DETACHMENT ABILITIES

An ADEPTUS MECHANICUS Detachment is one that only includes models with the ADEPTUS MECHANICUS keyword (excluding models with the AGENT OF THE IMPERIUM or UNALIGNED keyword).

* ADEPTUS MECHANICUS Detachments gain the Forge World Dogmas ability.

* ADEPTUS MECHANICUS Detachments (excluding Auxiliary Support Detachments) gain the Knight of the Cog ability.

* Troops units in ADEPTUS MECHANICUS Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

FORGE WORLD DOGMAS
Each Forge World has its own combat philosophy suited to the skills of its warriors.

All ADEPTUS MECHANICUS units (other than Servitors units) with this ability, and all the models in them, gain a dogma so long as every unit in their Detachment is from the same Forge World. The dogma gained depends upon which Forge World they are from, as shown on the following pages.

Example: A Graia unit with the Forge World Dogmas ability gains the Refusal to Yield dogma.

If your Forge World does not have an associated dogma, you must instead create a new dogma for them, as described on pages 58-59. This allows you to customise the rules for your Forge World to best represent their fighting style.

In either case, write down all of your Detachments’ dogmas on your army roster.

KNIGHT OF THE COG
For each Detachment in your army with this ability, you can select one QUESTOR MECHANICUS Super-heavy Auxiliary Detachment in your army. Models in that Detachment gain the Knight of the Cog keyword.
FORGE WORLDS

If your army is Battle-forged, each <FORGE WORLD> unit in ADEPTUS MECHANICUS Detachments gain access to the following Forge World rules, provided every model in that Detachment that is drawn from a Forge World is from the same Forge World. Such a Detachment is referred to as a Forge World Detachment.

WARLORD TRAITS
Each Forge World has an associated Forge World Warlord Trait. If an ADEPTUS MECHANICUS <FORGE WORLD> TECH-PRIEST CHARACTER model gains a Warlord Trait, they can have the relevant Forge World Warlord Trait instead of a Warlord Trait from pages 66-67.

STRATAGEMS
Each Forge World has an associated Forge World Stratagem. If your army includes a Forge World Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to the relevant Forge World Stratagem.

ARCANA MECHANICUM
Each Forge World has an associated Forge World Arcana Mechanicum. If your army is led by an ADEPTUS MECHANICUS <FORGE WORLD> WARLORD, you can give the relevant Forge World Arcana Mechanicum to an ADEPTUS MECHANICUS <FORGE WORLD> CHARACTER model in your army instead of giving them an Arcana Mechanicum Relic from pages 68-69. Named characters (such as Belisarius Cawl) cannot be given an Arcana Mechanicum Relic.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Arcana Mechanicum Relics your models have on your army roster.

Example: A Battle-forged army includes an ADEPTUS MECHANICUS Detachment in which every unit has the MARS keyword. A CHARACTER model in that Detachment that is given a Warlord Trait can instead be given the Panegyric Procession Warlord Trait. You also have access to the Wrath of Mars Stratagem and can spend CPs to use it, and if the army’s WARLORD is selected from this Detachment, then a MARS CHARACTER model in your army that could be given an Arcana Mechanicum Relic can instead be given The Red Axe.
MARS

The Tech-Priests of Mars rigidly believe in their blessed superiority in the eyes of the Machine God, and in the holy perfection of their armies.

DOGMA: MASTERS OF THE FORGE

The favour of the Machine God can be seen in the powerful optimisation granted by every static-ridden psalm incanted by his most faithful followers. This is manifest also in Mars’ ultimate mastery of manufacture and the excellence of its craftsmanship.

- **Skitarii** units with this dogma gain the Canticles of the Omnissiah ability (pg 84-85).
- Each time a unit with this dogma is selected to shoot or fight, you can re-roll one hit roll when resolving that unit’s attacks.

WARLORD TRAIT: PANEGYRIC PROCESSION

The Tech-Priests of the Red Planet lead their disciples in a synchronous cortège of war.

In your Command phase, you can select one friendly **MARS CULT MECHANICUS CORE** unit within 6” of this **WARLORD**. If you do so, then select one Canticle (pg 85) – this can be one that has already been active for your army. Until the start of your next Command phase, both this **WARLORD** and that unit benefit from the selected Canticle instead of the one that is active for your army.

ARCANA MECHANICUM: THE RED AXE

A colossal, cog-bladed axe edged in priceless starmetal and emitting a crimson glow, the appropriately named Red Axe is a fabled treasure from the war vaults of Mars. The supply of this unique ore is so limited that only one such weapon has ever been created, and it is claimed that few foes can withstand its blow.

**MARS** model equipped with an Omnissian axe only. This Relic replaces an Omnissian axe and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Red axe</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-5</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time the bearer fights, it makes 3 additional attacks with this weapon.

WRATH OF MARS

**1CP/2CP**

**Mars – Battle Tactic Stratagem**

None can smite the blasphemer like those from Mars; for theirs is the most righteous of zeal. All praise the glory of the Machine God!

Use this Stratagem in your Shooting phase, when a **MARS** unit is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (to a maximum of 6 mortal wounds).

If that unit has a Power Rating of 11 or more, this Stratagem costs 2CP; otherwise, it costs 1CP.
Lucius employs many materials and technologies virtually unknown on other forge worlds, an advantage it jealously guards. The Hollow Forge craves ever more resources and it unleashes armies of acquisition in a never-ending stream.

