, Skyfire, Ignores Cover

THUNDERSHOCK GUN: *The Thundershock is in essence an up-scaled Thunderfire Cannon which lobbs shells of intimidating size either above, below or directly into their target.*

Each turn the Thundershock Gun may be fired in one of three ways. For the 'Tremors' effect, see the Mole Mortar weapon rules:

Surface Detonation

Range	Strength	AP	Type
12-72"	6	5	Heavy 4, Large Blast

Air Burst

Range	Strength	AP	Type
12-72"	5	6	Heavy 4, Large Blast, Ignores Cover

Subterranean Blast

Range	Strength	AP	Type
12-72"	4	-	Heavy 4, Large Blast, Tremors

SPECIAL RULES

Balisterai

Volatile Payload: All Wrecked results on a Maelstrom Arsenal instead count as a roll of a 6 on the Vehicle Damage chart and it Explodes!



REDUCTOR ARTILLERY BATTERY



	WS	BS	S	T	W	I	A	LD	Sv
Beamer Engine	-	3	-	7	2	-	-	-	3+
Evicerator Engine	-	3	-	7	2	-	-	-	3+
Rapier Engine	-	3	-	7	2	-	-	-	3+
Stormfury Engine	-	3	-	7	2	-	-	-	3+
Thunderfire Engine	-	3	-	7	2	-	-	-	3+
Torrent Engine	-	3	-	7	2	-	-	-	3+
Tech-Priest	3	3	3	3	1	3	1	8	5+

UNIT TYPE: Artillery

WARGEAR (Tech-Priest)

Omnissian Axe, Hell Pistol, Combat Bionics, Krak Grenades.

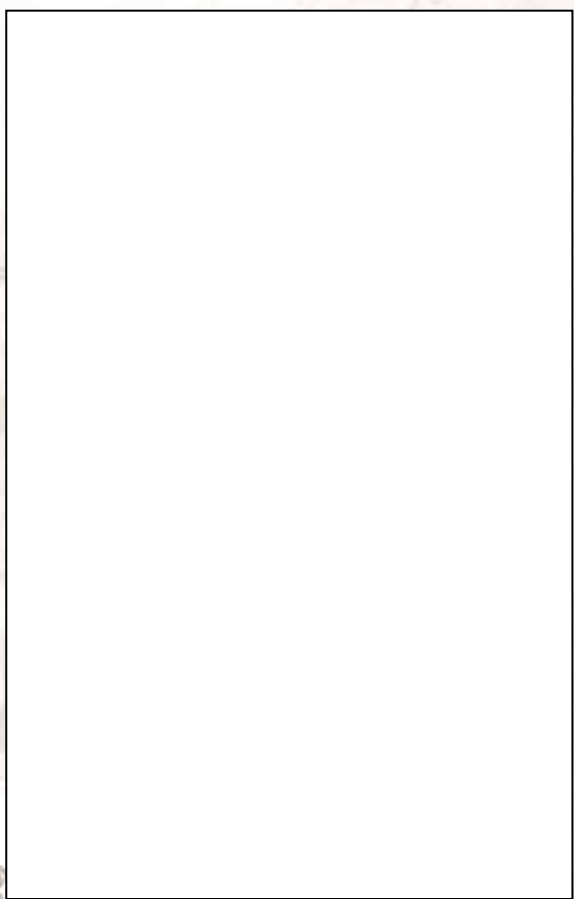
SPECIAL RULES

Balisterai
Tech-Priest

Missile Lock (Stormfury Engine): *Sophisticated missile tracking systems allow this weapons platform to fire all of its missiles with greater accuracy.*

Missiles fired by a unit with this special rule scatter D6" rather than 2D6"

Explosive Demise (Rapier Engine): Unlike other artillery, when the Rapier loses its final wound, roll a D6. On a 4+ it explodes, the Rapier is destroyed. Nearby units suffer a Strength 3, AP - hit for each model within D6" of the artillery gun model, as flaming debris scatters across the area. The gun model is then removed and replaced with a crater roughly the same size as the rapier (if you have one).





REDUCTOR SIEGE DREADNOUGHT



	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Reductor Dreadnought	3	3	6	13	12	10	3	2	3	

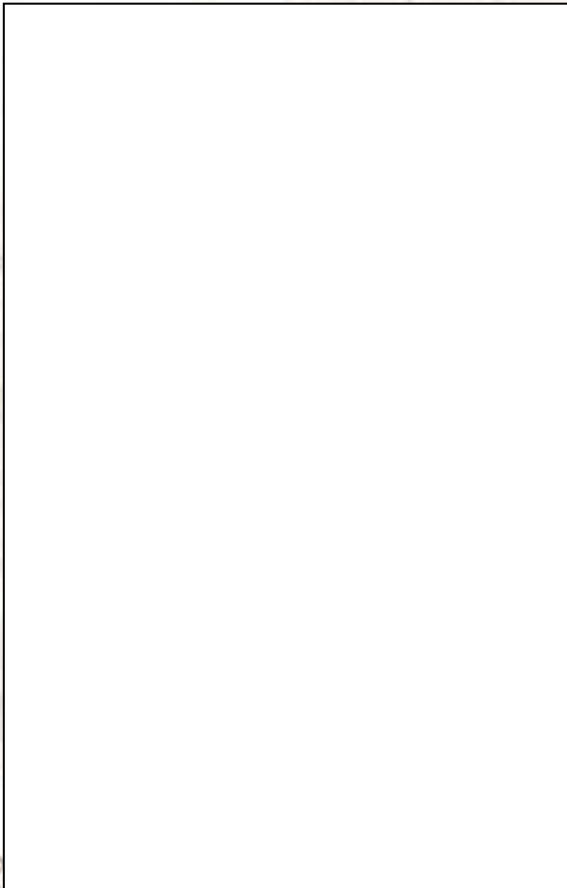
UNIT TYPE: Vehicle (Walker)

WARGEAR

Stormfury Missile Pod, Chain Fist

SPECIAL RULES

Balisterai, Missile Lock





CYBERNETICA AETOS SURVEYOR



	Armour								HP
	WS	BS	S	F	S	R	I	A	
Aetos Surveyor	-	3	-	11	11	11	-	-	2

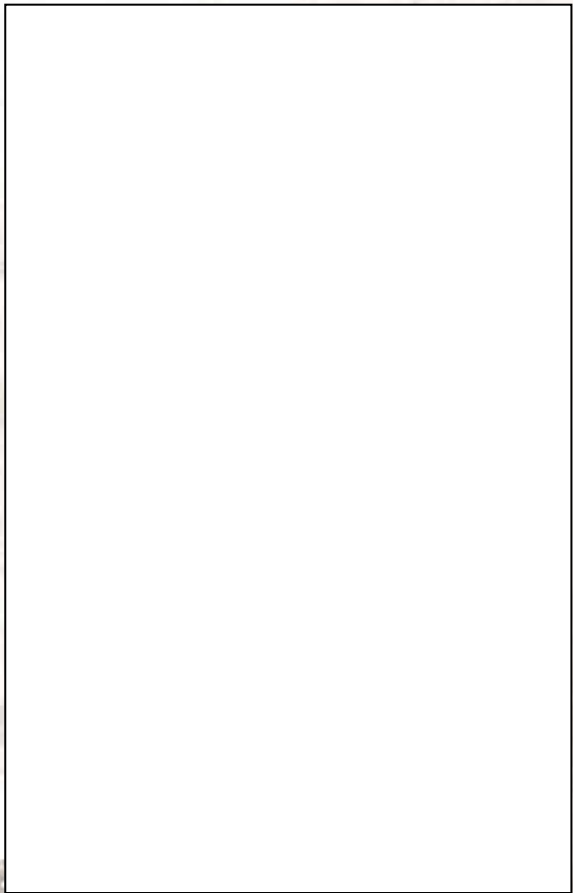
UNIT TYPE: Vehicle (Flyer, Hover)

WARGEAR

Hell Storm Gatling Cannon, Four Hunter-Slayer Missiles, Atomantic Shielding, Panoramic Augury, Battlefield Command Uplink, Bonum Motivus

SPECIAL RULES

Cybernetica, Robot, Deep Strike, Supersonic, Strafing Run





CYBERNETICA ANNIHILATOR TEAM

Unlike the maniples of Defenders or Hunters, the Tech-Priests at the heart of an Annihilator Team provide more than simple supervision and maintenance. The small chassis of the Annihilator robots are primarily taken up by their grav engines and devastating Quantum Thresher. Unable to store sufficient power to fire their weapon except in dire circumstances, the Annihilators instead draw power from their Tech-Priest's back mounted Machinator Array.

Annihilator Teams are usually deployed when a specific position needs to be taken covertly or where there is insufficient room to deploy the Doombringer or other larger class of robot. The Tech-Priests who command the Annihilators are almost universally dismissive of other Tech-Priests as they consider themselves as demi-gods, able to cause the instant destruction of a target at just a glance. What power can their poor brethren command that can even compare?

	WS	BS	S	T	W	I	A	LD	Sv
Tech-Priest	3	3	3	3	1	3	1	8	5+
Annihilator	3	3	3	3	1	3	1	5	5+

UNIT TYPE: Infantry

WARGEAR (Tech-Priest) Omnisian Axe, Hell Pistol, Combat Bionics, Mechadendrites, Machinator Array

WARGEAR (Annihilator Robot) Quantum Thresher, Combat Bionics,

MACHINATOR ARRAY: *Related to the servo harness, the Machinator Array uses its mechadendrites to connect to an array of deadly annihilator class robots giving them the targeting information and power needed to carry out their mission. Constantly connecting to the Annihilators to provide power to their Quantum Threshers or providing data to their machine-spirits, the Machinator Array ensures that these mono-tasked assassins are quickly able to adapt to changing battlefield situations. For additional protection, the Machinator array incorporates an energy shield that not only protects the Tech-Priest, but also offers defence to the fragile Annihilators.*

Models in a unit with a Machinator Array gain a 4+ Invulnerable save against shooting attacks. The Array counts as a Signum.

SPECIAL RULES

Cybernetica, Robot (Annihilator Robot), Infiltrate

Programme: Annihilate! *Robots in the Annihilator Team are armed with deadly Quantum Thresher. However, the power from these weapons is drawn from the Machinator Array and should the Tech-Priest be slain, the Annihilators have insufficient power to operate independently. There is enough power within the robot to make one final sacrifice however...*

If an Annihilator robot in the unit attempts to a shooting attack but there is no Machinator Array present in the unit in that Shooting Phase, the Annihilator instead explodes like a Plasma Grenade.





CYBERNETICA DEFENDER MANIPLE



	WS	BS	S	T	W	I	A	LD	Sv
Tech-Priest	3	3	3	3	1	3	1	8	5+
Defender	3	3	5	5	2	3	1	5	4+

UNIT TYPE: Infantry

WARGEAR (Tech-Priest)

Omissian Axe, Hell Pistol, Combat Bionics, Servo Arm.

WARGEAR (Defender Robot)

Graviton Gun, Power Lifter, Mechadendrites, Hulking Chassis, Vascular Pneumatics, Augmented Frame

SPECIAL RULES

Cybernetica

Robot (Defender Robot)

Bulky (Defender Robot)

Relentless

Programme: Defend! Robots in a Defender Maniple are mono-tasked with protecting a specific objective or location. They bring to bear formidable firepower to dissuade any would-be trespasser and back up this ranged defence with a lethal array of close combat tools.

In missions that use objectives, each unit of Defender Robots must be allocated to defend a specific objective. In missions that do not include objectives, instead nominate a point on the battlefield at least 12" from the Defender maniple's deployment zone. All the while the Defender maniple is within 6" of the designated objective or point on the battlefield they may fire an additional shooting weapon each turn. Defender Maniples may re-roll failed Mindlock tests while within 6" of the nominated point or objective.





CYBERNETICA DOOMBRINGER TANK



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Doombringer	-	3	-	13	12	10	-	-	3

UNIT TYPE: Vehicle (Tank)

WARGEAR

Bonum Motivus

DOOMBRINGER ARRAY: *Dozens of weapon tipped slashing mechadendrites make the Doombringer Array a fearsome tool in the arsenal of the Mechanicum. Almost exclusively used by the Legio Cybernetica as the primary weapon of the Doombringer robots, these heavy weapons constantly writhe in a snake-like fashion as they search for enemy targets. Fusion weaponry sits alongside acid sprays and rapid firing toxic needles. All are delivered in a lethal gout that envelopes the chosen prey.*

The Doombringer Array consists of three powerful appendages. Each appendage is treated as a separate weapon and may make a single attack each turn using the profile below. The Doombringer Array may always be fired in the Shooting Phase regardless of any penalties or restrictions. Weapon destroyed results destroy a single appendage at a time on the Doombringer Array.

Range	Strength	AP	Type
Template	4	3	Heavy I, Fleshbane, Armourbane

SPECIAL RULES

Cybernetica, Robot, Scout





CYBERNETICA HUNTER MANIPLE

	WS	BS	S	T	W	I	A	LD	Sv
Tech-Priest	3	3	3	3	1	3	1	8	5+
Hunter	3	3	4	4	2	3	1	5	4+

UNIT TYPE: Infantry

WARGEAR (Tech-Priest)

Omissian Axe, Hell Pistol, Combat Bionics, Servo Arm

WARGEAR (Hunter Robot)

Graviton Gun, Two Fabricator Gauntlets, Augmented Frame, Binary Musculature,

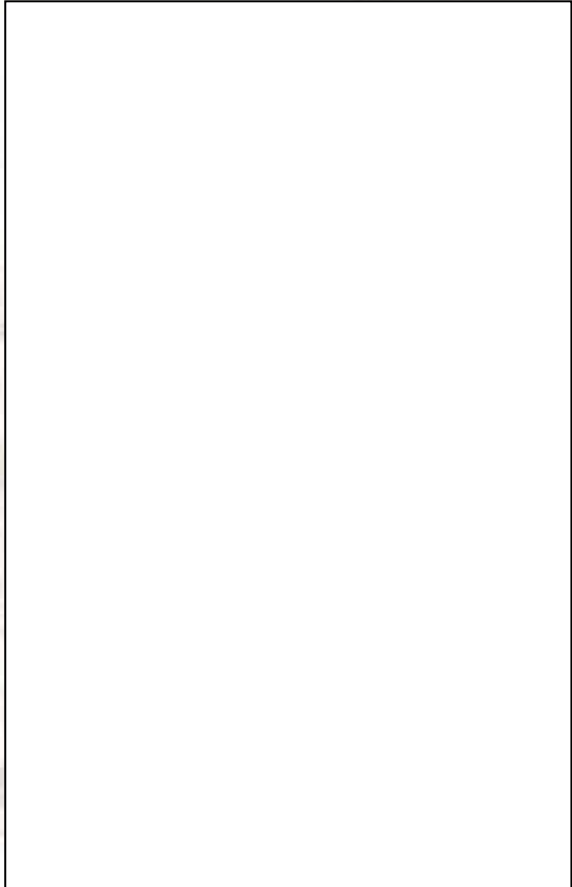
SPECIAL RULES

Cybernetica

Robot (Hunter Robot)

Programme: Hunt! Before the battle begins, but after deployment, nominate a unit in the enemy army. Hunter Maniple gain Preferred Enemy against their designated target and may re-roll failed Mindlock tests while within 12" of their designated target unit.





	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Iron Autogyro	-	3	-	11	11	10	-	-	2	

UNIT TYPE: Vehicle (Fast Skimmer)

WARGEAR

Twin-Linked Graviton Gun, Digital Camouflage, Bonum Motivus

TRANSPORT

5 Models

SPECIAL RULES

Cybernetica, Robot, Scout, Escort

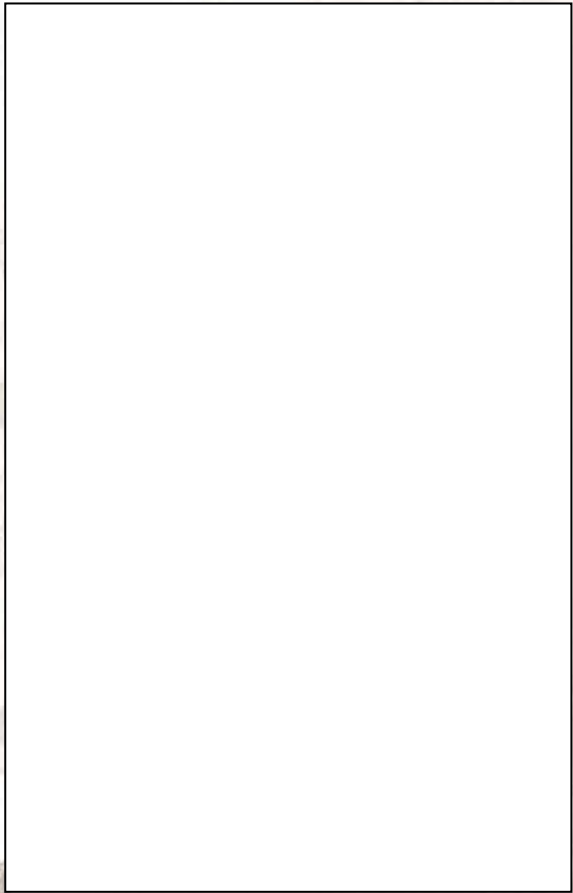
Escort Craft: If an Iron Autogyro is kept in reserve, it can be assigned to escort any unit from the Cult Mechanicus Codex in reserve with the following exceptions:

- An Iron Autogyro cannot escort a unit arriving by Deep Strike.
- One Iron Autogyro cannot escort another Iron Autogyro.
- A maximum of one Iron Autogyro can escort each unit.

If this is done, do not make reserve rolls for the Iron Autogyro, instead it arrives at the same time as the unit it is escorting. The Iron Autogyro must move onto the board within 6" of the board point that the unit it is escorting arrives by.



CATAPHRACTUS ANCILE SHIELD TANK



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Cataphractus Ancile	-	3	-	13	12	10	-	-	3

UNIT TYPE: Vehicle (Fast Open Topped Tank)

WARGEAR

Arc Cascade

ANCILE SHIELD GENERATOR: *The powerful force field projectors aboard the Ancile create a shimmering canopy of energy not unlike the fields used by the Collegia Titanica in their dreaded Titan Legions.*

The generator gives all units (friend or foe alike!) within 8" of the Ancile Shield Tank a 5+ Invulnerable save against shooting attacks. So potent is the Ancile Shield Generator that if the vehicle suffers a 'Vehicle Explodes' damage result, add +D6" to the radius of the blast.

SPECIAL RULES

Cataphractus

Modulating Frequency: At the start of each turn the Ancile Shield Generator can be used in one of the following frequency modes. The mode lasts until the start of the next friendly turn.

Harmonious - The generator constantly rotates the frequency of its shields so that they best attune to other shield generators that might operate nearby. As a result, one nominated friendly unit from Codex Cult Mechanicus within 12" may re-roll any failed invulnerable saves.

Refractor - The generator angles the shield to deflect the incoming fire. Every time the Ancile Shield Generator's 5+ invulnerable save is successfully made against a shooting attack, choose an unengaged enemy unit within 8". That enemy unit suffers a hit with a Strength and AP equal to that of the initial shot. If there is no unengaged enemy unit within 8" then the hit is still saved, but the shot is not redirected. Note that this does not cause templates to be repositioned,

Conversion - The shield converts much more of the energy from the incoming shot and the additional overload is transformed into a blinding light. The Ancile's invulnerable save increases to a 4+; however, any unit which attempts to use the save must test as though the enemy weapon had the Blind special rule.



CATAPHRACTUS FALCHION



	WS	BS	S	F	Armour			I	A	HP
Cataphractus Falchion	-	3	-	13	13	13	-	-	-	4

UNIT TYPE: Vehicle, Heavy Tank

WARGEAR

Quantum Annihilator, Assault Cannon turret sponsons, Battlefield Command Uplink, Heuristic Targeting Array, Ferromantic Fortitude, Atomantic Shielding,

SPECIAL RULES

Cataphractus



CATAPHRACTUS GLAIVE



	WS	BS	S	Armour				I	A	HP
				F	S	R				
Cataphractus Glaive	-	3	-	13	13	13	-	-	4	

UNIT TYPE: Vehicle, Heavy Tank

WARGEAR

Twin Linked Hellstorm Gatling Gun, Stormfury Missile Pod, Assault Cannon turret sponsons, Heuristic Targeting Array, Ferromantic Fortitude, Atomantic Shielding.