**Dogma: Solar Blessing**
Lucius is renowned for its craftsmanship and unique solar-blessed ores, often marked by the ritual scorching of its titanic forges.

- Each time an attack with a Damage characteristic of 1 is allocated to a model with this dogma, add 1 to any armour saving throw made against that attack.
- Add 3” to the Range characteristic of ranged weapons that models with this dogma are equipped with.

**Warlord Trait: Luminescent Blessing**
As the priestly rulers of Lucius recite their dazzling consecration, energy is redirected to infuse their masterwork alloys creating a halo of divine defence.

In your Command phase, select one **Lucius Core** unit within 9” of this Warlord. Until the start of your next Command phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

**Arcana Mechanicum: The Solar Flare**
The Solar Flare is a unique Lucius invention – a personal teleportation device that causes the bearer to burst from the warp in a flash of blinding white light.

Lucius model only. Once per battle, in your Movement phase, the bearer can use this Relic. If it does so, the bearer’s unit and up to one friendly **Lucius Core** unit within 3” of the bearer can be removed from the battlefield and set back up anywhere on the battlefield that is more than 9” away from any enemy models. If two units are set back up on the battlefield using this Relic, both units must be placed wholly within 6” of each other.

**Legio Teleportarium**

Lucius – Wargear Stratagem

The Tech-Priests of Lucius apply the same technologies they use to shift Titans through the warp to master battlefield teleportation.

Use this Stratagem before the battle, during the Declare Reserves and Transports step (if you are playing a mission without this step, use this Stratagem during deployment instead). Select one **Lucius** unit (excluding **Vehicle** units) from your army. You can set up that unit in a teleportarium instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up that unit anywhere on the battlefield that is more than 9” away from any enemy models. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).
AGRIPINAA

Embroided in constant war near the Eye of Terror, Agripinaa's armies stand as immovable bastions of the Omnissiah’s will.

DOGMA: STAUDH DEFENDERS

With imperatives refined over countless horrific close assaults, those of Agripinaa retain a cast-iron composure in the face of advancing foes.

- Each time a model with this dogma makes a ranged attack that targets a unit within half range, the Armour Penetration characteristic of that attack is improved by 1.
- Each time an enemy unit declares a charge against a unit with this dogma, if this unit is not within Engagement Range of any enemy units, it can Hold Steady or Set to Defend.

WARLORD TRAIT: VERSE OF VENGEANCE

Rousing code in binaric duumeter incites fury for the lost worlds around Agripinaa, the devoted extending their functions for one last act of retribution.

In your Command phase, select one friendly **Agripinaa Core** unit within 5 of this **Warlord**. Each time a model in that unit is destroyed by an attack made by an enemy model, roll one D6: on a 4+, do not remove the destroyed model from play – it can, after the attacking model’s unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

ARCANA MECHANICUM: THE EYE OF XI-LEXUM

Xi-Lexum was a legend of Agripinaa. A servo-skull has been made from the cranium of the fallen Tech-Priest, so that even in death his withering gaze can reveal the weaknesses of every foe.

**Agripinaa** model only. At the start of your shooting phase, select one enemy **Vehicle** unit within 18 of the bearer. Until the end of the phase, the bearer gains the following ability:

**The Eye of Xi-Lexum (Aura):** While a friendly **Agripinaa Core** or **Agripinaa Kataphron Servitors** unit is within 6 of this model, each time a model in that unit makes an attack that targets the selected **Vehicle** unit, you can re-roll the wound roll.

INDENTURED MACHINES

**1CP**

**Agripinaa – Requisition Stratagem**

With infusions of fresh converts, Agripinaa can select specimens capable of bonding to more powerful servitor enhancements.

Use this Stratagem before the battle. Select one **Agripinaa Kataphron Servitors** unit from your army. Add 1 to the Toughness characteristic of models in that unit. A unit can only be selected for this Stratagem once. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Ominous battle (in which case you can use this Stratagem three times).
GRAIA

The coldly logical forces of Graia pursue their goals no matter the cost. They believe victory to be an irrefutable certainty, subject to the ineffable wisdom of the Machine God, whose technological miracles are the only unexplainable phenomena they accept.

**DOGMA: REFUSAL TO YIELD**
The cortexes of those who serve Graia are so hardwired to pure logic that the most esoteric attacks break down before a wall of sheer rationality.

- Each time a Combat Attrition test is taken for a unit with this dogma, it is automatically passed.
- Each time a model with this dogma would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

**WARLORD TRAIT: MANTRA OF DISCIPLINE**
Dogmatic imperatives rigidly enforce the duty of all who bear Graia's holy icon, the Tech-Priests' directives obeyed automatically and instantaneously.

In your opponent's Charge phase, at the start of the Heroic Interventions step, select one friendly **GRAIA CORE** unit within 9" of this **WARLORD**. Until the end of the phase:

- If that unit is within 6" horizontally and 5" vertically of any enemy unit, it is eligible to perform Heroic Interventions as if it were a **CHARACTER** unit.
- Each time a model in that unit makes a Heroic Intervention move, it can move up to 6".

**ARCANA MECHANICUM: THE CEREBRAL TECHNO-MITRE**
Perhaps the most famous of all cogitator engines is the Cerebral Techno-Mitre, a secondary brain that uses synaptic links to directly assist the bearer's own mental capacities. Even amidst the maelstrom of battle, the device runs complex algorithms to suggest the best course of action.

**GRAIA TECH-PRIEST** model only: Add 3" to the range of the bearer's aura abilities (to a maximum of 9"). Each time the bearer uses an ability in your Command phase, specify a range, you can add 3" to the range of that ability (to a maximum of 9").

**STEEL MIND, IRON LOGIC**

**Graia - Wargear Stratagem**
Even the vile energy surges of the warp will be quieted by the faith and undeniable logic that emanates from the pure devotees of Graia.

Use this Stratagem in your opponent's Psychic phase, when an enemy **PSYKER** attempts to manifest a psychic power within 18" of any **GRAIA** units from your army. Roll one D6: on a 4+, that psychic power is denied.
STYGIES VIII

The Tech-Priests of Stygies VIII are trusted by few other forge worlds, their deeds and motivations occluded from their peers. Their wary caution shields their works from their enemies and allies alike.

DOGMA: SHROUD PROTOCOLS

When the armies of Stygies VIII march to war, they do so beneath stealth-screen projectors and target-befouling apparatuses.

- Each time a ranged attack targets a VEHICLE unit (excluding units with the Core keyword) with this dogma, if the attacker is more than 18” away, then the target is treated as having the benefits of Dense Cover against that attack (see the Warhammer 40,000 Core Book).
- Each time a ranged attack targets a unit (excluding VEHICLE units without the Core keyword) with this dogma, if the attacker is more than 12” away, then the target is treated as having the benefits of Dense Cover against that attack.
- Each time a unit with this dogma declares a charge, none of the targets of that charge can Hold Steady or Set to Defend.

WARLORD TRAIT: VEILED HUNTER

In silent supplication, a concentrated burst of noospheric negation manifests as a heavy band of shadow, directing the warriors of Stygies to obfuscate the foe’s sensors and confuse their strategy.

At the start of the first battle round, you can select up to two friendly Stygies VIII units wholly within your deployment zone. Remove those units from the battlefield, then set them up anywhere on the battlefield that is wholly within your deployment zone. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploy their units first.

ARCANA MECHANICUM: THE OMNISIAH’S HAND

The Omnissiah’s Hand is a gauntlet lined with a concealed array of digital lasers, believed to be of klawar origin. Many a Tech-Adept of Stygies VIII has tried to replicate its technology, thus far to no avail.

Stygies VIII model only. Once per battle, at the end of the Fight phase, you can use this Relic. If you do so, roll one D6 for each enemy unit within 12” of the bearer: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

CLANDESTINE INFILTRATION

Stygies VIII – Wargear Stratagem

Under cover of stealth screens and auspex scramblers, the warriors of Stygies VIII confound their foes.

Use this Stratagem during deployment. Select one Stygies VIII CORE INFAMY unit from your army. When you set up that unit, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.
RYZA

Ryza is famous for its mastery of advanced technologies lost to some other forge worlds. Bested on all sides, its Tech-Priests do not hesitate to unleash every arcane device and esoteric relic upon their enemies, and relish witnessing the holy effects up close.

**DOGMA: RED IN COG AND CLAW**

Ryza’s masters point to aggressive combat doctrines and zealous training protocols to explain the exceptional martial prowess of their troops; their apparent eagerness to shed blood merely a by-product of holy fervour.

- Each time a model with this dogma makes a melee attack, if it made a charge move, was charged, or performed a Heroic Intervention this turn, add 1 to that attack’s wound roll.
- Add 1 to charge rolls made for units with this dogma.

**WARLORD TRAIT: CITATION IN SAVAGERY**

With binary acclamations, the Tech-Priest accompanies the rending blows of Ryza’s troops in a cybernetic chorale that venerates the Machine God and infuses the warriors with zealous savagery.

At the start of the Fight phase, select one friendly Ryza Core unit within 6” of this Warlord. Until the start of the next Fight phase, each time a model in that unit makes a melee attack, the Armour Penetration characteristic of that attack is improved by 1.

**ARCANA MECHANICUM: WEAPON XCIX**

Ryza is the rare forge world that believes in innovation, and their top Tech-Priests all have their own experimental weapons under development. Such devices often never reach the battlefield, but the up-sighted volkite blaster known only as Weapon XCIX has proved its incredible prowess in battle on numerous occasions.

Ryza model equipped with a volkite blaster only. This Relic replaces a volkite blaster and has the following profile:

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapon XCIX</td>
<td>24”</td>
<td>Heavy</td>
<td>3</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, on an unmodified wound roll of 6, that attack inflicts 2 mortal wounds in addition to any normal damage.

**PLASMA SPECIALISTS**

Ryza – Battle Tactic Stratagem

That which hates most breeds the most incandescent of blasts – or so say the Tech-Priests of Ryza, who have long nurtured the secret skill of coaxing extra firepower from plasma weapons.

Use this Stratagem in your Shooting phase, when a Ryza unit is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a plasma weapon (pg 112), add 1 to the Damage characteristic of that attack.
METALICA

The zealots of Metalica purge unholy sites and cleanse the disorderly from the Machine God’s realm with excoriating fervour.

DOGMA: RELENTLESS MARCH

Those of Metalica relentlessly obliterate their foes to a deafening clamour redolent of the forge world’s endless industry.

- Models with this dogma do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.
- Models with this dogma do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.
- While an enemy unit is within Engagement Range of a unit from your army with this dogma, that enemy unit is treated as being at below Half-strength.