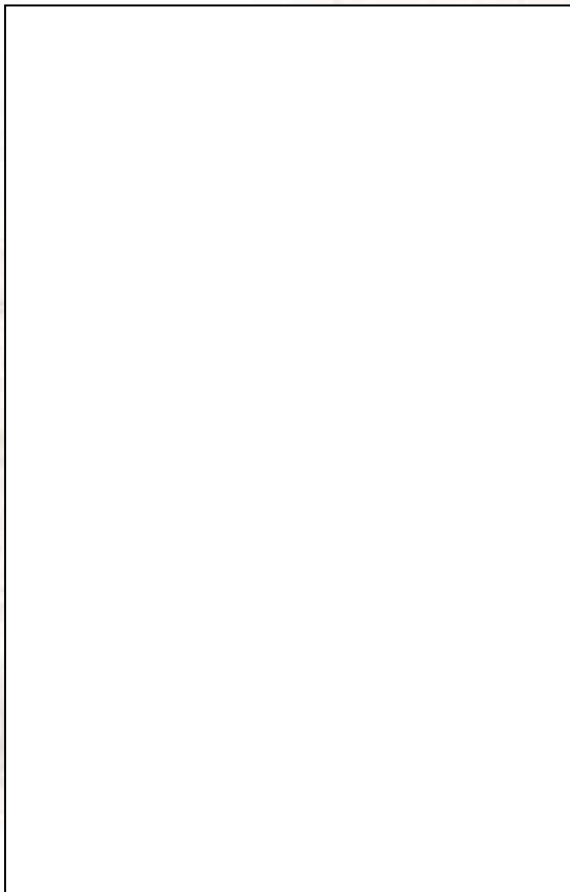
SPECIAL RULES

Cataphractus

Cataphractoï Strike Tank: Instead of firing its Twin Linked Hellstorm Gatling Gun the Glaive can move an additional 2D6" in the Shooting Phase before firing its other weapons.



CATAPHRACTUS MOLE SVTC



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Cataphractus Mole	-	3	-	12	12	10	-	-	2

UNIT TYPE: Vehicle

WARGEAR

Mole Mortar, Orthrus Grenade Launcher

Topographical Relay: Provided there is a model equipped with a Battlefield Command Uplink within 12" of the nominated Deep Strike point, should a Mole scatter underneath of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle. If there is no Battlefield Command Uplink within 12" of the intended site, the Mole scatters as normal and will suffer a Deep Strike mishap should it emerge underneath impassable terrain or another model.

SPECIAL RULES

Transport: The Mole can transport a single Cataphractus vehicle held in reserve. Once the Mole has emerged, the hatch opens and the transported vehicle rapidly disembarks under its own power. The transported vehicle is immediately placed within 2" of the hull of the Mole and may move as normal. Any friendly vehicle (not only Cataphractus ones) that moves within 2" may embark aboard the Mole. The Mole may only hold a single vehicle at any time and may not transport a vehicle that is part of a squadron.

Subterranean Strike: Moles are always held in reserve and always enter play using the Deep Strike rules from the Mission Special Rules section of the Warhammer 40,000 rulebook (even in missions that do not allow Deep Strike or reserves). A unit embarked on a vehicle that Deep Strikes via a Mole cannot disembark in the turn their own vehicle disembarks from the Mole.

Tunneller: Once the Mole has arrived via Deep Strike it counts in all respects as a vehicle that has suffered an immobilised damage result (which cannot be repaired in any way). The player may elect to remove it from the table in its movement phase, placing it in **Ongoing Reserves**.



CATAPHRACTUS NEUTRINO IRRADIATOR



	WS	BS	S	Armour					HP
				F	S	R	I	A	
Cata. Neutrino Irradiator	-	3	-	13	12	10	-	-	3

UNIT TYPE: Vehicle (Open-Topped Fast Tank)

WARGEAR

Thunderstrike Mortar, Atomantic Shielding

HEAVY NEUTRINO STREAMER: *Drawing on the powerful dark matter cascade housed within, the weapon releases the volatile energies as unchained vivid orange streams. As beautiful as they are to behold, the touch of these ribbons of light is certain death as your molecules detonate in rapid succession causing utter destruction to not only your own being but to those around you as well.*

Range	Strength	AP	Type
18"	1	-	Heavy 6, Fleshbane, Armourbane, Rending



SPECIAL RULES

Cataphractus
Scout



CATAPHRACTUS OLYMPIA ASSAULT TANK



	Armour								
	WS	BS	S	F	S	R	I	A	HP
Cataphractus Olympia	-	3	-	13	13	13	-	-	3

UNIT TYPE: Vehicle, Tank

WARGEAR

Quad Lascannon, Ferromantic Fortitude, Atomantic Shielding,

TRANSPORT

10 Models

ACCESS POINTS

One at the front

SPECIAL RULES

Cataphractus
Assault Vehicle

Misericorde: The hull of the Olympia contains a heavily armoured compartment fitted with multiple retractable inertial suppression clamps which lock transported troops in place and protect them from impact in individual alcoves. As a result models transported aboard the Olympia are not affected by Crew Shaken or Crew Stunned results on the vehicle damage chart although the Olympia itself is still affected. Furthermore these compartmentalised alcoves allow the Olympia Assault Tank to ignore the Bulky special rule when determining its transport capacity. Models that are Very Bulky or Extremely Bulky, however, cannot be transported in an Olympia Assault Tank.



CATAPHRACTUS PRIESTLEY GRAV ATTACK



	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Cata. Priestly Grav Attack	-	3	-	12	11	10	-	-	-	3

UNIT TYPE: Vehicle, Fast Skimmer

WARGEAR

Photon Thruster, Twin-Linked Graviton Gun, Atomantic Shielding.

SPECIAL RULES

Cataphractus
Deep Strike

Grav Attack

Due to its advanced targeting matrices, a Grav Attack can always fire its turret weapon as though stationary and in addition to any other weapons that may be permitted to be fired.



CATAPHRACTUS SABRE TANK HUNTER



	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Cataphractus Sabre	-	3	-	13	12	10	-	-	-	3

UNIT TYPE: Vehicle, Tank

WARGEAR

Neutron Laser Projector, Atomantic Shielding, Digital Camouflage,

SPECIAL RULES

Cataphractus
Tank Hunters



FORGE KNIGHT AVALON BATTLE FORGE



	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Avalon Battle Forge	-	3	-	12	12	12	-	-	-	4

UNIT TYPE: Vehicle

WARGEAR

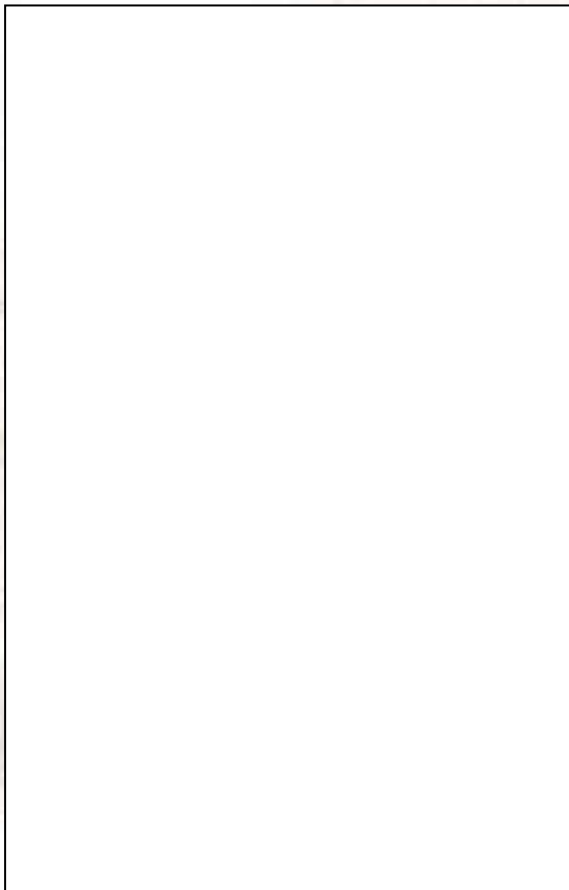
Stormfury Missile Pod, Three Hunter-Slayer Missiles, Heavy Servo Arm, Atomantic Shielding, Panoramic Augury

SPECIAL RULES

Forge Knight, Hymn of Reforging, Deep Strike

Manufactorum: Constantly abuzz with hovering servo skulls and nano-lathe machines, the Avalon is designed for the rapid repair and fabrication of Mechanicum equipment. Friendly Codex Cult Mechanicus units within 12" of the Avalon gain +1 to any Hymn of Reforging attempts or Rite of Apologetic Obeisance attempts.

Immobile: An Avalon Battle Forge cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an immobilised damage result (which cannot be repaired in any way).



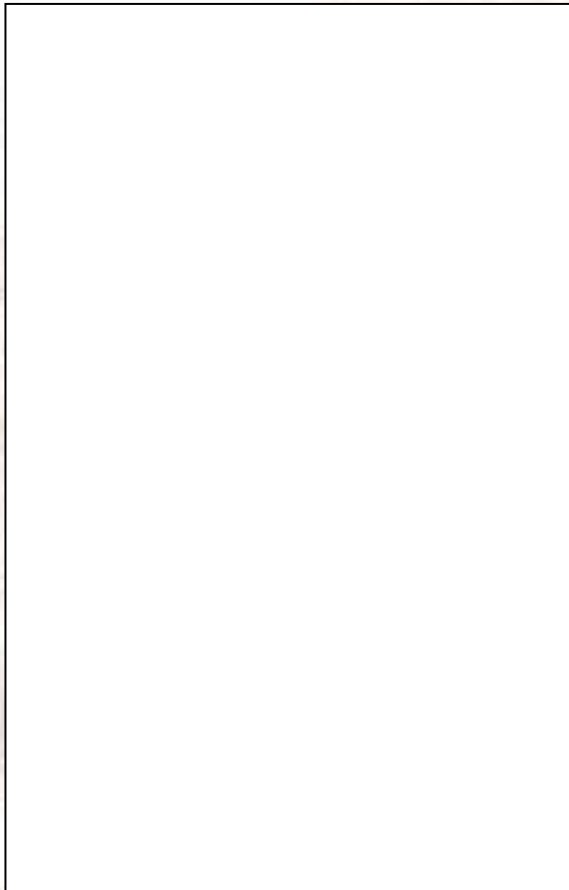


FORGE KNIGHT CRUSADER

Forge Knights are a vital part of the security of a Forgeworld and have a proud history that predates the Imperium itself. During the Age of Strife, the Martian Priesthood sent out many expeditions of spacecraft, hoping to find remnants of human knowledge on other worlds. They found an anarchic galaxy where the ancient confederacy of interdependent human planets no longer existed. The human worlds discovered retained little of their old technology. They had devolved into feudal states ruled by aristocratic nobles who welcomed the Tech-Priests as long awaited saviours. They were the Knight Worlds.

The most important innovation that the Tech-Priests brought to the Knight Worlds were the fighting machines called Forge Knights. These machines are one-man warmachines that are, to an untrained eye, smaller and less powerful versions of Titans. Forge Knights are certainly smaller than Warhound Scout Titans but that is a comparison that would apply to almost all of the Mechanicum's land based warmachines. They far better suited to the mobile style of warfare prevalent amongst the nobility of the Knight Worlds.

In the current Age of the Imperium, these Forge Knights fight alongside the Titans and form a force that is deployed



where the Forge Worlds or interests of the Mechanicus are threatened. Each Forge Knight is piloted by a noble of the Knight Worlds, these worlds having maintained their feudal societies over the millennia. Indeed, the acquisition of technology enabled the warrior nobility to strengthen its position of power on their worlds.

The most commonly encountered type of Forge Knight is the Crusader which excels at close combat, but other variants can be found such as the Thermic Cannon wielding Errant, the Quad Lascannon armed Paladin and the Castellan with its devastating Laser Destroyer.

At the head of each Forge Knight detachment is a mighty Baron class warmachine piloted by one of the most senior nobles – in many cases the Baron of the Household himself. Barons carry with them the honour and history of their Households and they are rightly feared opponents for their own prowess as well as the valour they inspire in their fellow Forge Knights.

The Forge Knight Baron de Sange patriarch of House Hawkwood has a long and venerable history within the Imperium along with his Household. Their distinct red and yellow colour scheme derives from the Baron's personal coat of arms. These striking colours were proudly displayed as he established the order on the Forgeworld of Graia, long before the first Astartes warriors ventured forth from Terra. Historically the Forge Knight households bear banners which depict an ancient warrior or fierce creature whose virtues are bestowed upon the house in times of conflict or battle.

	Armour								HP
	WS	BS	S	F	S	R	I	A	
Forge Knight Crusader	4	3	8	14	13	11	3	2	4

UNIT TYPE: Vehicle, Walker

WARGEAR

Two Dreadnought Close Combat Weapons, Shock Lance, Twin-Linked Frag Carbine, Neural Fibre Bundles, Atomantic Shielding.

SPECIAL RULES

Forge Knight, Hymn of Reforging

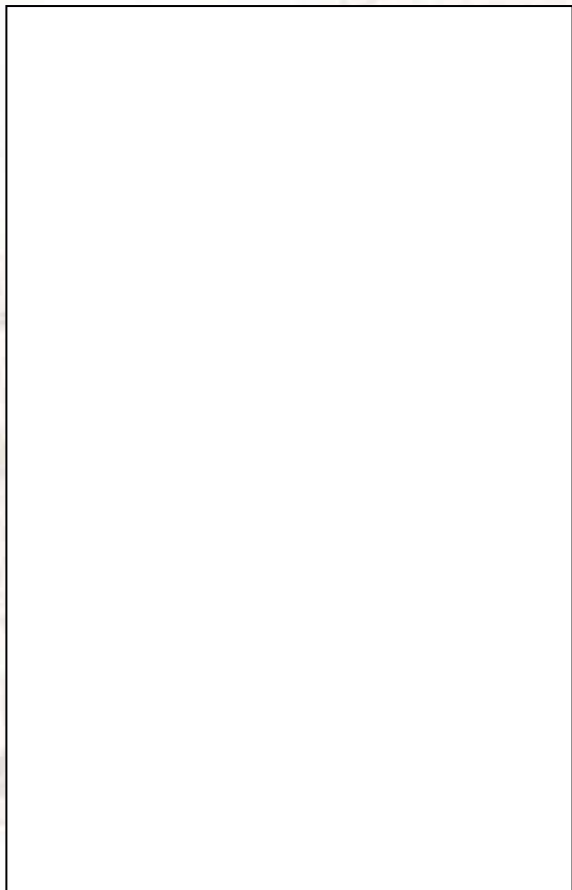
Note: A Baron is an upgrade to an Archmagos and can be found in the HQ section of the armylist. A Baron may take any of the weapon options available to a Crusader.



FORGE KNIGHT LANCER

When the Tech-Priests settled among the feudal empires of the Knight Worlds, they choose regions on the planets that were mineral rich where they could rebuild their industries. They established contacts with the Knights, trading with their worlds and investigating the ancient ruins where surviving technology could still sometimes be found. The Knights provided manpower and security against enemies such as marauding Orks and land-hungry Eldar Exodites. In return the Tech-Priests provided technical expertise and help rebuilding their planets.

Over the millennia the Forge Worlds became powerful and the Knight Worlds flourished under their wing. The Tech-Priests and Knights became mutually dependent and each Forge World became the hub of an empire consisting of a Forge World and its surrounding Knight Worlds. The Knights learned much from the Tech-Priests and their societies were gradually transformed into technically sophisticated cultures. Many of the Forge Worlds managed to maintain sporadic contact with each other, and the Tech-Priests' obsession with knowledge ensured that discoveries on one world were distributed to others throughout the galaxy.



A variant of Forge Knight vital in safeguarding the distant convoys on the Knight Worlds is the Lancer. Lighter and faster than the other Forge Knights, the Lancer is ideal for making far ranging strikes at distant intruders to the Forge Worlds under their protection.

On the battlefield, the Lancer can be found at the vanguard or flanks of the Forge Knight assault. They use their increased manoeuvrability and the specialised training of their noble pilot to outclass comparable enemy units and quickly overwhelm them before heavier enemy assts can be brought to bear and the Lancer's thinner armour becomes a liability.

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Forge Knight Lancer	4	3	8	13	12	11	3	2	4

UNIT TYPE: Vehicle, Walker

WARGEAR

Dreadnought Close Combat Weapon, Neutron Laser Projector, Shock Lance, Twin-Linked Frag Carbine, Neural Fibre Bundles, Atomantic Shielding.

SPECIAL RULES

Forge Knight, Hymn of Reforging, Outflank

Longstrider: The Forge Knight Lancer has the longest legs of all of the Forge Knights and as such easily outpaces its fellows. A Forge Knight Lancer may move up to 12" in the Movement phase rather than the usual 6" for a Walker.



FORGE KNIGHT WARDEN



	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Forge Knight Warden	3	4	8	14	14	11	3	2	4	

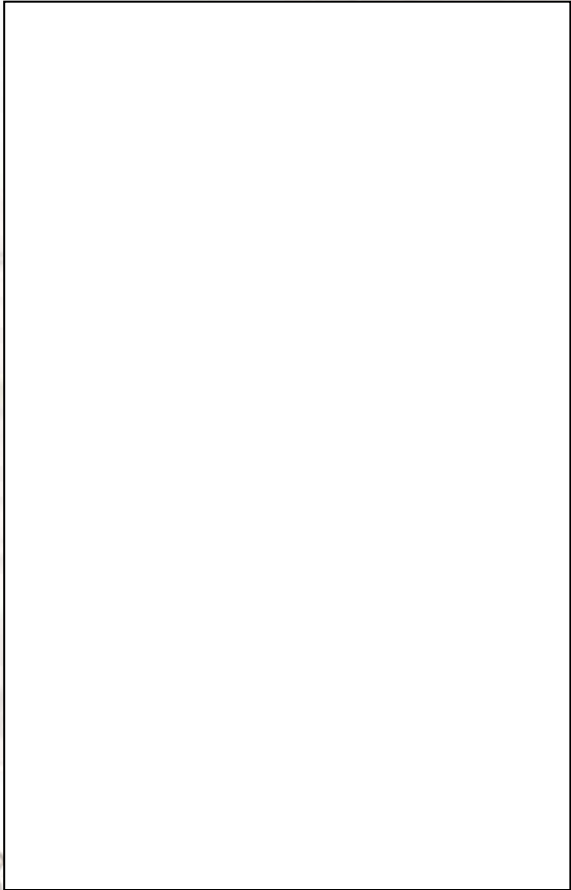
UNIT TYPE: Vehicle, Walker

WARGEAR

Twin Linked Hell Storm Gatling Cannons, Stormfury Missile Pod, Shock Lance, Twin-Linked Frag Carbine, Neural Fibre Bundles, Atomantic Shielding.

SPECIAL RULES

Forge Knight, Hymn of Reforging





FORGE KNIGHT YEOMAN CHARIOT



	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Forge Knight Chariot	-	4	6	11	11	10	-	D6	3	

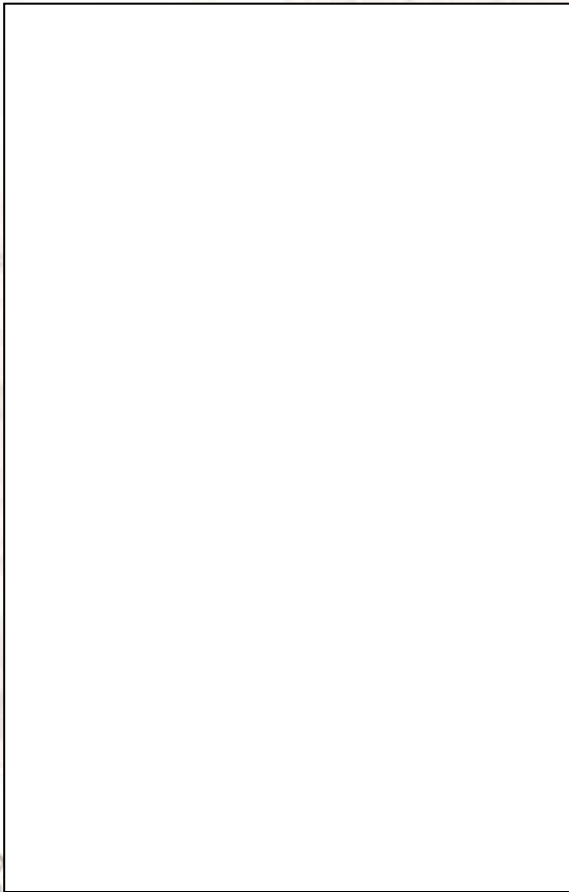
UNIT TYPE: Vehicle
(Fast Open Topped, Skimmer Chariot)

WARGEAR
Yeomanry Grapnel

SPECIAL RULES
Forge Knight
Hammer of Wrath

A Noble Duty: If a Forge Knight Chariot is kept in reserve, it can be assigned to escort any single Avalon Battle Forge in reserve.