WARLORD TRAIT: TRIBUTE OF EMPHATIC VENERATION

A cacophonous chorale emanates from Metalica’s most faithful, venerating the Omnissiah with disconcerting frequencies.

At the end of your Movement phase, select one enemy unit within 12” of this Warlord. Until the start of your next Command phase, each time a model in that unit makes an attack, subtract 1 from that attack’s hit roll.

ARCANA MECHANICUM: THE ADAMANTINE ARM

Powered by batteries of micro servos-engines, this entire arm has been sheathed in nigh en impenetrable adamantine, making an appendage that is mightier than any other yet invented.

Metalica model only. The bearer is equipped with this Relic in addition to their other weapons. It has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Adamantine Arm</td>
<td>Melee</td>
<td>Melee</td>
<td>x3</td>
<td>-3</td>
<td>4</td>
</tr>
</tbody>
</table>

Abilities: Each time the bearer fights, no more than one attack can be made with this weapon. Each time an attack is made with this weapon, add 1 to that attack’s hitroll.

DEAFENING ASSAULT

Metalica – Wargear Stratagem

The auditory assault of the weaponry of Metalica is so intimidating that it causes entire armies to quail, before fleeing the oncoming Adeptus Mechanicus ranks.

Use this Stratagem in your Shooting phase, when a Metalica unit from your army is selected to shoot. Select one enemy unit (excluding vehicle units) within 12” of that unit. Until the start of your next turn:

- Halve the Move characteristic of models in that enemy unit.
- That enemy unit cannot fire Overwatch or Set to Defend.
FORGE WORLDS

DISTANT WORLDS

If your chosen Forge World does not have an associated dogma on pages 50-57, you must instead create their dogma. You do this by first selecting one Primary dogma from those below, and then selecting one of that Primary’s associated Secondary dogmas. These two rules make up your Forge World’s dogma.

RAD-SATURATED FORGE WORLD

Whether as a result of natural phenomena, ancient internecine wars fought with apocalyptic weapons or calamitous accidents caused by lost knowledge, this forge world is heavily irradiated. When holy wars of requisition are unleashed, this planet’s Tech-Priests and cybernetic maniples carry the curse of invisible exorciation with them.

PRIMARY

RADIAN DISCIPLES
Each time a ranged attack targets a Core unit with this dogma, if the attacker is more than 12" away, subtract 1 from the Strength characteristic of that attack.

SECONDARY

LUMINARY SUFFUSION
Replace the Rad-saturation ability of models with this dogma with the following ability:

‘Extreme Rad-saturation (Aura):’ While an enemy unit (excluding Vehicle units) is within 3" of this unit, subtract 1 from the Strength and Toughness characteristics of models in that enemy unit.'
REIGNITED FORGE WORLD

However this forge world originally fell, its forges are no longer cold. The crimes of millennia past or the corrupting touch of xenos or Chaos has been deleted in a purgation regimen centuries in the process. Having delved into the quantum layers of the forge world’s datasphere, those granted the honour of reconsecrating its temples have rooted out scrapcode daemons, electrogheists, alien nanopahas and mutant data-echoes. The priesthood are adept at purging such threats and have been known to employ sterilised specimens on the attack, bleeding machines and weapons of the Motive Force and becoming rampant machine spirits.

SLAVED SYSTEMS FORGE WORLD

This forge world is closely aligned with one of the ancient forge worlds, ascribing to its particular interpretation of technological dogma.

PRIMARY

PARENT PROTOCOLS
Select one of the following Forge Worlds and use the dogma of that Forge World as listed on pages 51-57:

Agrippina; Graia; Lucius; Mars; Metalica; Ryza; Stygias VIII. This Primary dogma does not have any associated Secondary dogmas.

If a Character model with this dogma gains a Warlord Trait, they can have the Forge World Warlord Trait associated with the Forge World that you selected, instead of a Warlord Trait from pages 66-67. If it does so, replace all instances of the Forge World keyword on that Warlord Trait (e.g. LUCIUS), if any, with the name of the Forge World that the Character is from.

Unless the only units with this dogma are part of an Auxiliary Support, Super-heavy Auxiliary and/or Fortification Network Detachment, you will gain access to the Forge World Stratagem associated with the Forge World that you selected. When using such a Stratagem, replace all instances of the Forge World keyword on that Stratagem (e.g. LUCIUS) with the Forge World that the units with this dogma are from.

PRIMARY

PURGATION PROTOCOLS
Each time a Core model with this dogma makes a ranged attack, on an unmodified wound roll of 6, the Armour Penetration characteristic of that attack is improved by 1.

SECONDARY

DATA-BLEED GENERATORS
Each time an enemy model makes a melee attack against a unit with this dogma, if that enemy model made a charge move, was charged or performed a Heroic Intervention this turn, subtract 1 from that attack’s hit roll.

SECONDARY

PURIFIED DATASPHERE
Add 3" to the range of the aura abilities (excluding the Rad-saturation ability) of units with this dogma (to a maximum of 9’).

SECONDARY

ENGINEERED NANOPHASES
Each time a melee attack made by a model with this dogma is allocated to a model with a Save characteristic of 3+ or better, the Armour Penetration characteristic of that attack is improved by 1.
STRATEGEMS

If your army includes any **Adeptus Mechanicus** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Strategems, and can spend CPs to use them.

**ZEALOUS CONGREGATION**

**Adeptus Mechanicus – Battle Tactic Stratagem**

The chamelling of inspiring verses of zealotry allows Electro-Priests to release the pent-up energy within them.

Use this Stratagem in the Fight phase, when an **Electro-Priests** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, an unmodified hit roll of 6 automatically wounds the target.

**DUNESTRIDERS**

**Adeptus Mechanicus – Battle Tactic Stratagem**

Overloading the movement protocols of a machine is a time honoured method of increasing any mechanised advance.

Use this Stratagem in your Movement phase, when an **Ironstrider Engine** or **Serberys** unit from your army is selected to Advance. Until the end of the turn:

- Each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.
- The Type characteristic of Heavy weapons models in that unit are equipped with is changed to Assault.
- Models in that unit do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.

**ASSASSIN CONSTRUCTS**

**Adeptus Mechanicus – Battle Tactic Stratagem**

Sicariass of the kill clades are forged into perfect killing machines.

Use this Stratagem in the Fight phase, when a **Sicarian** unit from your army is selected to fight. If that unit made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in that unit.

**ELECTROMANCER’S WRATH**

**Adeptus Mechanicus – Battle Tactic Stratagem**

By chanting fiery psalms in praise of the Motive Force, Electro-Priests inflame the potential of their charged fields.

Use this Stratagem in your Shooting phase. Select one enemy unit (excluding **Vehicle** units) within 12" of an **Electro-Priests** unit from your army. Roll one D6, subtracting 1 if the unit being rolled for has the **Character** keyword; on a 2-5; that enemy unit suffers D3 mortal wounds; on a 6, it suffers 2D3 mortal wounds.

**MACHINE SUPERIORITY**

**Adeptus Mechanicus – Battle Tactic Stratagem**

Skitarii call upon reserves of divine strength with chants of war.

Use this Stratagem in the Fight phase, when a **Skitarii** unit from your army is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that unit.

**ELIMINATION VOLLEY**

**Adeptus Mechanicus – Battle Tactic Stratagem**

It is possible to overcharge the augur spirits of battle servitors, homing their detection nodes in on vulnerable systems.

Use this Stratagem in your Shooting phase, when a **Kataphron Servitors** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack that targets a unit within half range, an unmodified hit roll of 6 automatically wounds the target.

**DATASPIKE**

**Adeptus Mechanicus – Epic Deed Stratagem**

An intense micro-burst can overload any nearby machine spirit.

Use this Stratagem in the Fight phase, when an **Adeptus Mechanicus Tech-Priest** model in your army is selected to fight. Select one enemy **Vehicle** unit within Engagement Range of that model. Roll one D6: on a 1-3, that enemy unit suffers D3 mortal wounds; on a 4, that enemy unit suffers D3+3 mortal wounds.

**BENEVOLENCE OF THE OMNISSIAH**

**Adeptus Mechanicus – Epic Deed Stratagem**

This protective blessing moves machine spirits to defy enemy attack.

Use this Stratagem in any phase, when an **Adeptus Mechanicus Vehicle** model in your army would lose a wound as the result of a mortal wound. Until the end of the phase, each time that model would lose a wound as the result of a mortal wound; roll one D6: on a 4+, that wound is not lost.

**TECH-ADEPT**

**Adeptus Mechanicus – Epic Deed Stratagem**

Repairing war engines damaged in the crusade is a holy task.

Use this Stratagem at the start of your Command phase or at the start of your Movement phase. Select one **Adeptus Mechanicus Tech-Priest** model in your army.

- If it is your Command phase, that model can use its Machine Focus or Awaken the Machine ability one additional time that phase.
- If it is your Movement phase, that model can use its Master of Machines ability one additional time that phase.
**MACHINE SPIRIT RESURGENT 1CP**

**Adeptus Mechanicus – Epic Deed Stratagem**

To invigorate the failing machine spirit of a damaged vehicle is a sacred task, greatly aided by certain broadcast datahymns played in the correct sequence.

Use this Stratagem in your Command phase. Select one ADEPTUS MECHANICUS VEHICLE model in your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

**DATA-BLESSED AUTOSERMON 2CP**

**Adeptus Mechanicus – Epic Deed Stratagem**

Struck with an infolode of revelation, truly blessed Tech-Priests will override the sacred canticles to deliver the Machine God's adaptive wisdom.

Use this Stratagem in your Command phase. Select one ADEPTUS MECHANICUS unit from your army within 6" of a friendly TECH-PRIEST model and select one Canticle (pg 85) that has not yet been active for your army. Until the start of your next Command phase, that unit counts that Canticle as being active for your army in addition to the currently active one.

**ARCHEOTECH SPECIALISTS 1CP**

**Adeptus Mechanicus – Requisition Stratagem**

Within the techno-vaults there lie many mechanised wondrous that can be requisitioned during times of war.

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS MECHANICUS keyword. Select one ADEPTUS MECHANICUS CHARACTER model in your army and give one Relic (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

**MECHANICUS LOCUM 1CP**

**Adeptus Mechanicus – Requisition Stratagem**

Every congregation of Tech-Priests comprises masters of arcane knowledge – zealous leaders of man and machine.