If this is done, do not make reserve rolls for the Forge Knight Chariot. Instead it arrives at the same time as the Avalon Battle Forge it is escorting arrives by deep strike. The Forge Knight Chariot must be deployed onto the board within 6" of the deep strike location that the Avalon Battle Forge it is escorting arrives at.





IZAMBARD OF THE CATAPHRACTOI



	WS	BS	S	T	W	I	A	LD	Sv
Izambard	4	4	3	3	3	3	3	8	4+

UNIT TYPE: Infantry

WARGEAR

Fabricator Gauntlet, Augmented Frame, Enhanced Platform, Recursive Combat Algorithms, Signum, Mechadendrites, Krak Grenades

SPECIAL RULES

Cataphractus

Unit Upgrade: A single Cataphractus vehicle in the army may take Izambard of the Cataphractoi as an upgrade. You may only include one Izambard of the Cataphractoi in your army.

Tank Commander: A model with this ability must start the game as commander of a single Cataphractus vehicle. Use a suitable marker such as a tank commander model to represent this. Any vehicle with a Tank Commander aboard ignores any Crew Shaken or Crew Stunned results and has a Ballistic Skill of 4.

A Tank Commander may decide to voluntarily leave his tank in the Movement phase, if the tank has not moved more than 6" that turn. Place the Tank Commander model within 2" of the tank. He may not move any further that round. Once a Tank Commander has left his vehicle he may not take command of another and instead becomes an Independent Character.

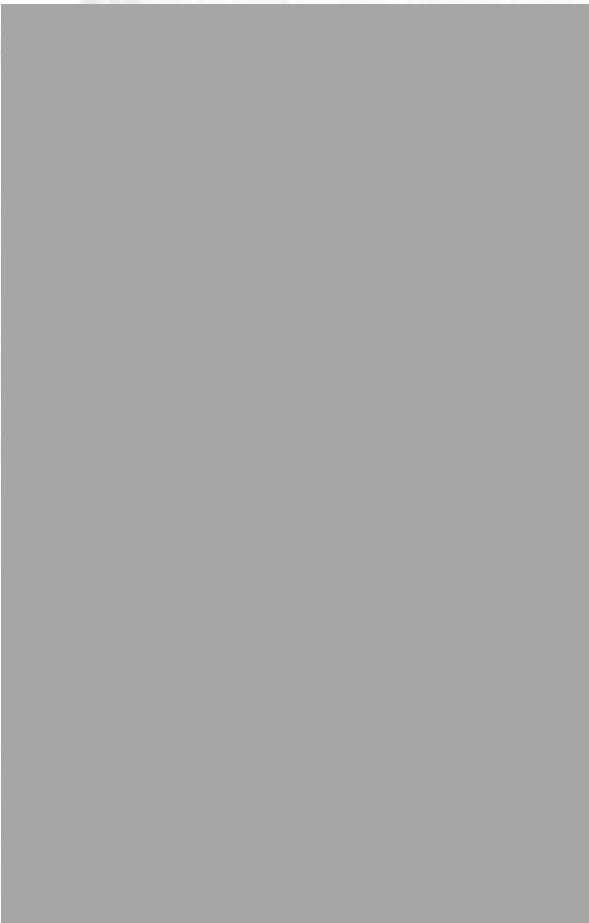
If the tank suffers a Wrecked or Explodes! result, roll a D6. On a 4+, the Tank Commander suffers D3 wounds. If the result is 3 or less, the Tank Commander leaps clear at the last second and instead takes a single Strength 4 hit as normal for a passenger in an enclosed vehicle. When the damage has been resolved, place him within 2" of the vehicle's position exactly as if he had voluntarily left the tank.

Safety within the Iron Shell: Heavily adapted to life within the confines of a vehicle, Izambard dislikes prolonged exposure to the world outside. Unless in a vehicle, Izambard must always move towards the nearest friendly vehicle that he can embark on (cannot be a walker or artillery unit). If there is no such unit in play at the start of each turn he counts as broken and must fall back as normal. He cannot rally unless a suitable vehicle becomes available on the battlefield at which point he will automatically rally and move towards it.





KABERI, TRIBUNE OF THE INCALADION CLAWS



	WS	BS	S	T	W	I	A	LD	Sv
Kaberi	4	4	3	3	1	4	2	9	4+

UNIT TYPE: Jump Infantry

WARGEAR

Augmented Frame, Two Fabricator Gauntlets, Hyper-Reflex Driver, Recursive Combat Algorithms, Indoctrinated Cerebellum, Krak Grenades Hermes Warp Shunt

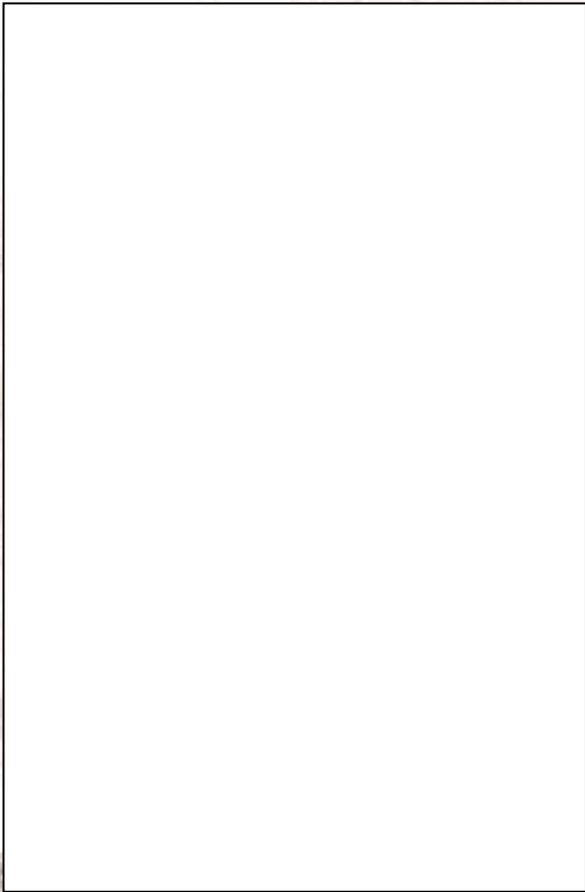
SPECIAL RULES

Myrmidon, Stubborn, Hit and Run

Unit Upgrade: A single Myrmidon Velites Optio in the army may be replaced by Kaberi as an upgrade. You may only include one Kaberi, Tribune of the Incaladion Claws in your army.

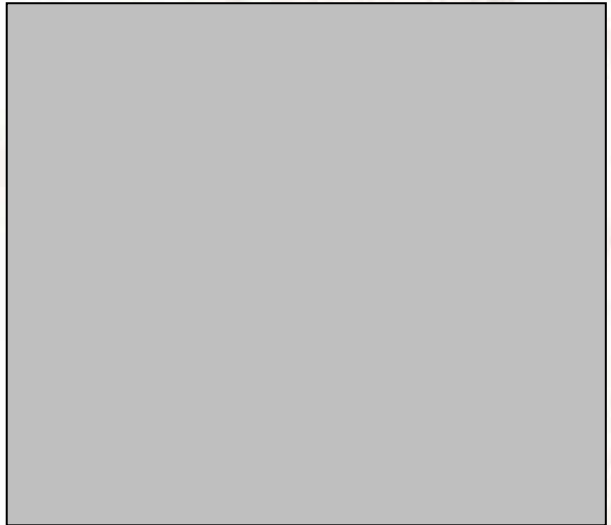
The Incaladion Claws: *Veterans of a thousand battles, the memories and experience of Kaberi are recorded and inducted into the brain-stem of each new initiate to the Incaladion Claws. Although little remains of the initiates own mind, the strong sense of brotherhood and service to the Ommissiah enables them to function as part of a lethal team.*

All the Velites in Kaberi's unit replace their Combat Bionics with Augmented Frames, their Myrmidon Spears and Torval Shields with a pair of Fabricator Gauntlets and gain Recursive Combat Algorithms.





THE OMNISCION



	WS	BS	S	T	W	I	A	LD	Sv
Omniscion	5	5	10	6	4	3	4	10	2+

UNIT TYPE: Flying Monstrous Creature (Character)

WARGEAR

Heavy Conversion Beamer

SKIN OF THE SCION: The Omniscion has a 2+ Armour Save, the Feel No Pain and It Will Not Die special rules.

SPECIAL RULES

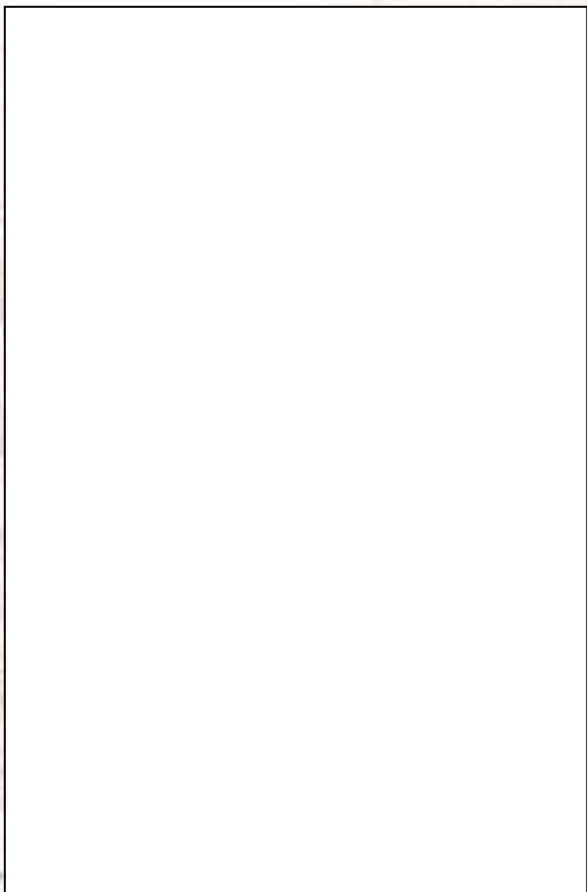
Cybernetica, Fearless

HQ Unit: The Omniscion may be taken as an HQ choice. He is an Archmagos and as such may include Disciples of the Court. He must be the Archmagos Prime. You must include the Legio Cybernetica as the Prime Tier in your army.

By My Command: Any Hunter Maniple or Defender Maniple included in the army may take a Bonum Motivus for each model. Any unit that takes this upgrade is responding directly to the will of the Omniscion and so does not include a Tech-Priest.

Icon of the Machine God: Any friendly Skitarii or Mindlock units within 12" of the Omniscion may use its Leadership.

Apocryphal: Divisive and treated with suspicion by the High Priests, you may not include Urtzi Maelvolus or Veneratus Kane in an army that includes the Omniscion. An enemy of the Diviso Biologis, you may not include Gaden of the Biologis or any Genetor Biologis in your army.





PALA GREUT, HIGH ENGINEER OF RYZA

Pala Greut is the High Engineer of the Forgeworld Ryza. In such a vaunted position Greut represents the governing cabal known as the Triad. From their star-chamber in the Primus Manufactorum on Ryza, the Triad hold tight rein on the proliferation of plasma technology in the Imperium. Such incredible energies have many applications, particularly in warfare but of all the galaxy it is only the lore-vaults of Ryza that contain intact copies of every known application that mankind has developed in the field. Knowledge is Power and the Triad have enjoyed their power for millennia.

Greut is a large, straightforward man, with a life-long fascination by the unpredictable energies of plasma technology. His lofty position allows him access to the highest levels of planetary government and his presence in the Armies of the Imperium is in much demand - for his expertise is almost unparalleled. Greut though prefers the company of his technologies to that of any living being. Sadly, his renowned abilities as Engineer are often in demand during campaigns, when he has to advise on all kinds of technical matters - sometimes even being brought up to the front line to give his celebrated opinions.

Through his sponsors in the Triad, Greut has built strong ties with the Legio Cybernetica, The automaton-lords gifted a mighty Doombringer known as Wotan and this robot is utterly loyal to the office of the High Engineer - ready to carry out his orders with lethal efficiency. As a result Greut hates leaving Wotan. Indeed, every time he does so, or so it seems to Greut, some xenos or deviant scum tries to shoot him. Often travelling into a warzone on the chassis of Wotan, Greut has even been known to sleep there, just in case...

Recently part of the flotilla attached to the Iron Fist Chapter of the Adeptus Astartes, Greut and Wotan are frequently sent out to accompany Explorator Fleets or Astartes Crusades. Officially their presence usually fulfils some ancient pact or boon owed by the Mechanicum, but in reality Greut assiduously monitors for indication



of new plasma technologies, be they xenos or the work of Man. If such technology can be seized it is couriered to the Triad. If not, Wotan is well equipped to ensure that the monopoly of Ryza continues.

	WS	BS	S	T	W	I	A	LD	Sv
Pala Greut	4	4	3	4	2	4	2	9	3+

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Wotan	-	3	-	13	12	11	-	-	3

UNIT TYPE: Pala Greut – Infantry (Character)
Wotan – Vehicle (Tank, Chariot)

WARGEAR (Pala Greut)

Power Armour, Indoctrinated Cerebellum, Recursive Combat Algorithms, Vascular Pneumatics, Mechadendrites.

SIGIL OF RYZA: *Greut's staff of office, The Sigil of Ryza can deliver a devastating discharge from its multiple plasma cores.*

The Sigil is a Power Staff. It can be fired in the Shooting phase with the following profile:

Range	Strength	AP	Type
18"	7	2	Rapid Fire, Gets Hot

WARGEAR (Wotan)

Bonum Motivus

PLASMA DOOMBRINGER ARRAY: *When was gifted to the High Engineer by the Legio Cybernetica, it was armed with a. Over time, Greut has mastered the design of Wotan's Doombringer Array and has incorporated several unique modifications.*

The Plasma Doombringer Array is treated exactly as a Doombringer array but uses the following profile:

Range	Strength	AP	Type
Template	7	2	Heavy I, Gets Hot

SPECIAL RULES

Heavy Support Unit: Pala Greut and Wotan may be taken as a single Heavy Support choice.

(Pala Greut) Tech Priest, Independent Character, Scout

Secrets of the Triad: All failed Gets Hot attempts may be re-rolled in an army that including Pala Greut. This ability only applies while Pala Greut is alive.

(Wotan) Cybernetica, Robot, Scout

Mind-Link: Pala Greut: Wotan may only ever transport Pala Greut. While within 6" of Pala Greut, Wotan automatically passes any Mindlock or target selection tests required.



URTZI MALEVOLUS, DESPOILER OF MARS

Few names cause more division amongst the Priesthood of Mars than that of Urtzi Malevolus. It was Malevolus who allowed the abomination of the Kaban Machine to achieve full sentience. It was Malevolus who crafted the Tactical Dreadnought Armour that the Warmaster Horus wore throughout the Siege of Terra. It was Malevolus who railed against the Treaty of Mars and obliterated the wondrous forges of Mondus Occulum. But the Priests of the Mechanicus consider themselves beyond petty concerns and outrages. What is valued is knowledge and Urtzi Malevolus has millennia of unique and precious data. His treacherous actions are scrutinised for glimpses of this lore. The Kaban Machine is almost deified by the Legio Cybernetica. The Warmaster's armour was a fantastic and unrivalled achievement in plasteel and ceramite. And as for Mondus Occulum... Well only the Ommissiah is perfect.

Unlike the traitorous Fabricator General Kelbor Hal, Malevolus was not killed outright at the end of the Horus Heresy. Wounded and allowing the loyalists to believe him slain, Malevolus made his way to the distant Forge World of Godhammer. This nascent machine world was of alien origin and although the Mechanicum now used it as their own, Malevolus knew that deep with its vaults lay a secret he had not shared with even his fellow conspirators. Decades earlier, during the world's liberation under the Great Crusade, he had found an archway that appeared related to the technology used by the web-gates of the Eldar. Rather than transporting a being between

worlds, this arch seemed to take the user out of the physical world and place them into a form of stasis, only to return them at a designated time. Sealing the vault behind him, Malevolus set the controls and stepped into the archway. When the vault was opened and he stepped out once more, almost nine thousand years had passed and he was free to roam the galaxy and undertake his great work.

Throughout the 41st Millennium, Malevolus was identified on distant worlds such as Naogeddon, Cadia and Tyran. It was on Dal'yth that he earned the name Devil of Damocles for the torment and destruction he wrought, but over his lifetime he has earned many others. On Mars he is still referred to by some puritans as the Despoiler of Mars for the atrocities at Mondus Occulum. The Chaos Legions know him as the Warmaster's Artificer and the Necrons acknowledge him as the Deliverer of Hypnoth.

More than one Archmagos Prime has sought his alliance or been approached by Malevolus where they believe they have a mutually beneficial goal. As Malevolus brings with him a wealth of knowledge and is usually accompanied by various fiendish creations it is a Tech-Priest of low vision indeed who does not enter such a pact with relish, and a rare Tech-Priest indeed who does not ruefully regret doing so once their alliance is at an end,



	WS	BS	S	T	W	I	A	LD	Sv
Urtzi Malevolus	6	5	4	5	3	4	3	10	2+

UNIT TYPE: Infantry

WARGEAR: Artificer Armour, Augmented Frame, Armoured Exoskeleton, Two Fabricator Gauntlets, Digital Weapons, Servo Rig, Mechadendrites, Krak Grenades

SPECIAL RULES

Tech-Priest, Independent Character, Eternal Warrior

HQ Unit: Urtzi Malevolus may be taken as an HQ choice. He is an Archmagos and allows Disciples of the Court to be taken but he may not be the Archmagos Prime.

Agent of the Myriad: You may include units from any one Devotion from Codex Dark Mechanicum exactly as if they were your Secondary Tier. If you do so you may not take a Divisio as an Secondary Tier as well.

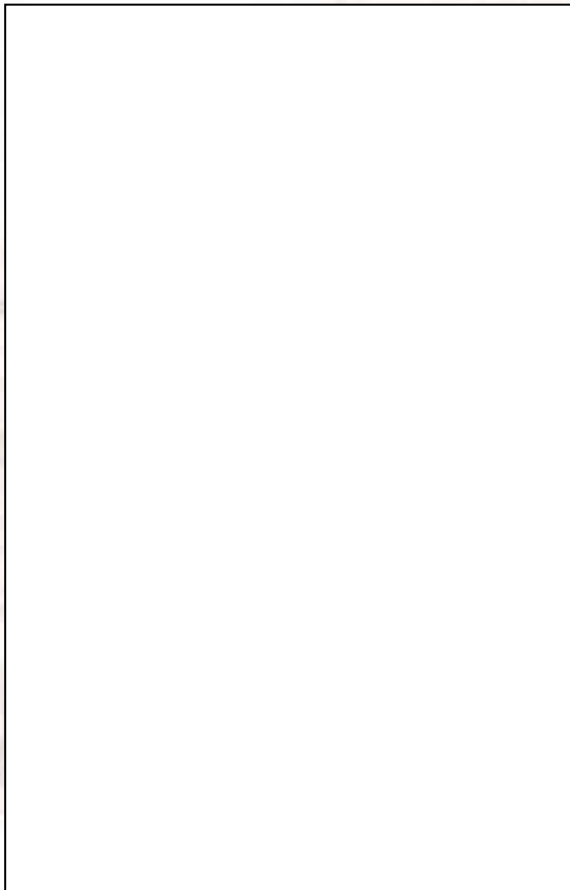
Renegade: Untrustworthy in the extreme, you may not include the Omniscion or Veneratus Kane in an army that includes Malevolus.



THE HOST OF XERSES

Xerses is a High Electro-Priest from the enigmatic order within the Mechanicum known as the Luminen. Though it is usually rare for the Luminen to take to the field in large numbers, such is Xerses' reputation and standing within the order that Electro-Priests gather round him in a mighty host and it is common to see him accompanied by several groups of followers. Even the Skitarii hold Xerses in awe and it is easy to see why, from the barely contained energy rolling from his shoulders like a waterfall to the occasional smoking footprint marking his passage it is clear that Xerses is as far removed from humanity as the mighty Astartes.