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS MECHANICUS keyword. Select one ADEPTUS MECHANICUS CHARACTER model in your army and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your WARLORD for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results); and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

**HOST OF THE INTERMEDIARY 1CP**

**Adeptus Mechanicus – Requisition Stratagem**

Some exceptional Skitteri are deemed worthy enough to be grafted with a portion of a Tech-Priest's persona patterning. Serving as a partial host to one so blessed by the Omnissiah, the Skitterius is seen as semi-angeic by their peers.

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS MECHANICUS keyword. Select one SKITARI model in your army that has the word ‘Alpha’ or ‘Princeps’ in their profile and determine one SKITARI Warlord Trait for that model; that model is only regarded as your WARLORD for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

**ARTEFACTUM 1CP**

**Adeptus Mechanicus – Requisition Stratagem**

Skitteri are mere tools to the Tech-Priests, but some have been said to be machine-touched, their untutored instincts somehow in tune with the holiest of machine spirits. Believed to be an unknowing conduit of the Machine God, they may be granted the honour of bearing a piece of techno-arcana in the hope that the Omnissiah's power flows through them to empower it.

Use this Stratagem before the battle, when you are mustering your army. Select one SKITARI model in your army that has the word 'Alpha' or 'Princeps' in their profile and give them one of the following Arcana Mechanicum (this must be a Relic they could have): The Cage of Varadimas; Temporocopia; The Omniscient Mask; The Skull of Elder Nikola.

Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

**BINHARIC OVERRIDE 1CP**

**Adeptus Mechanicus – Strategic Ploy Stratagem**

Enhanced static chants can override previous commands, allowing for rapid recalibrations, but burn out doctrinal wafers.

Use this Stratagem at the start of any phase. Select one KASTELAN ROBOT unit from your army and one of the available protocols found on its datasheet. That protocol replaces the one that is currently active for that unit. Until the end of the game, that unit’s active protocol cannot be changed. You can only use this Stratagem once.
ACQUISITION AT ANY COST

Adeptus Mechanicus – Strategic Ploy Stratagem

In their eternal quest for the acquisition of knowledge and technology, Tech-Priests require superhuman efforts from the troops under their command.

Use this Stratagem at the start of the Morale phase. Select one objective marker on the battlefield. Until the end of the phase, each time an ADEPTUS MECHANICUS unit from your army takes a Morale test, if that unit is within 6” of that objective marker, it is automatically passed.

MACHINE SPIRIT'S REVENGE

Adeptus Mechanicus – Strategic Ploy Stratagem

With the right blessings, a war engine that is no longer able to serve the Machine God can enact one final triumph.

Use this Stratagem in any phase, when an ADEPTUS MECHANICUS VEHICLE model in your army is destroyed. Do not roll to see if that model explodes: it does so automatically.

CIRCUITOUS ASSASSINS

Adeptus Mechanicus – Strategic Ploy Stratagem

Ruststalker hunting imperatives see them swiftly and silently encircle the foe, the hum of their blades stilled.

Use this Stratagem at the end of your Movement phase. Select one SICARIAN unit from your army that is wholly within 9” of any battlefield edge. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set that unit back up on the battlefield anywhere that is wholly within 9” of any battlefield edge and more than 9” away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

DEEPLY SUNK TALONS

Adeptus Mechanicus – Strategic Ploy Stratagem

For those caught upon the talons of hunters whose reasoning has been pared back to finely tuned instincts, escape is unlikely.

Use this Stratagem in your opponent's Movement phase, when an enemy unit (excluding VEHICLE units) is selected to Fall Back. If that enemy unit is within Engagement Range of any PTERAXII STERYLIZOR units from your army, roll one D6: on a 2+, until the end of the phase, that enemy unit cannot Fall Back.

TACTICA OBLIOQUA

Adeptus Mechanicus – Strategic Ploy Stratagem

Cogitating several steps ahead, the Serberys Raiders obey a sudden protocol change, pulling out and leaving a rash enemy exposed.

Use this Stratagem in your opponent's Charge phase, when a SERBERYS RAIDERS unit from your army is selected as a target of a charge. If that unit is not within Engagement Range of any enemy units, it can make a Normal Move. Until the end of the phase, that unit cannot fire Overwatch or Set to Defend. Your opponent can then select new targets for that charge.

CRUSHING WEIGHT

Adeptus Mechanicus – Strategic Ploy Stratagem

Daubed in holy oils and wreathed in pungent incense, the piston-driven walking engines of a forge world sends ton of sacred iron into the enemy at full tilt.

Use this Stratagem in your Charge phase, when an IRONSTRIDER ENGINE or KASTELAN ROBOTS unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that IRONSTRIDER ENGINE or KASTELAN ROBOTS unit and roll one D6 for each model in that IRONSTRIDER ENGINE or KASTELAN ROBOTS unit that is within Engagement Range of that enemy unit: for each 2+, that enemy unit suffers 1 mortal wound.

ELECTRO-SHOCKED

Adeptus Mechanicus – Strategic Ploy Stratagem

The truly devout can send a sudden charge of the Motive Force pulsing through their numerous augmentations, stunning nearby foes.

Use this Stratagem at the start of the Fight phase. Select one enemy unit (excluding VEHICLE or MONSTER units) within Engagement Range of a CULT MECHANICUS CORE or CULT MECHANICUS CHARACTER unit from your army. Until the end of the phase, that enemy unit is not eligible to fight until after all eligible units from your army have done so.

BOOSTER THRUST

Adeptus Mechanicus – Strategic Ploy Stratagem

There are none that can hide from the omniscient predation of the Machine God's devout, who soar skywards before arcing back at hunting speed.