It is said that Xerses was the most talented student of Darius, the first Luminen to meet with the Emperor and one of the signatories of the Treaty of Mars. Despite this impressive mentor, Xerses was forced by Darius to undergo repeated trials of conductivity. As he emerged triumphant each time, Darius judged him unworthy of the Electoo graft and ordered him cleansed and readied for another attempt. It was finally when Xerses emerged a third time, the nimbus of victory burning fiercely around him that Darius grudgingly agreed to his admission to the order. It was only once Darius had left the trial arena that Xerses permitted himself to collapse, scorched and near death.



Xerses served the Mechanicum with distinction and authored several significant works that were well regarded by his Luminen brethren. According to tradition, as the most renowned of Darius' protégées, Xerses should have succeeded the old priest as head of their order. Instead, on his death, Darius left instruction with the Electro-Priests that they should accept Cyrus the Radiant One to lead them. Outraged at what he saw as Darius' final slight, Xerses took many of his followers from his home forge on Mars and journeyed out to Forgeworld's as distant as Triplex Phall, Godhammer and even the lost forges of the Halo Stars. His return three centuries later with his discovery of Baleb, the fabled Lexmechanic Shrineworld saw his position as the pre-eminent Electro-Priest solidified. It was only his tacit agreement to make Triplex Phall his home forge that prevented all out war with a jealous Cyrus on Mars.

	WS	BS	S	T	W	I	A	LD	Sv
Xerses	4	4	3	4	3	4	3	10	4+
Electro Priests	3	3	3	3	1	3	1	8	4+

UNIT TYPE: Infantry

WARGEAR

Augmented Frame, Mechanicus Protectivum

Electoos: *See Luminen Host Entry. Xerses counts as an Electro-Priest.*

Coruscating Implants: These ancient inlays of precious metal enable Xerses' attacks to be all the more devastating.

Xerses may use two functions of his Electoos each turn. Furthermore, his Arc ability allows him to fire as an Arc Cascade.

SPECIAL RULES

Tech-Priest

Elites Unit: The Host of Xerses may be taken as an Elites choice.

Lord of the Luminen: If you include The Host of Xerses in your army you may take 0-3 Luminen Hosts as Disciples of the High Priest rather than the usual 0-1.





WARGEAR

The Quest has been pursued for well over ten millennia and the labours of countless billions of priests and their servants have produced a wide variety of equipment.

Many items of Wargear provide increases to the characteristics of the model or armour save or level of Feel No Pain. In all cases you must use the greatest bonus when determining your final armour save, characteristic or other benefit. Where such items are included as part of a unit's standard Wargear, these bonuses have already been applied to their characteristic profile.

If a model is equipped with two items of wargear that give it the Bulky rule, it instead receives the Very Bulky rule. If a model is equipped with three or more items of wargear that give it the Bulky rule, it instead receives the Extremely Bulky rule.



ARMOUR

ADAMANTINE PAVAISE: *The large shields are built into an arm and stand as high as a man. Thick adamantium and a powerfield within can turn aside almost any blow.*

Models must have an Armoured Exoskeleton or a Hulking Chassis to be equipped with an Adamantine Pavaise. Models with this shield receive a 3+ Invulnerable save but gain the Bulky special rule. Regardless of other Wargear, in Assault a model equipped with an Adamantine Pavaise may always fight using other weapons but any weapon they use gains the Two-Handed and Unwieldy special rules.

ARMOURED EXOSKELETON: *A mass of armoured plates and servos encase much of the wearer's torso and limbs. This enables equipment of substantial weight to be carried.*

Models with an Armoured Exoskeleton gain +1 to their Toughness value (to a maximum of 7) and the Slow and Purposeful special rule.

ARTIFICER ARMOUR: *The superdense construction materials ensures artificer armour offers almost unrivalled physical protection.*

Models equipped with artificer armour receive a 2+ armour save.

ATOMANTIC SHIELDING: *One of the marvels of the Mechanicum's armoury is the distinctive curved features of the defensive field generators powered by the potent Atomantic power reactor. This can repel incoming strikes at the molecular level, turning aside explosions, laser weapons and even melee attacks.*

Vehicles with Atomantic Shielding have an Invulnerable save of 5+ against shooting attacks and explosions, and an Invulnerable save of 6+ against attacks suffered in assault. So potent is the Atomantic reactor that if the vehicle suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

AUGMENTED FRAME: *An advanced series of augmentics and combat enhancements make for durable servants of the Omnissiah less likely to be blown apart by the vagaries of warfare.*

Models with Augmented Frame have a 4+ armour save and gain the Feel No Pain universal special rule.

COMBAT BIONICS: *Favoured servants receive additional augmentation making them hardier and more resilient to damage.*

Models with Combat Bionics have a 5+ armour save and gain the Feel No Pain (6+) special rule.

POWER ARMOUR: *Made from thick ceramite plates and electrically motivated fibre bundles, power armour is the heaviest form of protection for many Tech-Priests.*

Models equipped with power armour receive a 3+ armour save.

TORVAL SHIELD: *A power shield used by the Myrmidon, the Torval is a more advanced and bulky version of the Astartes Combat Shield, providing better defence. As they assault, the wielder uses the crackling energy field building on the surface of the shield to stun their enemies before delivering a lethal strike.*

Models equipped with Torval Shields gain a 4+ Invulnerable save against attacks in an assault. Because of the size of a Torval Shield, models still gain a benefit against ranged weapons, albeit reduced. Models with Torval Shields have a 5+ Invulnerable save against shooting attacks. Models equipped with a Torval Shield count as using Assault grenades.



EQUIPMENT

ASCLEPIUS LATHE: *Able to project a healing nano-swarm this technological miracle is one of many tools at the Mechanicum's disposal.*

Any friendly unit from Codex Cult Mechanicus within 3" of a model with an Asclepius Lathe gains the Feel No Pain and Eternal Warrior special rules.

BATTLEFIELD COMMAND UPLINK: *A complex package of logic engines, Auspex, surveyors and other auguries make for a wealth of data that can aid an experienced commander in developing strategy but can easily overwhelm others. Of particular value is the targeting guidance and topographical information used to guide subterranean transports.*

The use of a Battlefield Command Uplink counts as shooting a weapon for the model carrying it. A unit within 8" of the model equipped with the uplink counts as having a Ballistic Skill of 5 for the remainder of the Shooting phase provided the target it shoots at is in line of sight for both the model with the Battlefield Command Uplink and the shooting unit. Declare that the uplink is being used before any rolls to hit are made.

CERAMITE PLATING: *Layers of ceramite give the vehicle a degree of protection against extreme heat from atmospheric flight and equally against certain heat based attacks*

A vehicle given Ceramite Plating is not subject to the additional +D6 to armour penetration of attacks made against it that have the Melta special rule or are Melta Bombs.

CYBER ALTERED TASK UNIT: *C.A.T. units are small crawler mounted devices akin in purpose to Servo Skulls. Their tracking and monitoring augers combined with their size make them ideal for scouting out locations for assiduous Tech-Priests.*

An army that includes a C.A.T. may place the C.A.T. marker anywhere upon the battlefield before to enemy has deployed. This marker must be smaller than a Tech-Priest model and cannot be destroyed. Enemy units may not use their infiltrate rule to deploy within 18" of a C.A.T. marker. Should the owning Tech-Priest or his unit make a shooting attack at a target that has line of sight to the C.A.T. marker, they receive +1 to their Ballistic Skill. If a character with a C.A.T. is slain, the C.A.T. self destructs and is removed too.



DEATHE-MASKA: *The great works of the Mechanicum span the lives of generations of Tech-Priests before they reach fruition. It is an accepted custom upon continuing the work of a Tech-Priest, that the successor wears the remains of their predecessor's face so that the originator of the design may continue to be part of the work. These horrifying death masks are grafted with memory engram augmentics that provide the insights of all the previous Tech-Priests to the current wearer.*

Models with a Death Mask cause Fear and gain +1 Leadership (to a maximum of 10).

DIGITAL CAMOUFLAGE: *First encountered on enemy armour during the liberation of Ordana the unique mixture of energy absorbent surfaces and miniature distortion field generators has been given limited sanction by the Priesthood of Mars.*

A model with Digital Camouflage gains the Shrouded special rule. Vehicles with Digital Camouflage always count as being obscured.

DIGITAL WEAPONS: *These concealed lasers are fitted into finger augmentics or even an entirely artificial hand or the knuckles of a glove. They lack the power to be used at range, but can be triggered in close combat to take advantage of an exposed weakness while the enemy fends off the main attack. For this reason alone, bearers of digital weapons are considered somewhat untrustworthy and dishonourable, but as no Tech-Priest would prize honour over victory this is not an issue.*

A model armed with digital weapons can re-roll a single failed roll to wound in each Assault phase.

FERROMANTIC FORTITUDE: *The Martian Mechanicum uses many of their technological secrets as currency in securing favourable agreements with the Imperium. One of those is the secret of Ferromantic Fortitude. With it the hull of a vehicle is specially constructed to resist even the most determined assault and is almost preternaturally resilient.*

A vehicle crafted with Ferromantic Fortitude is not subject to the particular additional effects of attacks made against it that have the Lance or Armourbane special rules.

FRENZON INJECTOR: *Usually mounted spinally, these devices pump powerful Frenzon narcotics directly into the brainstem.*

Units equipped with Frenzon Injectors gain the Rage and Hatred special rule. Models with Frenzon dispensers treat all Difficult Terrain as Dangerous Terrain.

GRAV CHUTE: *A Grav Chute is a pack-sized suspensor allowing troops to float safely to the ground from any height. It operates via suspensor fields that counter gravity and two small jets on either side of the shoulders that offer further braking of descent.*

Units equipped with grav chutes entering play as reserves may enter using the deep strike rules. Unless a 'hit' is rolled on the scatter dice, treat the unit as though landing in dangerous terrain.

HEAVY SERVO-ARM: *Essentially an oversized conventional servo arm, the device allows for the manipulation of larger components, albeit more slowly, and delivers a proportionally larger blow against anyone foolish enough to threaten its wielder.*

Each Heavy Servo-arm grants the model a single close combat attack, made at WS 1 with the following profile:

Range	Strength	AP	Type
-	10	2	Melee, Sanctified Tool, Strikedown, Unwieldy



HEURISTIC TARGETING ARRAY: *Complex mathematical cogitators and a predictive machine spirit enable this device to calculate the trajectory of even the most randomly jinking enemy aircraft or flying beast.*

Vehicles with a Heuristic Targeting Array gain the Interceptor and Night Vision special rules for all of their weapons.

MECHADENDRITES: *Tendril-like prosthetics, mechadendrites assist in the manipulation of objects, micro-construction, research and defence. They are connected to the central nervous system of the Tech-Priest, and so are mentally compelled to action even more swiftly than a biological limb, entangling foes and striking at exposed weak spots.*

Mechadendrites grants the model D3 extra close combat attacks, made separately using the following profile. These attacks can never benefit from any additional rules the model might have (such as Smash). If the model is equipped with a Dendrite Glove, the Mechadendrites grant an extra D6 attacks instead.

Range	Strength	AP	Type
-	User	6	Melee, Shred

MECHANICUS PROTECTIVUM: *Created by the Tech-Priests of the Luminen Order, these small cog shaped devices incorporates a powerful personal energy field.*

A Mechanicus Protectivum provides the user a 4+ invulnerable save.

NEURAL FIBRE-BUNDLES: *Originally discovered along with the Forge Knight technology, this data visualising marvel provides the pilot with near instantaneous information showing environmental information and weapon system status to allow them to redistribute connections to damaged systems and maintain their fighting ability.*

Whenever the vehicle with Neural Fibre Bundles suffers a penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

PANORAMIC AUGURY: *The sophisticated cognis-interpreters of the Panoramic Augury are most commonly employed by the Legio Cybernetica in the hull of their Aetos Surveyor. Above the battlefield these augurs can be used to scan enemy positions in extraordinary detail, allowing enemy movements to be thwarted.*

While a model with a Panoramic Augury is on the table, at the start of any of the opposing player's turn, before a reserve roll is made you may declare that the model's auguries are being used. Your opponent must re-roll one of their reserve rolls (controlling player choice). Effects are cumulative, so two Panoramic Auguries would cause an enemy player to re-roll two of their Reserve rolls.

In addition, enemy units using the Infiltrator rule to deploy may not be placed within 18" of a model with an Panoramic Augury which has already been deployed (This has no other effect on the deployment of enemy units).

SERVO-ARM: *Tech-Priests and Servitors are often equipped with powerful servo arms that can be used for battlefield repairs or even put to use as a weapon.*

Each Servo-arm grants the model a single extra close combat attack, made separately with the following profile:

Range	Strength	AP	Type
-	8	2	Melee, Specialist Weapon, Unwieldy Sanctified Tool

SERVO-HARNESS: *A more elaborate form of Servo technology, the Servo Harness features a pair of Servo Arms and couples them with the tools needed to make battlefield repairs and defend the wearer from harm.*

A servo-harness gives the model two servo-arms (giving him two servo-arm attacks and counting as two Sanctified Tools for Rite of Apogetic Obeisance rolls), a servo-weapon: Twin-Linked Plasma Pistol and a servo-weapon: graviton gun. Infantry models with a Servo Harness are Bulky.





SERVO RIG: *Four heavy servo arms give the wearer an almost arachnid appearance. More than just a set of arms, these omni-limbs allow the wearer to scale obstacles and pull their enemies into bloody quarters.*

A Servo Rig gives the model four servo-arms (giving him four servo-arm attacks and counting as four Sanctified Tools for Rite of Apologetic Obeisance rolls). In assault the model gains the Smash special rule with attacks made by the Servo-Rig. Additionally, a model with a Servo Rig gains the Move through Cover special rule. Infantry models with a Servo Rig are Bulky.

SERVO SKULL: *Drone-like devices fashioned from human skulls given a rudimentary Machine spirit, support systems, and anti-gravity engine to allow*

them to hover and drift bodiless through the air. Often the skulls are those of pious menials, low ranking tech-adepts or praetorians. This chance to continue their work even after death is a great honour in the Mechanicum. A Servo Skull is usually equipped with all manner of pict recorders, auspex and other tools for the Tech-Priest to go about their business. Many incorporate small weapons or other devices for protection.

Servo Skulls are separate models with their own profile (see below) and the unit type 'infantry'. If a character with Servo Skulls is slain, the skulls go inert and are removed too. A Servo Skull is equipped with a Needler and provides the character with the Acute Senses and Night Vision special rules. Additionally, the range and line of sight for any shooting attacks made by the character may be taken from the Servo Skull. A Servo Skull must always remain in unit coherency with the character it is purchased for.

	WS	BS	S	T	W	I	A	LD	Sv
Servo Skull	1	2	1	2	1	4	1	10	-



SERVO-WEAPON: *When a weapon is mounted on a servo-arm it overrides the wearer's sense of balance control to maintain an optimum firing posture while handling its weight and recoil.*

In the shooting phase, instead of firing any other weapons the model can fire any or all servo-weapons as though they had the Relentless special rule.

SIGNUM: *A Signum is a special form of communication device that can access a myriad of useful targeting data, allowing a more accurate concentration of fire.*

A model can use a Signum in the Shooting phase. The use of a Signum counts as shooting a weapon for the model carrying it. Once used, one model in the unit or the vehicle the model is embarked on is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the Signum is being used before any rolls to hit are made. The Signum cannot be used with Snap Shots.





UPGRADES

BINARY MUSCULATURE: *Secondary fibres are interlaced through muscle tissue to enhance durability.*

Models with Binary Musculature gain +1 to their Strength value (to a maximum of 5).

BONUM MOTIVUS: *Nothing worse than a robot with a bad motivator.*

A model with the Robot special rule has a Leadership of 10 on their characteristic profile rather than the compulsory Leadership of 5.

ENHANCED PLATFORM: *With judicious use of gene re-sequencing and servo musculature, even a comparatively weak servant can be made into a warbringer.*

A model with an Enhanced Platform has 3 Wounds and 3 Attacks on its characteristic profile.

HULKING CHASSIS: *The gifts of the Omnissiah make all manner of variation possible.*

A model with a Hulking Chassis has a Strength of 5 and a Toughness of 5 on its characteristic profile. A model with a Hulking Chassis is Bulky and has the Slow and Purposeful special rule.

HYPER-REFLEX DRIVER: *Boosting the body with stimulants, the user becomes incredibly agile at a long-term cost to their sanity.*

Units equipped with Hyper-Reflex Drivers gain the +1 to their Initiative Characteristic (to a maximum of 6) but always fail any Deny the Witch attempt.

INDOCTRINATED CEREBELLUM: *This implant has an important role in adapting motor control. It is also involved in cognitive functions such as awareness and perception.*

A model with an Indoctrinated Cerebellum has 2 Attacks and a Leadership of 9 on its characteristic profile.

RECURSIVE COMBAT ALGORITHMS: *In my dreams the Omnissiah disciplines me and shapes my mind for the Quest.*

A model with Recursive Combat Algorithms has a Weapons Skill of 4 and a Ballistic Skill of 4 on its characteristic profile.

SAGITTARUS MOUNT: *Usually a wheeled or tracked machine, the Sagittarus Mount is gifted with a powerful machine spirit and articulated weapon mountings.*

More ancient orders of the Sagittarii make use of mounts fashioned in the image of great mechanical steeds.

Models with a Sagittarus Mount gain +1 to their Toughness value (to a maximum of 7) and the Bulky and Relentless special rule.

VASCULAR PNEUMATICS: *The Mechanicum routinely provide enhancement and revision to enable certain favoured servants to continue their endeavours despite damage having otherwise mortally compromised their own cardio-vascular system.*

The Cybernetica also are known to use this technology, although their constructs have no inefficient biological components to replace.

A model with Vascular Redundancy has a Toughness of 4 and 2 Wounds on its characteristic profile.

ZETA PROTOCOLS: *This process requires the removal of the designated servant's eye tissues, optic nerves and ear canals. These are replaced with sophisticated tracking and balancing systems which tie directly into the engrams grafted onto the cerebellum to enhance battlefield performance.*

A model with Zeta Protocols has a Weapons Skill of 5 a Ballistic Skill of 5 and an Initiative of 4 on its characteristic profile.





WEAPONS

ARC RIFLE: *The arc rifle unleashes ferocious bolts of lightning that crackles from foe to foe after hitting its target, charring flesh and melting armour.*

For each to hit roll of a 6 with the Arc Rifle, the target suffers two additional automatic hits.

Range	Strength	AP	Type
18"	5	-	Rapid Fire



ARC CASCADE: *The arc cascade has no hum or other outward indication that terrible energies lie within. At the flick of a switch the Cascade is unleashed raking the battlefield with arcs of dazzling lightning which instantly incinerates those foolish enough to not be in cover.*

For each to hit roll of a 6 with the Arc Cascade, the target suffers two additional automatic hits. Furthermore, once the Cascade's initial shots have been resolved, roll a D6 for each other unit (friendly and enemy, engaged and unengaged) within 6" of the target. If you roll a 6, that unit suffers D6 automatic Strength 6 AP - hits.

Range	Strength	AP	Type
18"	5	-	Assault 4

CHAIN AXE: *Whirling diamond-steel teeth edge this mighty axe, making a mockery of armour and hide.*

Range	Strength	AP	Type
-	User	5	Melee, Shred

CONVERSION BEAMER: *Conversion projectors fire a beam that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in power.*

A shot from a Conversion Beamer has a different profile depending on how far the target is from the firer. When firing the Conversion Beamer, measure the distance to the target and place the blast template. Resolve the scatter distance as normal, then measure to the centre of the blast marker from the firing model and consult the chart below to determine the effect.

Range	Strength	AP	Type
Under 18"	6	-	Heavy 1, Blast
18 - 42"	8	4	Heavy 1, Blast
42 - 72"	10	1	Heavy 1, Blast
Over 72"	Miss!		

DENDRITE GLOVE: *This fist mounted device projects dozens of snaking mechadendrites to strike at unsuspecting foes and assist with repairs. A control node incorporated into the glove allows other Mechadendrites to be better utilised.*

Range	Strength	AP	Type
-	User	6	Melee, Shred, Sanctified Tool

FABRICATOR GAUNTLET: *Each claw of the gauntlet consists of a number of bladed fingers or nano-lathes and are used to open damaged machine housing or dissect malfunctioning technology. To be able to cut through thick armour plates, each digit generates a molecular vibro field.*

Vehicles hit by a Fabricator Gauntlet automatically suffer a 'Crew - Shaken' result, after which rolls for armour penetration are made as normal.

Range	Strength	AP	Type
-	User	4	Melee, Shred, Specialist Weapon, Sanctified Tool

FIRESTONE: *These softly glowing stones belie their potent weaponised effect. Believed to be used in the mythology of the Eldar, when shattered they cause the blood or fluids in nearby targets to boil away.*

Range	Strength	AP	Type
6"	3	3	Assault 1, Blast, Xenotech, Soulblaze

FRAG CARBINE: *Utilised commonly by the Velites of the Myrmidiae, the Frag Carbine blasts double-shotted cylindrical adamantite shells, each the length of a man's foot. When fired, the hollow shell disintegrates into a hail of razor-sharp shards which gout forth from the carbine's mouth to shred armoured and unarmoured foes alike.*

Range	Strength	AP	Type
Template	3	-	Assault 1, Rending



GRAVITON GUN: *The weapon fires a stream of particles which affects the local gravitational field of a target area, making the targeted object either far heavier or lighter depending on the weapon's setting. The gun also creates a bass rumble as the waves affect the local air pressure, causing the air to vibrate. The effect is generally non-lethal and can be used to incapacitate foes who need to be captured alive. Though some living targets will be affected more variably; a very large creature may be killed under excessive weight, but most targets will either be slowed or completely immobilised.*

Each model hit by the Graviton Gun must take a Strength test or suffer a wound. Vehicles hit take a glancing hit on a roll of a 5+. After the shot has been resolved, leave a marker in place the size of a small blast template. The area is counted as difficult and dangerous terrain until the start of the next friendly turn.

Range	Strength	AP	Type
18"	1	6	Assault 1, special

GRAVITON CANNON: *Signature weapon of the Maximus Assault Engine, this mighty weapon fires multiple streams of particles which affects the local gravitational field of a target area. With objects in the affected zone made either crushingly heavier or debilitatingly lighter the air buzzes fiercely under the influence of the Graviton Cannon.*

Each model hit by the Graviton Cannon must take a Strength test or suffer a wound. Vehicles hit take a glancing hit on a roll of a 4+. After the shots have been resolved, leave a marker in place the size of a large blast template. The marker must be centred on one of the models hit by the Graviton Cannon. The area is counted as difficult and dangerous terrain until the start of the next friendly turn.

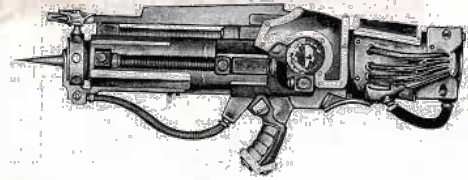
Range	Strength	AP	Type
24"	1	6	Heavy 4, special

HEAVY CONVERSION BEAMER: *These larger Conversion beam projectors are usually vehicle mounted and emit a narrow stream of waves that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in power.*

A shot from a Heavy Conversion Beamer has a different profile depending on how far the target is from the firer. When firing the Heavy Conversion Beamer, measure the distance to the target and place the large blast template. Resolve the scatter distance as normal, then measure to the centre of the large blast marker from the firing model and use the chart below to determine the effect.

Range	Strength	AP	Type
Under 18"	6	-	Heavy 1, Large Blast
18 - 42"	8	4	Heavy 1, Large Blast
42 - 72"	10	1	Heavy 1, Large Blast
Over 72"	Miss!		

Firing Calibration: The Heavy Conversion Beamer may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.



HELL WEAPONRY: *All Hell-type weapons combine the energised volley of laser based weapons such as the lasgun, with the solid shot stopping power of an autogun. This hybridised weapon has only seen common deployment amongst the armouries of the various Forgeworlds as only the Mechanicum has the bountiful resources required to operate and maintain these weapons.*

Weapon	Range	STR	AP	Type
Hellstorm Gatling Gun	24"	3	5	Heavy 20, Shred
Hell Gun	24"	3	5	Rapid Fire
Hell Pistol	12"	3	5	Pistol

HUNTER-SLAYER MISSILES: *Commonly fitted to the aircraft and other machines that prefer to engage their targets from range, these single-use weapons allow vehicles to engage armoured enemies vehicles that would otherwise far outmatch them.*

A Hunter-Slayer missile has an unlimited range and can only be used once per battle. Hunter-Slayer Missiles may be fired as Snap Shots (including as Overwatch if permitted) and their advanced targeting systems mean they are always fired at Ballistic Skill 4.

Range	Strength	AP	Type
∞	8	2	Heavy 1, one shot, Skyfire, Interceptor

IGNIS TORRENT: *Searing jets of promethium signal the deployment of the Ignis Torrent. Discovered in the ancient factory complex of Forno, during the Icaria Crusade, it is believed that the Inferno Cannon used by the Imperial Guard has its origins in this devastating weapon.*

Range	Strength	AP	Type
Template	6	4	Heavy 1, Blind, Torrent

LASER DESTROYER: *A powerful reactor-charged anti-tank weapon that uses multiple laser generators to fire staggered, near simultaneous blasts of energy focused on a single target point. This has the effect of boring through the densest armour in a series of powerful impacts microseconds apart, enabling the weapon to breach the most well-protected tank or shatter an armoured bulkhead in a single blazing volley.*

This weapon has no blast, but benefits from the Ordnance rule's increased ability to penetrate armour.

Range	Strength	AP	Type
36"	9	1	Ordnance 1, Twin-Linked



MOLE MORTAR: *Signature weapon of the Mole Subterranean Vehicle Transport Capsule, the Mole Mortar is designed to be fired while submerged deep underground. That said, once the capsule has surfaced the Mole Mortar can be easily launched through the air to burrow once more beneath the ground to close on its target undetected.*

Tremors: Any unit hit by the Mole Mortar will move as in difficult terrain until the next Mechanicus turn. If the affected unit is already in difficult terrain then it rolls one less dice than normal to determine its maximum move. A vehicle hit by a Tremor must take a dangerous terrain test if it moves in the following Movement phase. This even applies to skimmers whose delicate grav-engines are pumelled by shockwaves.

Range	Strength	AP	Type
48"	4	4	Heavy 1, Large Blast, Tremors, Ignores Cover

MYRMIDON GLAIVE: *A heavier version of the spear carried by the Velites, the Myrmidon Glaive is the signature weapon of that Divisio's dreaded Assault Engines.*

The Myrmidon Glaive is a Dreadnought Close Combat Weapon that incorporates a twin-linked Hell Gun. It may be fired in the shooting phase and then the blade used in the assault phase.

MYRMIDON SPEAR: *This long shaft surmounted by a monofilament blade is the weapon of choice for the Myrmidon Velites. The spear incorporates a Hell Pistol in its pommel for close range firefights.*

The Myrmidon Spear is a Power Lance that incorporates a Hell Pistol. It may be fired in the shooting phase and then the blade used in the assault phase.

NEEDLER: *The Needler (or more formally the needle pistol) is a silent and deadly weapon that uses both laser power and poisoned needles. The weapon fires a laser bolt like the lasgun, but, a millisecond after, it fires the needle. The bolt melts and cuts through armour, leaving the target vulnerable for the needle, which knocks out or kills the target.*

Range	Strength	AP	Type
12"	X	4	Pistol, Sniper

NEUTRINO STREAMER: *Using dark matter to devastating effect, the weapon streams vivid orange ribbons of energy which explosively interact with the molecules of any object they encounter.*

Range	Strength	AP	Type
18"	1	-	Rapid Fire, Fleshbane, Armourbane, Rending

NEUTRON BLASTER: *Combining the principles of the massive Neutron Laser Projector with the crystalline ingenuity of an Eastern Fringe Xenos-Empire, the Neutron Blaster is a deadly, if occasionally underpowered weapon.*

Range	Strength	AP	Type
12"	5	3	Assault 1, Xenotech

NEUTRON LASER PROJECTOR: *An example of the formidable technology that the Mechanicum can wield, the Neutron Laser Projector is rarely seen outside of the Forgeworlds of the Omnissiah. The pulse of the neutron laser overwhelms vehicle systems and electronics.*

In addition to any damage caused normally by the weapon, any vehicle hit by a Neutron Laser can only fire Snap Shots until the end of its next turn. The vehicle cannot move unless it is a Zooming Flyer. If the vehicle is a Zooming Flyer (see page 80 of the Warhammer 40,000 rulebook) it instead can only move 18" and cannot turn.

Range	Strength	AP	Type
60"	10	2	Ordnance 1, Blast

NULL ROD: *This obsidian rod perpetually crackles with disruptive energy, nullifying the warp powers of the Mechanicum's enemies.*

The Null Rod is AP2 when used against models with the Psyker or Daemon special rule. Furthermore the wielder confers +3 to any Deny the Witch attempts made by friendly units within 6".

Range	Strength	AP	Type
-	User	5	Melee, Strikedown

OMNISSIAN AXE: *A potent symbol of the Cult Mechanicus and icon of office for the Priesthood. The axe is sometimes stylised as a glaive or halberd sheathed in the lethal haze of a disruptive energy field, eating through armour, flesh and bone with ease. As a tangible token of the Omnissiah's grace, many Axes contain micro field generators that allow the wielder to overload the technology of those who oppose them.*

One attack with the Omnissian Axe each Assault phase has the Haywire special rule.

Range	Strength	AP	Type
-	+1	2	Melee, Unwieldy

ORTHRUS GRENADE LAUNCHER: *Incorporating a range of short-fused flash and concussion grenades to stun enemy prior to an assault, the Orthrus Grenade Launcher is the favoured tool of Divisios who prefer close range and reconnaissance.*

The Orthrus Grenade Launcher may always be fired in the Shooting Phase and in addition to any other weapons and against a different target to other weapons fired.

Range	Strength	AP	Type
18"	3	6	Assault 1, Blast, Blind Concussive, Pinning

PHOTON THRUSTER: *Forcing a stream of particles through a negatively charged matrix the particles are emitted as deadly anti-matter and detonate on contact with their target. The photons detonate in an unpredictable fashion and its effectiveness against armour is difficult to predict. The extended decay rate for the photons can cause lasting effects on enemy targets.*

Range	Strength	AP	Type
72"	6	D6	Heavy 1, Blast, Soulblaze



PLASMA BLASTER: *Crafted exclusively by the machine-city known as the Triad on the Forgeworld of Ryza, the Plasma Blaster is a ferocious development in plasma technology that is barely understood by Magos on other Forgeworlds.*

Range	Strength	AP	Type
18"	7	2	Assault 2, Gets Hot!

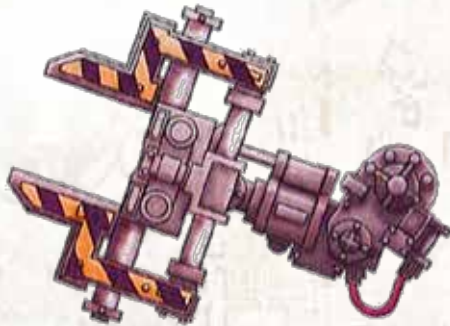
PLASMA PROJECTOR: *Complex logic engines guide a beam of plasma energy in a fixed length path which scours anything in its path. The technocracy of the Forgeworld of Ryza, are known to share the secrets of this cogitator with only those Tech-Priests who have sworn their own resources to aid the governing Triad in their machinations. Such knowledge is highly sought after as even in the hands of an unskilled operator the Plasma Projector can strike at targets hidden from sight.*

To fire the Plasma Projector, draw a line from the weapon to a point 18" away. The line is considered to be 1mm in width. Roll to hit each model (friendly or enemy) underneath the line. Successful hits are wounded using the profile below. For the Gets Hot rule only count a 1 rolled for the first model hit.

Range	Strength	AP	Type
18"	7	2	Heavy, Gets Hot!

POWER LIFTER: *Used for lifting massive weights, the Power Lifter can crush skulls just as effortlessly.*

Range	Strength	AP	Type
-	X2	3	Melee, Unwieldy, Strikedown



QUANTUM ANNIHILATOR: *An off-shoot from the teleportation technology discovered on Rodenberg's World, the Quantum Annihilator rapidly moves the atoms of the target into collision with each other and then directs the resultant detonation along a tight path to cause the maximum damage without subjecting too many allied forces to the uncontrolled nuclear explosion that lies at the heart of the effect.*

To fire the Quantum Annihilator, nominate a point on the battlefield anywhere within the weapon's range, and then nominate a second point within 3d6" of the first. Then, draw a line between the two points. Every unit (friendly or enemy) underneath the line suffers a number of hits equal to the number of models in the unit underneath the line. A model may not fire another weapon in the same Shooting Phase that it fires the Quantum Annihilator. Due to the nature of its operation, the Annihilator cannot hit units making a Zoom move.

Range	Strength	AP	Type
18"	10	2	Ordnance 1

QUANTUM THRESHER: *A miniaturised version of the Quantum Annihilator, the Thresher uses the same atom smashing principle but on a much smaller scale. The resultant explosion is still sufficient to obliterate most foes.*

Range	Strength	AP	Type
6"	10	2	Pistol, Gets Hot!

QUAD LASCANNON: *A powerful array of laser weapons, the Quad Lascannon requires a significant power supply to maintain its fierce rate of fire. A variant design known as the rotary lascannon was discovered on the shield world of Onassi Prime, however although it promised much in terms of firepower, it has never proved to be sufficiently reliable to see widespread deployment in the Imperium.*

Range	Strength	AP	Type
48"	9	2	Heavv 2, Twin-Linked

SHOCK LANCE: *A short range energy weapon mounted either in the head or body of a Forge Knight and a symbol of Knighthood. Discharging a high voltage pulse, the Shock Lance is designed to disorientate and incapacitate a large opponent rather than deliver the killing blow in itself. The Shock Lance is equally capable of stunning a charging Megasaur or a rampaging Soul Grinder. Of course a man-sized target unlucky enough to be the recipient of a Shock Lance blast is likely to be fried alive!*

Vehicles hit by a Shock Lance automatically suffer a 'Crew Shaken' result, after which rolls for armour penetration are made as normal.

Range	Strength	AP	Type
3"	6	6	Assault 1, Lance, Concussive

SHOCKWAVE CANNON: *Unlike the refined manipulation of gravity fields that the Graviton Gun demonstrates, the Shockwave Cannon is a short range and violent device that literally rips the ground apart beneath your feet and then shreds you in a torrent of flying debris.*

Range	Strength	AP	Type
Template	5	4	Heavy 1, Shred, Rending

STAFF OF THE OMNISSIAH: *Both a weapon and a symbol of authority. Its haft is actually a disguised power generator and the icon of the Omnisiah a finely tuned focussing device allowing the wielder to unleash searing bolts of energy at his foes.*

The Staff can be fired in the Shooting phase with the following profile:

Range	Strength	AP	Type
12"	5	3	Rapid Fire

If it has not been fired in the Shooting phase it may be used in close combat with the following profile:

Range	Strength	AP	Type
-	+2	3	Melee, Two-Handed Weapon, Concussive



STORMFURY MISSILE POD: *This multiple missile launcher contains a sophisticated payload system which can prime dozens of short fused Fragmentation warheads to explode in a synchronised cacophony of incendiary death over a wide area or saturate the sky to shred enemy aircraft.*

Each turn the Stormfury may fire one of three missile types:

Missile	Range	STR	AP	Type
Vengeance	12-48"	5	4	Heavy 1, Barrage Large Blast
Incendiary	12-48"	4	5	Heavy 1, Barrage Large Blast, Ignores Cover
Stormfury	12-48"	6	6	Heavy2, Skyfire

THERMIC CANNON: *The Thermic Cannon is a large vehicle-mounted weapon, able to destroy several targets at once. It is a vicious and effective weapon, but lacks the range of other heavy weapons. Thermic Cannons fire with a blinding flash and then project a nearly invisible beam of intense heat. Targets are just melted away - turning creatures into pools of steaming protoplasm and vehicles into twisted goo. No personal armour offers even scant protection from a Thermic Cannon*

Range	Strength	AP	Type
24"	6	1	Heavy 1, Blast, Blind, Armourbane

THERMIC JAVELIN: *When the Imperium reclaimed the lost colonies of the Elkoss system, the Mechanicum were pleased to take custody of a number of technologies. Amongst them was the Thermic Javelin, an energy weapon with such a pronounced sharpness to its emitter barrel that it could easily be used for devastating thrusts in melee.*

The Thermic Javelin can be fired in the Shooting phase with the profile:

Range	Strength	AP	Type
12"	6	1	Assault 1, Armourbane, Blind

If it has not been fired in the Shooting phase it may be used in close combat with the following profile:

Range	Strength	AP	Type
-	User	1	Melee, Two-Handed Weapon, Armourbane

THUNDERFIRE CANNON: *A large, heavily tracked artillery piece, the Thunderfire Cannon is favoured by the Ordo Reductor for its versatile firing patterns.*

Each turn the Thunderfire Cannon may be fired in one of three ways. For the 'Tremors' effect, see the Mole Mortar weapon rules:

Payload	Range	STR	AP	Type
Surface Detonation	60"	6	5	Heavy 4, Blast
Air Burst	60"	5	6	Heavy 4, Blast, Ignores Cover
Subterranean Burst	60"	4	-	Heavy 4, Blast, Tremors

THUNDERSTRIKE MORTAR: *A smaller single barrelled weapon system closely related to the Thunderfire Cannon, the Thunderstrike is a perfect tool for the Sagittarii and sees wide deployment amongst their maniples.*

Each turn the Thunderstrike Mortars in the unit may be fired in one of three ways. For the 'Tremors' effect, see the Mole Mortar weapon rules:

Payload	Range	STR	AP	Type
Surface Detonation	36"	6	5	Heavy 1, Blast
Air Burst	36"	5	6	Heavy 1, Blast, Ignores Cover
Subterranean Burst	36"	4	-	Heavy 1, Blast, Tremors

VANQUISHER CANNON: *This long ranged Battlecannon fires specially primed anti-armour shells.*

Range	Strength	AP	Type
72"	8	2	Heavy 1, Armourbane

VENOM TALON: *The best examples of this technology come from the Scythians, a race of warrior-monks, dedicated to a peculiar form of armed martial arts. The dagger-like venom talon is one of the more basic weapons they use, able to incapacitate a foe with the slightest scratch.*

Range	Strength	AP	Type
-	User	-	Melee, Fleshbane, Xenotech

YEOMANRY GRAPNEL: *This weapon comprises a grapple and several yards of tempered adamantium chain. When fired at a target, the grapnel's magnetic and gravitic field generators form an unyielding bond with the target's hull, allowing the wielder to enmesh the legs or motive systems of its prey.*

In addition to using the Yeomanry Grapnel as a normal shooting attack, against certain unit types the weapon has an additional affect. If the shot hits a walker on a roll of a 6, the target suffers an Immobilised result on the vehicle damage chart addition to any other damage.

Range	Strength	AP	Type
18"	5	4	Heavy 1, Interceptor, Skyfire, Pinning

YEOMAN'S LANCE: *A masterwork combining both the properties of Shock Lance and the Power Lance, it is hard earned by the warrior who wields it.*

In the Shooting Phase the Yeoman's Lance can be used as a Shock Lance. In assault it counts as a Power Lance.





CULT MECHANICUS ARMY LIST

The following army list enables you to field a Cult Mechanicus army and fight battles using the Eternal War missions and other scenarios included in the *Warhammer 40,000* rulebook and Expansions.

USING THE ARMY LIST

The Cult Mechanicus army list is split into nine sections: HQ, Troops, Myrmidiae, Cataphractoi, Militararis, Ordo Reductor, Legio Cybernetica, Forge Knight Households and the 'Blessed & the Venerable'. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield or their allegiance. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and them maximum total number of points each of you will spend. Then you can proceed to pick your army.

USING THE FORCE ORGANISATION CHART

The army list is used in conjunction with one or more force organisation charts from a mission to be played. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each greytoned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection.

ETERNAL WAR MISSIONS



COMPULSORY

1 HQ
2 Troops

OPTIONAL

1 HQ
4 Troops

OPTIONAL

3 Elites
3 Fast Attack
3 Heavy Support

ARMY LIST ENTRIES

Each entry in the army list represents a different unit. More information about the background and rules for the Cult Mechanicus and their options can be found in the Army of the Machine God section, while examples of the miniatures or conversions you will need to represent them can be found in the Servants of the Omnissiah section.