Use this Stratagem at the end of your turn. Select one PTERAXII unit from your army. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set that unit back up on the battlefield anywhere that is more than 9” away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

SEISMIC BOMB

Adeptus Mechanicus – Wargear Stratagem

Blasted into the strata by powerful rockets, seismic bombs erupt in savage vibrations that throw warriors from their feet and disrupt drive units.

Use this stratagem in your Movement phase, when an ARCHAEOPTER FUSILADE model finishes a move. Select one enemy unit that model moved over this phase (excluding TITANIC units or units that can FLY). Until the start of your next Movement phase, that enemy unit is shaken. While a unit is shaken:

- Halve the Move characteristic of models in that unit.
- Halve Advance rolls and charge rolls made for that unit.
Chain-Taser Protocols

Adeptus Mechanicus – Wargear Stratagem
Accompanied by cracks of displaced air and the tang of burnt ozone, taser weapons unleash multiple forks of burning energy with every strike.

Use this Stratagem in the Fight phase, when an Adeptus Mechanicus unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack with a taser weapon (pg 112), an unmodified hit roll of 5 scores 2 additional hits.

Infoslave Skull

Adeptus Mechanicus – Wargear Stratagem
Mono-task infoslave skulls make ideal lookouts to watch against the sudden deployment of enemy troops.

Use this Stratagem at the end of the Reinforcements step of your opponent’s Movement phase. Select one Adeptus Mechanicus Core unit from your army that is not within Engagement Range of any enemy units. That unit can shoot as if it were your Shooting phase, but its models can only target a single eligible enemy unit that was set up as Reinforcements this turn and that is within 12” of their unit when doing so.

Electro-Filament Countermeasures

Adeptus Mechanicus – Wargear Stratagem
A glittering cloud of nanofibres descends, its distorting and fracturing effect shutting down enemy comms.

Use this Stratagem at the end of your Movement phase. Select one Archaeopter model in your army that is equipped with a command uplink and one enemy unit within 6” of that model. Until the start of your next Movement phase, that enemy unit is not affected by the aura abilities of other enemy units.

Arc Grenades

Adeptus Mechanicus – Wargear Stratagem
These grenades explode with cracking power and a savage pulse of radiation that incinerates even shielded mechanical systems.

Use this Stratagem in your Shooting phase, when an Adeptus Mechanicus Arc Grenades unit from your army is selected to shoot. Select one enemy Vehicle unit within 6” of that unit. Roll one D6; on a 2-5, that Vehicle unit suffers D3 mortal wounds; on a 6, that Vehicle unit suffers 2D3 mortal wounds.

Incense Exhauts

Adeptus Mechanicus – Wargear Stratagem
The sacred war engines of the Adeptus Mechanicus release clouds of cloying incense laced with radioactive particulate, obscuring them from enemy sensors.

Use this Stratagem in your opponent’s Shooting phase, when an Adeptus Mechanicus Smokescreen unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack’s hit roll.

Enriched Rounds

Adeptus Mechanicus – Wargear Stratagem
Sanctified with the Tri-fold Litany, each of these slugs has spent a decade in the oldest and most irradiated forge temple to certify their lethality.

Use this Stratagem in your Shooting phase, when an Adeptus Mechanicus unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a radium weapon (pg 112) against an enemy unit (excluding Vehicle units), an unmodified hit roll of 4+ automatically wounds the target.

Galvanic Volley Fire

Adeptus Mechanicus – Wargear Stratagem
Experienced Rangers enter a trance-like state, their bionic augmentations working in a synchronous blur to load, fire and reload in a cycle of well-oiled automation.

Use this Stratagem in your Shooting phase, when a Skitaris Rangers unit from your army is selected to shoot. Until the end of the phase, galvanic rifles models in that unit are equipped with have a Type characteristic of Rapid Fire 2.

Overloaded Systems

Adeptus Mechanicus – Wargear Stratagem
Once a breach is made, the questing tendrils of the Motive Force jump from subsystem to subsystem, temporarily overloading the annals of aberrant machines.

Use this Stratagem in any phase, when an enemy Vehicle model loses one or more wounds as a result of an attack made with an arc weapon (pg 112) by an Adeptus Mechanicus model in your army. If that enemy Vehicle model’s characteristics can change as it suffers damage, roll one D6; on a 2+, until the start of your next Command phase, that enemy Vehicle is considered to have half the number of wounds remaining for the purposes of determining what those characteristics are. If that enemy model has the Titanic keyword, this Stratagem costs 2CP; otherwise it costs 1CP.
HOLY ORDERS

If your army is Battle-forged and includes any ADEPTUS MECHANICUS Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can induct any of the ADEPTUS MECHANICUS TECH-PRIEST units from your army into a Holy Order.

When you induct a TECH-PRIEST unit, its Power Rating is increased, as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster when you induct a unit into a Holy Order.

<table>
<thead>
<tr>
<th>HOLY ORDER</th>
<th>POINTS</th>
<th>POWER LEVEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Genetors</td>
<td>+25</td>
<td>+1</td>
</tr>
<tr>
<td>Logi</td>
<td>+35</td>
<td>+2</td>
</tr>
<tr>
<td>Magi</td>
<td>+30</td>
<td>+2</td>
</tr>
<tr>
<td>Artisans</td>
<td>+25</td>
<td>+1</td>
</tr>
</tbody>
</table>

When you induct a unit into a Holy Order it gains two additional abilities, based on which Order it is inducted into, one of which is a progressive ability (see below).