Each unit entry in the Cult Mechanicus army list is split into several sections:

Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile: This section will show the profile of any models the unit can include.

Unit Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Unit Type: This refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding movement, shooting, assault, etc.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Army of the Machine God section or the Special Rules section of the Warhammer 40,000 rulebook.

Dedicated Transport: Where applicable, this section refers to any transport vehicles the unit may take. These dedicated transports will always be found within their own section of the army list. The Vehicles section of the Warhammer 40,000 rulebook explains how these dedicated transport vehicles work. It is also worth remembering that many of the vehicles with transport capacity can only transport units of the same Divisio. So a Skitarii Termite can only transport Skitarii units and may not transport, for example, a unit of Legio Cybernetica robots.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both provided you pay the points cost.



HQ

ARCHMAGOS

65 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Archmagos	4	4	3	4	2	4	2	9	3+

Unit Composition:

- 1 Archmagos

Unit Type:

- Infantry (Character)

Wargear

- Power Armour
- Hell Pistol
- Omnisian Axe
- Mechanicus Protectivum
- Indoctrinated Cerebellum
- Recursive Combat Algorithms
- Vascular Pneumatics
- Servo Arm
- Krak Grenades

Special Rules

- Tech-Priest
- Independent Character
- Adamantium Will
- Not That Kind of Leader
- The Prime

Options:

- The Archmagos may make any weapon he is equipped with master crafted for +10pts per weapon.
- The Archmagos may exchange his Hell Pistol for a Needler or Dendrite Glove for +5pts, an Inferno Pistol or Fabricator Gauntlet for +15pts, an Asclepius Lathe, Neutron Blaster or Quantum Thresher for +20pts.
- The Archmagos may exchange his Omnisian Axe for either a Fabricator Gauntlet or Venom Claw for free, a Null Rod, Yeoman's Lance or Thunder Hammer for +15pts or a Staff of the Omnisiah for +20pts
- The Archmagos may take a Deathe-Maska for +10pts, Digital Weapons for +10pts, a Servo Skull for +10pts, Mechadendrites for +10pts, Binary Musculature for +10pts, an Armoured Exoskeleton for +15pts, a Hyper-Reflex Driver for +15pts, a Cyber Altered Task unit for +20pts, a Firestone for +20pts, an Enhanced Platform for +20pts, a Sagittarus Mount for +20pts, Artificer Armour for +20pts, Zeta Protocols for +25pts and a Hulking Chassis for +30pts.
- The Archmagos may replace his Servo Arm with a Grav Chute for free or a Servo Harness or Servo Rig for +20pts.
- The Archmagos may replace his Servo Harness' Servo Weapon: Graviton Gun with a Servo Weapon: Arc Rifle for free, a Servo Weapon: Plasma Blaster or Servo Weapon: Neutrino Streamer for +10 pts, a Servo Weapon: Conversion Beamer for +20 pts or a Servo Weapon: Assault Cannon for +25pts.

DIVISIO PARAGONS

The Archmagos as outlined above allows you to create a leader representative of the majority of the Archmagos who lead Expeditions across the galaxy. However, there are those Archmagos who have spent many decades or even centuries solely operating within their own Divisio. These Archmagos are more specialised than their peers but in their given area of focus are a paragon of their Divisio. Should you decide any of your Archmagos are to be a Divisio Paragon, there is no additional cost but they must have their chosen Divisio as their Prime Tier (if they are your Archmagos Prime), may not take Disciples of the High Priest and must exchange their Independent Character special rule for the following:

Myrmidon – The Archmagos replaces a Velites Optio and gains the Myrmidon special rule. They replace their Servo Arm with a Hermes Warp Shunt and may take any of the normal wargear options available to an Archmagos. However, they may not take a Cyber Altered Task unit or any Xenotech.

Cataphractus – The Archmagos gains the Tank Commander special rule (see Izambard of the Cataphractoi). They may take any of the normal wargear options available to an Archmagos except for a Cyber Altered Task unit or any of the upgrades to a Servo Arm.

Militaris – The Archmagos replaces the Tribune in a Skitarii Century. They have the Command Codes special rule. They may take any of the normal wargear options available to an Archmagos however; they may not take a Cyber Altered Task unit or any Xenotech.

Ordo Reductor – The Archmagos replaces a Tech-Priest in a Beamer, Evicerator, Rapier, Thunderfire or Torrent Battery. They have the Balisterai special rule and a Signum. They may take any of the normal wargear options available to an Archmagos.

Legio Cybernetica – The Archmagos replaces a Tech-Priest in an Annihilator Team, Defender Maniple or Hunter Maniple. They have the Cybernetica special rule and a Machinator Array. They may take any of the normal wargear options available to an Archmagos, however, they may not take any Xenotech or any of the upgrades to a Servo Arm. Any Cybernetica units within 6" of the Archmagos automatically pass any Mindlock tests.

Forge Knight Households – The most common of the Forge Knight Paragons, the Archmagos replaces a Forge Knight Yeoman on a Forge Knight Chariot during deployment for no additional cost. The Forge Knight Yeoman is lost. They may take any of the normal wargear options available to an Archmagos except for a Cyber Altered Task unit or any of the upgrades to a Servo Arm.

Alternatively many Forge Knight Paragons enter the fray aboard a Forge Knight. The Archmagos is replaced by a Forge Knight Crusader chosen from the Forge Knight section of the army list for +300pts. This Crusader (known as a Baron) has a BS and WS of 5, Ferromantic Fortitude and a Battlefield Command Uplink. The Baron may not take any of the wargear options available to an Archmagos but may take any of the weapon options available to a Forge Knight Crusader.



DISCIPLES OF THE HIGH PRIEST

For each Archmagos in your army (including Erasmus Darwin, Kane the Archmagos Veneratus, The Omniscion and Urtzi Malevolus), the army can also include a number of powerful units and characters collectively known as the Disciples of the High Priest. You may only include one of each of these units for each Archmagos in the army. These units do not take up any HQ slots and are deployed and act independently of each other and the Archmagos. You may not take any of these units for a Divisio Paragon.

MURDER SERVITOR MANIPLE85 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Murder Servitor	5	5	4	3	1	4	1	9	4+

Unit Composition:

- 5 Murder Servitors

Unit Type: Beasts**Wargear**

- Chain Axe
- Dendrite Glove
- Frenzon Injectors
- Zeta Protocols
- Binary Musculature
- Augmented Frame

Special Rules

- Skitarii
- Supernumery
- Mindlock
- Fear

Options:

- Add up to five Murder Servitors for +17pts per model

CYDONIAN SISTERHOOD85 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Cydonian Sister	5	5	3	4	2	5	2	9	4+

Unit Composition:

- 1 Cydonian Sister

Unit Type:

- Infantry (Character)

Wargear

- Omnisian Axe
- Hell Pistol
- Onslaught Booster
- Zeta Protocols
- Augmented Frame
- Vascular Pneumatics
- Frag and Krak Grenades

Special Rules

- Skitarii
- Zealot
- Hit and Run
- Infiltrate
- Assassin
- Move Through Cover

Options:

- The Cydonian Sister may take a Grav Chute for +10pts, a Death-Mask for +10pts, Digital Camouflage for +15pts, a Frenzon Injector for +15pts, Binary Musculature for +15pts, Mechadendrites for +15pts, a Quantum Thresher for +15pts and a Hyper-Reflex Driver for +25pts.

LUMINEN HOST150 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Electro Priests	3	3	3	3	1	3	1	8	4+

Unit Composition:

- 5 Electro Priests

Unit Type:

- Infantry

Wargear

- Electroos
- Augmented Frame
- Mechanicus Protectivum

Special Rules

- Tech-Priest

Options:

- Add up to five Electro Priests for +30pts per model
- The unit may all take Sagittarus Mounts for +10pts per model.

PROTECTOR MANIPLE160 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Protector	4	4	3	4	2	4	2	9	3+

Unit Composition:

- 4 Protectors

Unit Type: Infantry**Special Rules**

- Skitarii
- Protector

Wargear

- Staff of the Omnisiah
- Power Armour
- Augmented Frame
- Recursive Combat Algorithms
- Indoctrinated Cerebellum
- Vascular Pneumatics
- Frag and Krak Grenades

Options:

- The unit may take Death-Masks for +20pts, Servo Arms for +45pts and Mechadendrites for +50pts.
- Any Protector may replace their Staff of the Omnisiah for an Omnisian Axe, Null Rod or a Fabricator Gauntlet for free.
- Any Protector may take a Frag Carbine, Dendrite Glove or Needler for +10pts, a Fabricator Gauntlet or Inferno Pistol for +15pts or a Quantum Thresher for +20pts.
- Any Protector may take an Adamantine Pavise and an Armoured Exoskeleton for +15pts

Transport: May take a Skitarii Termite STTC as a dedicated transport (see unit entry for point costs).



DISCIPLES OF THE HIGH PRIEST

TECH-MAGI CABAL

175 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Tech-Magos	3	3	3	3	1	4	2	9	3+
Adapted Jokaero	1	3	2	4	1	3	1	8	4+
Astartes Techmarine	4	4	4	4	1	4	1	8	2+
Biologis Genetor	3	3	3	3	1	3	1	8	5+
Demiurg Artificer	3	4	3	4	1	2	1	8	2+
Telepathica Savant	3	3	3	3	1	3	1	8	4+
Transmechanic	3	3	3	3	1	1	1	8	5+

Unit Composition:

- 5 Tech-Magi

Unit Type: Infantry (Character)

Wargear (Tech-Magos)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Indoctrinated Cerebellum
- Power Armour
- Servo Arm

Wargear (Adapted Jokaero)

- Digital Weapons
- Augmented Frame
- Armoured Exoskeleton

Wargear (Biologis Genetor)

- Asclepius Lathe
- Needler
- Servo Arm

Wargear (Demiurg Artificer)

- Frag Carbine
- Thunder Hammer
- Artificer Armour
- Krak Grenades

Wargear (Techmarine)

- Omnisian Axe
- Plasma Blaster
- Artificer Armour
- Servo Arm
- Frag and Krak Grenades

Wargear (Telepathica Savant)

- Null Rod
- Augmented Frame
- Mechadendrites

Wargear (Transmechanic)

- Battlefield Command Uplink
- Combat Bionics

Special Rules

- Tech-Priest
- Detached Command (Tech-Magi only)
- Jokaero Ingenuity (Adapted Jokaero only)
- Bolster Defences (Astartes Techmarine only)
- Perfection Through Medication (Biologis Genetor only)
- Master Crafter (Demiurg Artificer only)
- Predictive Tech (Telepathica Savant only)
- Detached Reality (Transmechanic only)

Options:

- Any Tech-Magos not on Detached Command may be exchanged for an Adapted Jokaero, or an Astartes Techmarine, or a Biologis Genetor, or a Demiurg Artificer or a Telepathica Savant, or a Transmechanic for +20pts.
- Any Tech-Magos may exchange his Hell Pistol for a Needler for +5pts, an Inferno Pistol for +15pts or a Quantum Thresher for +20pts.
- Any Tech-Magos may exchange his Omnisian Axe for a Fabricator Gauntlet for free, a Thunder Hammer for +15pts or a Staff of the Omnisiah for +30pts
- Any Tech-Magos may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts.
- Any Tech-Magos, Biologis Genetor, Telepathica Savant or Transmechanic may take a Deathe-Maska for +10pts, Mechadendrites for +10pts, a Servo Skull for +10pts, Digital Weapons for +15pts an Armoured Exoskeleton for +15pts and a Cyber Altered Task unit for +20pts.
- Any Tech-Magos or Astartes Techmarine may replace his Servo Arm with a Servo Harness or a Servo Rig for +20pts.

Transport: May take a Termite STTC as a dedicated transport (see unit entry for point costs).

TELEPATHICA EMANCIPATOR

75 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Emancipator Carriage	-	3	-	7	2	-	-	10	3+
Telepathica Tech-Priest	3	3	3	3	1	3	1	8	5+

Unit Composition:

- 2 Telepathica Tech-Priests
- 1 Emancipator Carriage

Unit Type:

- Artillery

Wargear (Telepathica Tech-Priest)

- Null Rod
- Hell Pistol
- Combat Bionics
- Servo Arm

Wargear (Emancipator Carriage)

- None

Special Rules (Emancipator Carriage)

- Psyker
- Mastery Level 1
- Psi-Emancipator

Special Rules (Telepathica Tech-Priest)

- Tech-Priest

Options:

- The Telepathica Tech-Priests may take Power Armour for +10pts.
- The Telepathica Tech-Priest may take a Deathe-Maska for +5pts.

TROOPS

SKITARII CENTURY

Composition: 1 Skitarus Tribune, 1-8 Hypaspist Maniples, 0-4 Sagittarii Maniples. Each Skitarii Century counts as a single Troops choice on the force organisation chart. Unless deploying in transports, units in the Century are deployed as though a single Troops choice and are rolled for collectively when bringing on as reserves.

SKITARUS TRIBUNE*45 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Skitarus Tribune	4	4	3	3	1	4	2	9	4+

Unit Composition:

- 1 Skitarus Tribune

Unit Type:

- Infantry (Character)

Special Rules

- Skitarii
- Command Codes

Wargear

- Hell Pistol
- Ommissian Axe
- Augmented Frame
- Recursive Combat Algorithms
- Indoctrinated Cerebellum
- Krak Grenades

Options:

- The Skitarus Tribune may make his weapons master crafted for +10pts per weapon.
- The Skitarus Tribune may exchange a Hell Pistol for a Dendrite Glove for +10 pts, an Inferno Pistol for +15pts or a Quantum Thresher for +20pts.
- The Skitarus Tribune may take a Signum for +10pts, a Servo Skull for +10pts, Power Armour for +10pts, Digital Weapons for +10pts, Binary Musculature for +10pts, a Servo Arm for +15pts, a Hyper Reflex Driver for +15pts, a Torval Shield for +15pts, a Power Lifter for +20pts, a Sagittarus Mount for +20pts, Vascular Pneumatics for +25pts and a Cyber Altered Task Unit for +30pts.

HYPASPIST MANIPLE*70 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Hypaspist	3	3	3	3	1	3	1	8	5+
Hypaspist Optio	3	3	3	3	1	3	2	9	5+

Unit Composition:

- 9 Hypaspists
- 1 Hypaspist Optio

Unit Type:

- Infantry

Wargear

- Combat Bionics
- Hell Gun
- Krak Grenades
- Indoctrinated Cerebellum (Optio only)

Special Rules

- Skitarii

Options:

- Up to two Hypaspists may replace their Hell Gun with an Arc Rifle for +5pts, a Graviton Gun for +10 pts or a Neutrino Streamer for +15pts.
- The Hypaspist Optio may make his weapons master crafted for +5pts.
- The Hypaspist Optio may exchange his Hell Gun for a Hell Pistol and Ommissian Axe for +15pts or an Orthrus Grenade Launcher for +20pts.
- The Hypaspist Optio may take a Servo Arm for +15pts.

Transport: May take a Termite STTC as a dedicated transport (see unit entry for point costs).

SAGITTARII MANIPLE*50 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Sagittarus	3	3	3	4	1	3	1	8	5+
Sagittarus Optio	3	3	3	4	1	3	2	9	5+

Unit Composition:

- 4 Sagittarii
- 1 Sagittarus Optio

Unit Type:

- Infantry

Wargear

- Combat Bionics
- Thunderstrike Mortar
- Sagittarus Mount
- Indoctrinated Cerebellum (Optio only)

Special Rules

- Skitarii
- Bulky

Options:

- Any Sagittarus may replace their Thunderstrike Mortar with a Photon Thruster or a Plasma Projector for +10 pts or a Conversion Beamer for +20pts.
- The Sagittarus Optio may take a Signum for +5pts or a Servo Arm for +15pts.

Transport: May take a Termite STTC as a dedicated transport (see unit entry for point costs).

*Note that the units on this page may not be chosen individually - only as part of a Skitarii Century



PRIME TIER

The Divisio chosen for your Prime Tier provide your army with its Elite choices. Furthermore any compulsory Troops choices in your army may be taken from this Divisio. Finally, your Prime Tier has an affect on the wargear that your Skitarii draw upon. The following upgrades or options are only available to Hypaspist, Praetorian, Sagittarii and Protector units. Any Tribune that joins the unit gains any Tier upgrade that has been applied to the unit.

Myrmidon – As ferocious and battle hungry as their Myrmydiae commanders, these Skitarii have adopted the Divisio’s distinctive fighting style. Hypaspist, Praetorian, Sagittarii and Protector units in an army with the Myrmidon as their Primary Tier gain the Myrmidon special rule for +1pt per model and may take Grav Chutes for a further +2pts per model.

Cataphractus – Massively armoured, the Skitarii of the Cataphractoi mirror their armoured brethren in form as well as fighting style. Hypaspist and Sagittarii units in an army with the Cataphractus as their Primary Tier may replace their Combat Bionics for an Armoured Exoskeleton and an Adamantine Pavise for +5pts per model. Praetorian and Protector units in an army with the Cataphractus as their Primary Tier may replace their Augmented Frame with an Armoured Exoskeleton and an Adamantine Pavise for +2pts per model. Furthermore any Skitarii unit may take a Cataphractus Olympia as a dedicated transport for +150pts.

Militaris – Unlike the more esoteric Divisios, the Skitarii who serve the Divisio Militaris have more in common with the infantry of the Imperial Guard. Hypaspist, Praetorian, Sagittarii and Protector units in an army with the Militaris as their Primary Tier may take a Chimera from Codex Imperial Guard as a dedicated transport for +55pts. The Chimeras may replace its turret multi-laser for a heavy bolter or heavy flamer and may replace its hull mounted heavy bolter for a heavy flamer but otherwise may not take any other options or upgrades.

Ordo Reductor – Working under the constant barrage of fire from the Balisterai, the Skitarii become well versed in siege warfare. Hypaspist, Praetorian, Sagittarii and Protector units in an army with the Ordo Reductor as their Primary Tier may be upgraded to have the Balisterai special rule for +2pt per model. Furthermore, Praetorian and Protector units of five models or less may take a Reductor Centaur Carrier as a dedicated transport for +55pts

Legio Cybernetica – Paying little attention to their organic foot soldiers and as a result many of the Skitarii who serve the Legio Cybernetica are basically equipped with a feral, almost primitive fighting style. Hypaspist units in an army with the Legio Cybernetica as their Primary Tier may exchange their Hell Gun for a Hell Pistol for +2pt per model. Hypaspists upgraded in this way have Frenzon Injectors and may only fire Snap Shots even if they are stationary.

Forge Knight Households – These Skitarii are vassal men-at-arms who fight in an effective supporting role with their masters in their towering warmachines. Hypaspist, Praetorian, Sagittarii and Protector units in an army with the noble Forge Knight Houses as their Primary Tier gain the Crusader and Monster Hunter special rules for +1pt per model.

MENIALS

50 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Named Menial	3	3	3	3	1	3	1	8	5+
Menial	3	3	3	3	1	3	1	8	-
Cog	3	3	5	5	3	3	3	8	5+

Unit Composition:

- 10 Menials

Unit Type:

- Infantry

Wargear (Menial & Named Menial)

- Hell Pistol
- Combat Bionics (Named Menial only)
- Heavy Servo Arm (Named Menial only)

Wargear (Cog)

- Chainsword
- Hulking Chassis
- Enhanced Platform
- Combat Bionics

Special Rules

- Furious Charge
- Supernumery
- Bulky (Cogs only)
- Stubborn (Cogs only)
- Get behind the Cogs!
- Flee!
- Capitulation Failsafe

Options:

- Add up to twenty Menials for +5pts per model
- Up to ten Menials may be upgraded to Cogs for +25 pts.
- One Menial may be upgraded to a Named Menial for +10pts.
- The Named Menial may exchange his Heavy Servo Arm for a Dendrite Glove for free.



PRAETORIAN MANIPLE.....

70 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Praetorian	4	4	3	3	1	4	1	8	4+
Praetorian Optio	4	4	3	3	1	4	2	9	4+

Unit Composition:

- 4 Praetorian
- 1 Praetorian Optio

Unit Type:

- Infantry

Transport: May take a Skitarii Termite STTC as a dedicated transport (see unit entry for point costs).

Wargear

- Hell Gun
- Hell Pistol
- Chainsword
- Augmented Frame
- Recursive Combat Algorithms
- Indoctrinated Cerebellum (Optio only)
- Frag and Krak Grenades

Special Rules

- Skitarii
- Fearless

Options:

- Add up to five Praetorians for +12pts per model
- Any Praetorian may replace their Hell Gun with a Frag Carbine for +5pts or replace their Chainsword with a Chain Axe or Dendrite Glove for +5pts.
- Up to four Praetorians may replace their Hell Gun with an Arc Rifle for +5pts, a Graviton Gun for +10 pts, a Neutrino Streamer for +15pts or an Ommissian Axe for +20pts.
- The unit may all take Grav Chutes for +2pts per model, Digital Camouflage for +3pts per model and/or Sagittarus Mounts for +10pts per model.
- The Praetorian Optio may make his weapons master crafted for +15pts.
- The Praetorian Optio may exchange his Chainsword for an Ommissian Axe for +15pts.
- The Praetorian Optio may take Digital Weapons for +10 pts and/or a Servo Arm for +15pts.

PRAETORIAN HERAKLI.....

135 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Herakli	4	4	5	5	3	4	3	9	4+

Unit Composition:

- 3 Herakli

Unit Type:

- Infantry

Special Rules

- Skitarii
- Fearless
- Bulky
- Mindlock

Wargear

- Graviton Gun
- Chain Axe
- Augmented Frame
- Recursive Combat Algorithms
- Enhanced Platform
- Hulking Chassis

Options:

- Add up to three Herakli for +45pts per model
- Any Herakli may replace their Chain Axe with a Power Lifter for +10pts or a Chainlist or Adamantine Pavaise for +15pts.
- Any Herakli may replace their Graviton Gun for a Plasma Blaster or Adamantine Pavaise for +10pts or an Assault Cannon or Conversion Beamer for +20pts.
- Any Herakli may take a Servo Arm for +10pts, Deathe-Maska for +10pts, Mechadendrites for +15pts per model, Sagittarus Mount for +15pts per model.

Transport: May take a Skitarii Termite STTC as a dedicated transport (see unit entry for point costs).

SERVITOR MANIPLE.....

50 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Servitor	3	3	3	3	1	3	1	8	4+

Unit Composition:

- 5 Servitors

Unit Type:

- Infantry

Wargear

- Servo Arm
- Augmented Frame

Special Rules

- Skitarii
- Slow and Purposeful
- Supernumery
- Mindlock

Options:

- Add up to ten Servitors for +10pts per model
- Any Servitor may replace their Servo Arm with an Arc Rifle for free, a Graviton Gun, Heavy Servo Arm or Mechadendrites for +5pts or a Neutrino Streamer or Chainlist for +15pts.

TERMITE STTC.....

50 PTS

	WS	BS	S	Armour				LD	Sv
				F	S	R	HP		
Termite STTC	-	3	-	12	12	12	-	-	2

Unit Composition:

- 1 Skitarii Termite STTC

Unit Type:

- Vehicle

Wargear

- Twin-Linked Graviton Gun
- Topographical Relay

Transport Capacity: 10 Models

Special Rules

- Skitarii
- Dedicated Transport
- Subterranean Assault
- Tunneller

Options:

- Replace the twin-linked Graviton Guns with an Orthrus Grenade Launcher for free or a Thermic Cannon for +40pts per model.



STORM HAWK

STORM HAWK

180 PTS

	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Storm Hawk	-	3	-	12	12	12	-	-	-	3

Unit Composition:

- 1 Storm Hawk

Unit Type:

- Vehicle (Flyer, Hover)

Wargear

- Twin Linked Assault Cannons
- Twin-Linked Graviton Gun
- Ceramic Plating

Transport Capacity

- 12 Models

Special Rules

- Deep Strike
- Versatile Transport

Options:

- Replace the Twin-Linked Assault Cannon for a twin-linked Photon Thruster for +5pts or a Quad Lascannon or Arc Cascade for +15pts.
- Replace the Twin-Linked Graviton Gun for a Plasma Blaster for +5pts or an Orthrus Grenade Launcher for +10pts.
- The Storm Hawk may take either up to four under wing Hunter-Slayer Missiles for +10pts each or up two under wing Stormfury Missile Pods for +20pts each.

STORM HAWK VARIANTS

A design that harks back to the founding of the Martian Mechanicum, and the lost Forge Worlds of Tigrus and Anvilus IX in particular, Storm Hawks in various configurations have seen service over the millennia in all of the Divisios. You may upgrade a Storm Hawk to one of the following variants for the points cost indicated. A Storm Hawk upgraded to one of the Divisios counts as a unit of that Divisio and is included in the force Organisation chart exactly as if it were found in the Divisio's army list entry.

Storm Hawk Achilles.....Transport Capacity: 10 Models and 1 Assault Engine.....+30pts
This pattern of Storm Hawk has the Myrmidon and the Assault Vehicle special rules.

Iron Eagle Storm Hawk.....Transport Capacity: 12 Models+20pts
This pattern of Storm Hawk has a BS of 2 and the Cybernetica and Robot special rules.

Storm Hawk Kontarion.....Transport Capacity: 1 Cataphractus tank.....+25pts
This pattern of Storm Hawk has the Cataphractus special rule and the Ferromantic Fortitude and Atomantic Shielding additional wargear.

Yeomanry Storm Hawk..... Transport Capacity: 12 Models+20pts
This pattern of Storm Hawk has the Forge Knight and Hymn of Reforging special rules and replaces its Twin-Linked Graviton Guns with a Yeomanry Grapnel.

Storm Hawk GunshipTransport Capacity: None+30pts
This pattern of Storm Hawk has the Balisterai and Strafing Run special rule. It gains a hull mounted Thunderfire Cannon.





MYRMIDIAE

CENTURIUS ASSAULT ENGINE.....150 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Centurius	3	3	6	6	4	4	3	8	3+

Unit Composition:

- 1 Centurius

Wargear

- Heavy Conversion Beamer
- Myrmidon Glaive

Unit Type:

- Monstrous Creature

Special Rules

- Fearless
- Myrmidon
- Achilles Skyfall

Options:

- Exchange its Myrmidon Glaive for a Heavy Conversion Beamer for +45pts.
- Take a Signum or Heuristic Targeting Array for +10pts and/or an Orthrus Grenade Launcher for +15pts
- Upgrade to Ultima Pattern gaining Recursive Combat Algorithms and Mechadendrites for +40pts

Transport: The Assault Engine may start the game embarked on a Storm Hawk Achilles transporting a Velites Maniple.

MAGNUS ASSAULT ENGINE.....165 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Magnus	3	3	6	6	4	4	3	8	3+

Unit Composition:

- 1 Magnus

Wargear

- Shockwave Cannon
- Myrmidon Glaive
- Torval Shield

Unit Type:

- Monstrous Creature

Special Rules

- Fearless
- Myrmidon
- Achilles Skyfall

Option: Upgrade to Ultima Pattern gaining Recursive Combat Algorithms and Mechadendrites for +40pts

Transport: The Assault Engine may start the game embarked on a Storm Hawk Achilles transporting a Velites Maniple.

MAXIMUS ASSAULT ENGINE.....155 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Maximus	3	3	6	6	4	4	3	8	3+

Unit Composition:

- 1 Maximus

Wargear

- Graviton Cannon
- Myrmidon Glaive

Unit Type:

- Monstrous Creature

Special Rules

- Fearless
- Myrmidon
- Achilles Skyfall
- Gravitic Impeller

Option: Upgrade to Ultima Pattern gaining Recursive Combat Algorithms and Mechadendrites for +40pts

Transport: The Assault Engine may start the game embarked on a Storm Hawk Achilles transporting a Velites Maniple.

VELITES MANIPLE.....80 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Velites	3	3	3	3	1	4	1	8	5+
Velites Optio	3	3	3	3	1	4	2	9	5+

Unit Composition:

- 4 Velites
- 1 Velites Optio

Wargear

- Myrmidon Spear
- Torval Shield
- Krak Grenades
- Hermes Warp Shunt
- Combat Bionics
- Hyper-Reflex Driver
- Indoctrinated Cerebellum (Optio only)

Unit Type: Jump Infantry

Special Rules

- Stubborn
- Myrmidon
- Achilles Skyfall

Options:

- Add up to five Velites for +11pts per model
- Any Velites may exchange their Myrmidon Spear and Torval Shield for a Frag Carbine for free.
- Up to two Velites may replace their Myrmidon Spear with a Thermic Javelin for +10pts each.
- The Velites Optio may make his weapons master crafted for +5pts.
- The Velites Optio may replace his Myrmidon Spear with a Thunder Hammer for +15pts.

Transport: May take a Storm Hawk Achilles as a dedicated transport (see unit entry for point costs).



MILITARIS

MILITARIS LEMAN RUSS TANK SQUADRON.....SEE CODEX IMPERIAL GUARD FOR POINTS COSTS

	Armour									HP
	WS	BS	S	F	S	R	I	A		
Leman Russ Battle Tank	-	3	-	14	13	10	-	-	-	3
Leman Russ Eradicator/ Exterminator/Vanquisher	-	3	-	14	13	10	-	-	-	3
Leman Russ Demolisher/ Executioner/ Punisher	-	3	-	14	13	11	-	-	-	3

Unit Composition:

- 1-3 Tanks of any of the configurations listed in Codex Imperial Guard.

Unit Type: Vehicle (Heavy Tank)

Wargear: Varies

Special Rules

- Militaris

Factory Fresh: Most Leman Russ Battle Tanks are modified by their crew in the field. The Militaris make no such alterations and deploy massive numbers of Leman Russ tanks exactly as they were configured straight from the assembly line.

Other than taking sponsons or replacing the Heavy Bolter, you may not take any other upgrades.

MILITARIS SECUTOR MAGOS85 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Secutor Magos	4	4	3	4	2	4	2	9	3+

Unit Composition:

- 1 Secutor Magos

Unit Type:

- Infantry (Character)

Special Rules

- Tech-Priest
- Militaris
- Independent Character
- Smite the Machine
- Fury of the Secutors

Wargear

- Power Armour
- Servo-Harness
- Digital Weapons
- Recursive Combat Algorithms
- Augmented Frame
- Dendrite Glove
- Vascular Pneumatics
- Indoctrinated Cerebellum
- Melta Bombs

Options:

- The Secutor Magos may exchange his Dendrite Glove for an Omnisian Axe for +10pts, a Fabricator Gauntlet for +15pts, a Thunder Hammer or Chainfist for +15pts.
- The Secutor Magos may take any of the following: a Deathe-Maska for +5pts, Servo Skull for +10pts, Binary Musculature for +15pts, Mechadendrites for +15pts, Frenzon Injector for +15pts, Hulking Chassis for +20pts, an Adamantine Pavaise for +20pts and a Hyper-Reflex Driver for +20pts.
- The Secutor Magos may replace his Recursive Combat Algorithms with Zeta Protocols for +15pts.
- The Secutor Magos may replace his Servo Harness' Servo Weapon: Graviton Gun with a Servo Weapon: Arc Rifle for free, a Servo Weapon: Plasma Blaster or Servo Weapon: Neutrino Streamer for +10 pts, a Servo Weapon: Conversion Beamer for +20 pts or a Servo Weapon: Assault Cannon for +25pts.

MILITARIS STHENO HEAVY TRANSPORT150 PTS

	Armour									HP
	WS	BS	S	F	S	R	I	A		
Stheno Heavy Transport	-	3	-	13	13	13	-	-	-	4

Unit Composition:

- 1 Stheno Transport

Unit Type:

- Vehicle (Heavy Open-Topped Tank)

Wargear

- Stormfury Missile Pod
- Orthrus Grenade Launcher
- Atomantic Shielding

Transport Capacity

- 20 Models

Special Rules

- Militaris
- Skitarii

Options:

- The Stheno may be equipped with up to two Hunter-Slayer Missiles for +10pts each.

MILITARIS ORDNANCE BATTERY.....SEE CODEX IMPERIAL GUARD FOR POINTS COSTS

	Armour									HP
	WS	BS	S	F	S	R	I	A		
Basilisk/Colossus/ Griffon/Medusa	-	3	-	12	10	10	-	-	-	3

Unit Composition:

- 1-3 Tanks of any of the configurations listed in Codex Imperial Guard.

Unit Type: Vehicle (Open-Topped Tank)

Wargear: Varies

Special Rules

- Militaris
- Accurate Bombardment (Griffon only)

Factory Fresh: Most Ordnance platforms are modified by their crew in the field. The Militaris make no such alterations and deploy massive numbers of Ordnance exactly as they were configured straight from the assembly line.

Other than replacing the hull mounted Heavy Bolter with a Heavy Flamer and/or taking an Enclosed Crew Compartment or Bastion Breaching Shells, you may not take any other upgrades.



ORDO REDUCTOR

REDUCTOR CENTAUR.....55 PTS

	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Reductor Centaur Carrier	-	4	-	11	10	10	-	-	2	

Unit Composition:

- 1 Reductor Centaur

Wargear

- Twin-Linked Graviton Gun

Unit Type:

- Vehicle (Open Topped, Fast)

Transport Capacity

- 5 Models

Special Rules

- Artillery Transport
- Stable Firing Platform

Options:

- The Centaur may exchange its twin linked Graviton Gun for a Thunderstrike Mortar for +5pts a Plasma Blaster for +15pts, or a Battlefield Command Uplink for +30pts.
- The Centaur may be equipped with a Hunter-Slayer Missile for +10pts or an Orthrus Grenade Launcher for +15pts.

REDUCTOR BEAMER BATTERY.....90 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Beamer Engine	-	3	-	7	2	-	-	-	3+
Tech-Priest	3	3	3	3	1	3	1	8	5+

Unit Composition:

- 2 Tech-Priests
- 1 Beamer Engine

Wargear (Tech-Priest)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Servo Arm

Unit Type:

- Artillery

Wargear (Conversion Beamer Engine)

- Heavy Conversion Beamer

Special Rules

- Balisterai
- Tech-Priest

Options:

- The unit may be joined by up to two Beamer Engines with Tech-Priests for +90pts each
- Any Tech-Priest may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts per model.
- Any Tech-Priest may take Power Armour for +10pts per model.
- Any Tech-Priest may take a Deathe-Maska for +5pts per model.

REDUCTOR EVICERATOR BATTERY.....80 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Evicerator Engine	-	3	-	7	2	-	-	-	3+
Tech-Priest	3	3	3	3	1	3	1	8	5+

Unit Composition:

- 2 Tech-Priests
- 1 Evicerator Engine

Wargear (Tech-Priest)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Servo Arm

Unit Type:

- Artillery

Wargear (Evicerator Engine)

- Quad Gun

Special Rules

- Balisterai
- Tech-Priest

Options:

- The unit may be joined by up to two Evicerator Engines with Tech-Priests for +80pts each
- Any Tech-Priest may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts per model.
- Any Tech-Priest may take Power Armour for +10pts per model.
- Any Tech-Priest may take a Deathe-Maska for +5pts per model.

REDUCTOR MAELSTROM ARSENAL.....170 PTS

	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Reductor Maelstrom	-	3	-	13	12	10	-	-	3	

Unit Composition:

- 1 Reductor Maelstrom Arsenal

Wargear

- Moab Launcher

Unit Type:

- Vehicle (Heavy Tank)

Special Rules

- Balisterai
- Volatile Payload

Options:

- The unit may replace its Moab Canister Launcher with a Macro Cannon and Twin-Linked Stormfury Missile Pod for +20pts or a Thundershock Gun for +40pts.



REDUCTOR RAPIER LASER DESTROYER BATTERY90 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Rapier Laser Destroyer	-	3	-	7	2	-	-	-	3+
Tech-Priest	3	3	3	3	1	3	1	8	5+

Unit Composition:

- 2 Tech-Priests
- 1 Rapier Laser Destroyer

Unit Type:

- Artillery

Wargear (Tech-Priest)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Servo Arm

Wargear (Rapier Laser Destroyer)

- Laser Destroyer

Special Rules

- Balisterai
- Tech-Priest
- Explosive Demise

Options:

- The unit may be joined by up to two Rapier Laser Destroyers with Tech-Priests for +90pts each
- Any Tech-Priest may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts per model.
- Any Tech-Priest may take Power Armour for +10pts per model.
- Any Tech-Priest may take a Deathe-Maska for +5pts per model.

REDUCTOR SIEGE DREADNOUGHT160PTS

	WS	BS	S	Armour			F	S	R	I	A	HP
Reductor Dreadnought	3	3	6	13	12	10	3	2	3			3

Unit Composition:

- 1 Reductor Siege Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear

- Stormfury Missile Pod
- Chain Fist

Special Rules

- Balisterai
- Missile Lock

Options:

- The Siege Dreadnought may exchange its Stormfury Missile Pod for a Quad Gun or Ignis Torrent for +10pts or a Heavy Conversion Bearer, Laser Destroyer, Thermic Cannon or Thunderfire Cannon for +20pts.
- The Siege Dreadnought may be equipped with up to two Hunter-Slayer Missiles for +10pts each or an Orthrus Grenade Launcher for +15pts.
- The Siege Dreadnought may be equipped with a Servo Rig for +30pts.

REDUCTOR STORMFURY BATTERY80 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Stormfury Engine	-	3	-	7	2	-	-	-	3+
Tech-Priest	3	3	3	3	1	3	1	8	5+

Unit Composition:

- 2 Tech-Priests
- 1 Stormfury Engine

Unit Type:

- Artillery

Wargear (Tech-Priest)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Servo Arm

Wargear (Stormfury Engine)

- Stormfury Missile Pod

Special Rules

- Balisterai
- Tech-Priest
- Missile Lock

Options:

- The unit may be joined by up to two Stormfury Engines with Tech-Priests for +80pts each
- Any Tech-Priest may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts per model.
- Any Tech-Priest may take Power Armour for +10pts per model.
- Any Tech-Priest may take a Deathe-Maska for +5pts per model.



REDUCTOR THUNDERFIRE BATTERY

80 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Thunderfire Engine	-	3	-	7	2	-	-	-	3+
Tech-Priest	3	3	3	3	1	3	1	8	5+

Unit Composition:

- 2 Tech-Priests
- 1 Thunderfire Engine

Unit Type:

- Artillery

Wargear (Tech-Priest)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Servo Arm

Wargear (Thunderfire Engine)

- Thunderfire Cannon

Special Rules

- Balisterai
- Tech-Priest

Options:

- The unit may be joined by up to two Thunderfire Engines with Tech-Priests for +80pts each
- Any Tech-Priest may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts per model.
- Any Tech-Priest may take Power Armour for +10pts per model.
- Any Tech-Priest may take a Deathe-Maska for +5pts per model.

REDUCTOR TORRENT BATTERY

80 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Torrent Engine	-	3	-	7	2	-	-	-	3+
Tech-Priest	3	3	3	3	1	3	1	8	5+

Unit Composition:

- 2 Tech-Priests
- 1 Torrent Engine

Unit Type:

- Artillery

Wargear (Tech-Priest)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Servo Arm

Wargear (Torrent Engine)

- Ignis Torrent

Special Rules

- Balisterai
- Tech-Priest

Options:

- The unit may be joined by up to two Torrent Engines with Tech-Priests for +80pts each
- Any Tech-Priest may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts per model.
- Any Tech-Priest may take Power Armour for +10pts per model.
- Any Tech-Priest may take a Deathe-Maska for +5pts per model.





CYBERNETICA

CYBERNETICA AETOS SURVEYOR.....145 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Aetos Surveyor	-	3	-	11	11	11	-	-	2

Unit Composition:

- 1 Aetos Surveyor

Unit Type:

- Vehicle (Flyer, Hover)

Wargear

- Hell Storm Gatling Cannon
- Four Hunter-Slayer Missiles
- Atomantic Shielding
- Panoramic Augury
- Bonum Motivus

Special Rules

- Cybernetica
- Robot
- Deep Strike
- Supersonic
- Strafing Run

Options:

- The Aetos Surveyor may exchange its Panoramic Augury for a Battlefield Command Uplink for no additional cost.

CYBERNETICA ANNIHILATOR TEAM.....110 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Tech-Priest	3	3	3	3	1	3	1	8	5+
Annihilator Robot	3	3	3	3	1	3	1	5	6+

Unit Composition:

- 5 Annihilator Robot
- 1 Tech-Priest

Unit Type:

- Infantry

Wargear (Tech-Priest)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Machinator Array
- Mechadendrites

Wargear (Annihilator Robot)

- Quantum Thresher
- Combat Bionics

Special Rules

- Cybernetica
- Robot (Annihilator Robot)
- Programme: Annihilate!
- Infiltrate

Options:

- The Tech-Priest may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts.
- The Tech-Priest may take Power Armour for +10pts.
- The Tech-Priest may take a Deathe-Maska for +10pts.

CYBERNETICA DEFENDER MANIPLE.....110 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Tech-Priest	3	3	3	3	1	3	1	8	5+
Defender Robot	3	3	5	5	2	3	1	5	4+

Unit Composition:

- 2 Defender Robots
- 1 Tech-Priest

Unit Type:

- Infantry

Transport: Provided the unit does not take any additional Robots, the unit may take an Iron Autogyro as a dedicated transport (see unit entry for point costs).

Wargear (Tech-Priest)

- Omnisian Axe
- Hell Pistol
- Combat Bionics
- Servo Arm

Wargear (Defender Robot)

- Graviton Gun
- Power Lifter
- Mechadendrites
- Augmented Frame
- Hulking Chassis
- Vascular Pneumatics

Special Rules

- Cybernetica
- Robot (Defender Robot)
- Bulky (Defender Robot)
- Relentless
- Feel No Pain
- Programme: Defend!

Options:

- Add up to three Defenders for +40pts per model
- Any Defender may replace its Graviton Gun with an Arc Rifle for free, a Plasma Blaster or Neutrino Streamer for +10 pts Conversion Beamer for +20 pts or an Assault Cannon for +25pts.
- Any Defender may replace its Power Lifter for a Chainfist or a Thunder Hammer for +5pts
- Any Defender may take one of the following weapons: Neutrino Streamer for +15pts, a Graviton Gun or Hunter-Slayer Missile for +10 pts or an Arc Rifle for +5pts.
- The Tech-Priest may exchange his Omnisian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts.
- The Tech-Priest may take Power Armour for +10pts.
- The Tech-Priest may take a Deathe-Maska for +10pts.



CYBERNETICA DOOMBRINGER

145 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Doombringer	-	3	-	13	12	10	-	-	3

Special Rules

- Cybernetica
- Robot
- Scout

Unit Composition:

- 1 Doombringer

Wargear

- Doombringer Array
- Bonum Motivus

Unit Type:

- Vehicle (Tank)

CYBERNETICA HUNTER MANIPLE

130 PTS

	WS	BS	S	T	W	I	A	LD	Sv
	Tech-Priest	3	3	3	3	1	3	1	8
Hunter Robot	3	3	4	4	2	3	1	5	4+

Special Rules

- Cybernetica
- Robot (Hunter Robot)
- Programme: Hunt!
- Feel No Pain

Unit Composition:

- 4 Hunter Robots
- 1 Tech-Priest

Wargear (Tech-Priest)

- Omnissian Axe
- Hell Pistol
- Combat Bionics
- Servo Arm

Unit Type: Infantry

Transport: Provided the unit does not take any additional Robots, the unit may take an Iron Autogyro as a dedicated transport (see unit entry for point costs).

Wargear (Hunter Robot)

- Two Fabricator Gauntlets
- Graviton Gun
- Augmented Frame
- Binary Musculature
- Vascular Pneumatics

Options:

- Add up to three Hunters for +25pts per model
- Any Hunter may replace its Graviton Gun with an Arc Rifle for free, a Plasma Blaster or Neutrino Streamer for +10pts.
- The Tech-Priest may exchange his Omnissian Axe and Hell Pistol for a pair of Fabricator Gauntlets for +10 pts.
- The Tech-Priest may take Power Armour for +10pts
- The Tech-Priest may take a Deathe-Maska for +10pts.

CYBERNETICA IRON AUTOGYRO

65 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Iron Autogyro	-	3	-	11	11	10	-	-	2

Special Rules

- Cybernetica
- Robot
- Scout
- Escort

Unit Composition:

- 1 Iron Autogyro

Wargear

- Twin-linked Graviton Gun
- Digital Camouflage
- Bonum Motivus

Unit Type:

- Vehicle (Fast Skimmer)

Transport Capacity

- 5 Models

Options:

- The Iron Autogyro may take up to two Hunter-Slayer Missiles for +10pts each or an Orthrus Grenade Launcher for +15pts.
- Replace the Twin-Linked Graviton Gun with an Assault Cannon for +20pts.





CATAPHRACTOI

CATAPHRACTUS ANCILE SHIELD TANK.....175 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Cataphractus Ancile	-	3	-	13	12	10	-	-	3

Special Rules

- Cataphractus
- Modulating Frequency

Unit Composition:

- 1 Cataphractus Ancile

Wargear

- Arc Cascade
- Ancile Shield Generator

Unit Type:

- Vehicle (Fast Open Topped Tank)

CATAPHRACTUS FALCHION HEAVY TANK.....230 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Cataphractus Falchion	-	3	-	13	13	13	-	-	4

Special Rules

- Cataphractus

Options:

- The Falchion may be equipped with up to two Hunter-Slayer Missiles for +10pts each.

Unit Composition:

- 1 Cataphractus Falchion

Wargear

- Quantum Annihilator
- Assault Cannon Turret Sponsons
- Battlefield Command Uplink
- Heuristic Targeting Array
- Ferromantic Fortitude
- Atomantic Shielding

Unit Type:

- Vehicle (Heavy Tank)

CATAPHRACTUS GLAIVE STRIKE TANK.....230 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Cataphractus Glaive	-	3	-	13	13	13	-	-	4

Special Rules

- Cataphractus
- Cataphractoi Strike Tank

Options:

- The Glaive may exchange its Assault Cannon turret sponsons for Photon Thruster turret sponsons for +10pts.
- The Glaive may be equipped with up to two Hunter-Slayer Missiles for +10pts each.

Unit Composition:

- 1 Cataphractus Glaive

Wargear

- Twin Linked Hellstorm Gatling Gun
- Stormfury Missile Pod
- Assault Cannon Turret Sponsons
- Heuristic Targeting Array
- Ferromantic Fortitude
- Atomantic Shielding

Unit Type:

- Vehicle (Heavy Tank)

CATAPHRACTUS MOLE SVTC.....70 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Cataphractus Mole	-	3	-	12	12	10	-	-	2

Special Rules

- Cataphractus
- Subterranean Strike
- Tunneller

Unit Composition:

- 1 Cataphractus Mole

Wargear

- Mole Mortar
- Orthrus Grenade Launcher

Unit Type:

- Vehicle

Transport Capacity: 1 Tank



CATAPHRACTUS NEUTRINO IRRADIATOR.....175 PTS

	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Cata. Neutrino Irradiator	-	3	-	13	12	10	-	-	-	3

- Special Rules**
- Cataphractus
 - Scout

- Unit Composition:**
- 1 Cataphractus Neutrino Irradiator
- Unit Type:**
- Vehicle (Fast Tank)

- Wargear**
- Heavy Neutrino Streamer
 - Thunderstrike Mortar
 - Atomantic Shielding

CATAPHRACTUS OLYMPIA ASSAULT TANK.....150 PTS

	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Cataphractus Olympia	-	3	-	13	13	13	-	-	-	3

- Special Rules**
- Cataphractus
 - Assault Vehicle
 - Misericorde

- Unit Composition:**
- 1 Cataphractus Olympia
- Unit Type:**
- Vehicle (Tank)

- Wargear**
- Hull Mounted Quad Lascannon
 - Ferromantic Fortitude
 - Atomantic Shielding
- Transport Capacity**
- 10 Models

- Options:**
- The Olympia may replace its Quad Lascannon for one of the following:
 - Twin-Linked Ignis Torrent.....Free
 - Thermic Cannon.....Free
 - The Olympia may be equipped with up to two Hunter-Slayer Missiles for +10pts each or may instead be armed with a Stormfury Missile Pod for +30pts.

CATAPHRACTUS PRIESTLEY GRAV ATTACK.....150 PTS

	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Cata. Priestley Grav Attack	-	3	-	12	11	10	-	-	-	3

- Special Rules**
- Cataphractus
 - Grav Attack
 - Deep Strike

- Unit Composition:**
- 1 Cataphractus Priestley Grav Attack
- Unit Type:**
- Vehicle (Skimmer, Fast)

- Wargear**
- Photon Thruster
 - Twin-Linked Graviton Gun
 - Atomantic Shielding

- Options:**
- The Priestley may exchange its Photon Thruster for a Thermic Cannon for +10pts or an Arc Cascade for +20pts.
 - The Priestley may exchange its twin linked Graviton Gun for a Heuristic Targeting Array for free.
 - The Priestley may be equipped with up to two Hunter-Slayer Missiles for +10pts each

CATAPHRACTUS SABRE TANK HUNTER.....155 PTS

	Armour									
	WS	BS	S	F	S	R	I	A	HP	
Cataphractus Sabre	-	3	-	13	12	10	-	-	-	3

- Special Rules**
- Cataphractus
 - Tank Hunters
 -

- Unit Composition:**
- 1 Cataphractus Sabre
- Unit Type:**
- Vehicle (Tank)

- Wargear**
- Neutron Laser Projector
 - Atomantic Shielding
 - Digital Camouflage

- Options:**
- The Legion Sabre may replace its Neutron Laser for one of the following:
 - Vanquisher Cannon.....Free
 - Laser Destroyer.....Free
 - The Legion Sabre may take any of the following:
 - Dozer Blade.....+5pts
 - Hunter-Slayer Missile.....+10pts



FORGE KNIGHTS

AVALON BATTLE FORGE.....150 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Avalon Battle Forge	-	3	-	12	12	12	-	-	4

Unit Composition:

- 1 Avalon Battle Forge

Unit Type:

- Vehicle (Open Topped)

Wargear

- Stormfury Missile Pod
- Three Hunter-Slayer Missiles
- Heavy Servo Arm
- Atomantic Shielding
- Panoramic Augury

Special Rules

- Forge Knight
- Hymn of Reforging
- Deep Strike
- Manufactorum
- Immobile

FORGE KNIGHT CRUSADER.....235 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Forge Knight Crusader	4	3	8	14	13	11	3	2	4

Unit Composition:

- 1 Forge Knight Crusader

Unit Type:

- Vehicle (Walker)

Wargear

- Two Dreadnought Close Combat Weapons
- Shock Lance
- Twin-Linked Frag Carbine
- Neural Fibre Bundles
- Atomantic Shielding

Special Rules

- Forge Knight
- Hymn of Reforging

Options

- The Crusader may exchange a one of their Dreadnought Close Combat Weapon for a Quad Lascannon for +25pts, a Thermic Cannon for +30pts or a Laser Destroyer for +35pts.
- The Crusader may replace its Twin-Linked Frag Carbine for an Orthrus Grenade Launcher for +5pts.

FORGE KNIGHT LANCER.....230 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Forge Knight Lancer	4	3	8	13	12	11	3	2	4

Unit Composition:

- 1 Forge Knight Lancer

Unit Type:

- Vehicle (Walker)

Wargear

- Dreadnought Close Combat Weapon
- Neutron Laser Projector
- Shock Lance
- Twin-Linked Frag Carbine
- Neural Fibre Bundles
- Atomantic Shielding

Special Rules

- Forge Knight
- Hymn of Reforging
- Longstrider
- Outflank

Options

- The Lancer may replace its Twin-Linked Frag Carbine for an Orthrus Grenade Launcher for +5pts.

FORGE KNIGHT WARDEN.....235 PTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Forge Knight Warden	3	4	8	14	14	11	3	2	4

Unit Composition:

- 1 Forge Knight Warden

Unit Type:

- Vehicle (Walker)

Wargear

- Twin Linked Hell Storm Gatling Guns
- Stormfury Missile Pod
- Shock Lance
- Twin-Linked Frag Carbine
- Neural Fibre Bundles
- Atomantic Shielding

Special Rules

- Forge Knight
- Hymn of Reforging

Options

- The Warden may replace its Twin-Linked Frag Carbine for an Orthrus Grenade Launcher for +5pts or a Heuristic Targeting Array for +10pts.



FORGE KNIGHT YEOMAN CHARIOT

105^{PTS}

	Armour								HP
	WS	BS	S	F	S	R	I	A	
Forge Knight Chariot	-	4	6	11	11	10	-	D6	3

Unit Composition:

- 1 Forge Knight Chariot

Wargear

- Yeomanry Grapnel

Unit Type: Vehicle (Fast Open Topped Skimmer Chariot)

Transport Capacity: 1 Independent Character

Special Rules

- Forge Knight
- Hammer of Wrath
- A Noble Duty

Forge Knight Yeoman: The Forge Knight Chariot includes a Forge Knight Yeoman who is already embarked as the chariot rider during deployment. His cost is already included with the Chariot. The Forge Knight Yeoman is detailed in the box below.

Options:

- The Chariot may be equipped with up to two Hunter-Slayer Missiles for +10pts each

	WS	BS	S	T	W	I	A	LD	Sv
Forge Knight Yeoman	4	4	3	4	2	4	2	9	4+

Unit Composition:

- 1 Forge Knight Yeoman

Wargear

- Yeoman's Lance
- Augmented Frame
- Recursive Combat Algorithms
- Vascular Redundancy
- Indoctrinated Cerebellum
- Hell Pistol
- Krak Grenades

Unit Type:

- Infantry (Character)

Special Rules

- Forge Knight
- Independent Character
- Crusader

Options:

- The Forge Knight Yeoman may exchange his Hell Pistol for an Inferno Pistol for +15pts or a Quantum Thresher for +25pts.
- The Forge Knight Yeoman may take a Signum for +5pts, Digital Weapons for +10pts and/or a Servo Arm for +15pts.





THE BLESSED AND THE VENERABLE

The following g units are unique characters designed to add depth to your Cult Mechanicus army. In almost all cases they may not be your army commander and you will still require an Archmagos Prime to lead your force and determine your Prime Tier. What these characters and units represent are powerful individuals within the Mechanicum itself who have allied themselves to the mission at hand. Some alliances may have come about quite naturally such as a Cybernetica Archmagos including the services of Pala Greut in his force. Other alliances, such as those with the renegade Urtzi Malevolus speak of darker bargains indeed. You are free to include as many or as few of the Blessed and the Venerable in your army but may only ever have one of each no matter how many points your army includes. Each of the following units will have its own points cost and will indicate under the entry as to what slot under the Force Organisation Chart they occupy.

ERASMUS DARVIN, PRAEFECT AQUISITOR170 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Erasmus Darwin	5	5	4	4	3	4	3	10	2+

Special Rules

- HQ Unit
- Tech-Priest
- Explorator Archmagos
- Xenotech Loremaster

Unit Composition:

- 1 Erasmus Darwin (Unique)

Wargear

- Artificer Armour
- Augmented Frame
- Servo Weapon: Neutron Blaster (Xenotech)
- Ommissian Axe
- Quantum Thresher
- Drone Fabricator Harness (Xenotech)
- Mechadendrites
- Krak Grenades

Unit Type:

- Infantry (Character)

GADEN OF THE BIOLOGIS220 PTS

	WS	BS	S	Armour				I	A	HP
				F	S	R	A			
Gaden of the Biologis	-	4	-	14	13	11	-	-	-	4

Special Rules

- HQ Unit
- Tech-Priest
- High Genetor of the Biologis
- Not that Kind of Leader
- Biologis Land Crawler

Unit Composition:

- 1 Gaden of the Biologis (Unique)

Wargear

- Two Servo Weapon: Assault Cannons
- Two Heavy Servo Arms
- Orthrus Grenade Launcher
- Asclepius Lathe Array
- Mechadendrites

Unit Type:

- Vehicle (Tank)

IZAMBARD OF THE CATAPHRACTOI+75 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Izambard	4	4	3	3	3	3	3	8	4+

Special Rules

- Cataphractus
- Unit Upgrade
- Tank Commander
- Safety in the Iron Shell

Unit Composition:

- 1 Cataphractus vehicle in the army may be upgraded to include Izambard of the Cataphractoi

Wargear

- Fabricator Gauntlet
- Augmented Frame
- Enhanced Platform
- Recursive Combat Algorithms
- Signum
- Mechadendrites
- Krak Grenades

Unit Type: Upgrade



KABERI, TRIBUNE OF THE INCALADION CLAWS85 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Kaberi	4	4	3	3	1	4	2	9	4+

Unit Composition:

- 1 Velites Optio in the army may be replaced by Kaberi, Tribune of the Incaladion Claws.

Unit Type: Upgrade

Wargear

- Augmented Frame
- Two Fabricator Gauntlets
- Hyper-Reflex Driver
- Recursive Combat Algorithms
- Indoctrinated Cerebellum
- Krak Grenades
- Hermes Warp Shunt

Special Rules

- Unit Upgrade
- Myrmidon
- Stubborn
- Hit and Run
- The Incaladion Claws

KANE, ARCHMAGOS VENERATUS200 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Kane	4	5	6	6	4	3	3	10	2+

Unit Composition:

- 1 Kane (Unique)

Unit Type:

- Monstrous Creature (Character)

Wargear

- Artificer Armour
- Augmented Frame
- Armoured Exoskeleton
- Servo Weapon: Thermic Cannon
- Servo Weapon: Conversion Beamer
- Mechadendrites

Special Rules

- HQ Unit
- Tech-Priest
- Veneratus
- Not That Kind of Leader
- Puritan

LAND'S SPEEDER185 PTS

	WS	BS	S	Armour				I	A	HP
				F	S	R				
Land's Speeder	-	4	-	11	13	11	-	-	-	3

Unit Composition:

- 1 Land's Speeder (Unique)

Unit Type:

- Vehicle (Fast Skimmer)

Wargear

- Plasma Blaster
- Stormfury Missile Pod
- Atomantic Shield

Special Rules

- Fast Attack Unit
- Missile Lock
- Wonder of Arkhan
- Supersonic

THE OMNISCION220 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Omniscion	5	5	10	6	4	3	4	10	2+

Unit Composition:

- 1 Omniscion (Unique)

Unit Type:

- Flying Monstrous Creature (Character)

Wargear

- Skin of the Scion
- Heavy Conversion Beamer

Special Rules

- HQ Unit
- Cybernetica
- Fearless
- By My Command
- Icon of the Machine God
- Apocryphal



PALA GREUT, HIGH ENGINEER OF RYZA

240 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Pala Greut	4	4	3	4	2	3	2	9	3+

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Wotan	-	3	-	13	12	11	-	-	3

Unit Composition:

- 1 Pala Greut (Unique)
- 1 Wotan (Unique)

Unit Type:

- Infantry (Pala Greut – Character)
- Vehicle: Tank, Chariot (Wotan)

Wargear (Pala Greut)

- Power Armour
- Sigil of Ryzia
- Indoctrinated Cerebellum
- Recursive Combat Algorithms
- Vascular Pneumatics
- Mechadendrites

Wargear (Wotan)

- Plasma Doombringer Array
- Bonum Motivus

Special Rules (Pala Greut)

- Heavy Support Unit
- Tech-Priest
- Independent Character
- Secrets of the Triad
- Scout

Special Rules (Wotan)

- Cybernetica
- Robot
- Mind-Link: Pala Greut
- Scout

URTZI MALEVOLUS - DESPOILER OF MARS

200 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Urtzi Malevolus	6	5	4	5	3	4	3	10	2+

Unit Composition:

- 1 Urtzi Malevolus

Unit Type:

- Infantry (Character)

Wargear

- Artificer Armour
- Augmented Frame
- Armoured Exoskeleton
- Two Fabricator Gauntlet
- Digital Weapons
- Servo Rig
- Mechadendrites
- Krak Grenades

Special Rules

- HQ Unit
- Tech-Priest
- Independent Character
- Eternal Warrior
- Agent of the Myriad
- Renegade

THE HOST OF XERSES

200 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Xerses	4	4	3	4	3	4	3	10	4+
Electro Priests	3	3	3	3	1	3	1	8	4+

Unit Composition:

- 1 Xerses
- 5 Electro Priests

Unit Type:

- Infantry (Xerses – Character)

Wargear (Xerses)

- Electroos
- Coruscating Implants
- Augmented Frame
- Mechanicus Protectivum

Wargear (Electro Priests)

- Electroos
- Augmented Frame
- Mechanicus Protectivum

Special Rules

- Elites Choice
- Tech-Priest
- Lord of the Luminen