A Crusade force cannot start with any TECH-PRIEST units inducted into Holy Orders – to include one in a Crusade force, you must use the Holy Orders Requisition (pg 74).

You cannot induct named characters into Holy Orders using these rules. An army (and a Crusade force) cannot contain more than one TECH-PRIEST unit that has been inducted into each Holy Order.

PROGRESSIVE ABILITIES

Each of these abilities is made up of two separate parts – an Initial part and an Advanced part. At the start of the battle, only the Initial part is active for that model. In order for the Advanced part to become active for that model, they can perform the following action:

‘Activate Advanced Protocols (Action): At the start of your Command phase, this model can start to perform this action. The action is completed at the start of your next Command phase. When it is completed, the Initial part of this model’s progressive ability stops being active, and its Advanced part becomes active instead.’

GENETORS

Genetors probe the mysteries of the biological. Molecular striation, cyborg interfaces, genetic manipulation and alchemical behavioural modification are all avenues of interest to those determined to master the boundaries of the flesh.

When inducted into this Holy Order, the TECH-PRIEST model gains the following abilities:

ABILITY: ADAPTIVE MASTERY
Adaptive Mastery: Once per battle, if this model is on the battlefield when you use an Adeptus Mechanicus Battle Tactic Stratagem, reduce the CP cost of that Stratagem by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

PROGRESSIVE ABILITY:
LEARNINGS OF THE GENETOR

INITIAL PART
Biochemical Aggression: In your Command phase, if this part is active for this model, select one friendly FORGE WORLD > KATAPHRON SERVITORS or FORGE WORLD > SERVITORS unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

ADVANCED PART
Hypercybernetic Physiology: In your Command phase, if this part is active for this model, select one friendly FORGE WORLD > KATAPHRON SERVITORS or FORGE WORLD > SERVITORS unit within 5" of this model. Until the start of your next Command phase, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.
LOGI

Data-vores and biocogitators, logi amass huge stores of information. They analyse data from thousands of sources at once until they can rationalise every move the enemy makes.

When inducted into this Holy Order, the TECH-PRIEST model gains the following abilities:

ABILITY: SCRIPTURAL PROGNOSIS

Scriptural Prognosis: Once per battle, if this model is on the battlefield when you use an Adeptus Mechanicus Strategic Ploy Stratagem, reduce the CP cost of that Stratagem by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

PROGRESSIVE ABILITY: ANALYSES OF THE LOGOS

INITIAL PART

Predicted Barrage: In your Command phase, if this part is active for this model, select one friendly <ForGE WORLD> CORE unit within 6" of this model. Until the start of your next Command phase, each attack with an Armour Penetration characteristic of -1 or -2 is allocated to a model in that unit, that attack has an Armour Penetration characteristic of 0 instead.

ADVANCED PART

Flaws of the Foet: In your Command phase, if this part is active for this model, select one friendly <ForGE WORLD> CORE or <ForGE WORLD> KATAPHRON SERVIORS unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, the target does not receive the benefits of cover against that attack.

MAGI

Magi are masters of fiercely guarded knowledge, pursuing esoteric agendas to enhance their specialisms at all costs. No risk is too great and no gamble too unwise in their ceaseless and predatory acquisition of ancient lore.

When inducted into this Holy Order, the TECH-PRIEST model gains the following abilities:

ABILITY: AGGRESSIVE SUBROUTINES

Aggressive Subroutines: Once per battle, if this model is on the battlefield when you use an Adeptus Mechanicus Epic Deed Stratagem, reduce the CP cost of that Stratagem by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

PROGRESSIVE ABILITY: DIVINATIONS OF THE MAGOS

INITIAL PART

Predatory Programming: In your Command phase, if this part is active for this model, select one friendly <ForGE WORLD> CORE unit within 6" of this model. Until the start of your next Command phase, each attack with an Armour Penetration characteristic of -1 or -2 is allocated to a model in that unit, that attack has an Armour Penetration characteristic of 0 instead.

ADVANCED PART

Overloaded Safeguards: In your Command phase, if this part is active for this model, select one friendly <ForGE WORLD> CORE unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.

ARTISANS

Artisans of the Adeptus Mechanicus create wondrous artefacts of war. They install circuits of such beauty, and capacitor-nodes of such fine calibration, that their machine spirits respond with divine gratitude.

When inducted into this Holy Order, the TECH-PRIEST model gains the following abilities:

ABILITY: ARCHEOTECH MODIFICATIONS

Archeotech Modifications: Once per battle, if this model is on the battlefield when you use an Adeptus Mechanicus Wargear Stratagem, reduce the CP cost of that Stratagem by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

PROGRESSIVE ABILITY: FABRICATIONS OF THE ARTISAN

INITIAL PART

Enhanced Biomechanical Interface: At the end of your Movement phase, if this part is active for this model, select one friendly <ForGE WORLD> CORE or <ForGE WORLD> KATAPHRON SERVIORS unit within 6" of this model. Until the start of your next Movement phase, that unit is eligible to charge and shoot in a turn in which it Fell Back, but if it does so, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.

ADVANCED PART

Exquisite Calibration: In your Command phase, if this part is active for this model, select one friendly <ForGE WORLD> CORE unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.
WARLORD TRAITS

If an Adeptus Mechanicus Tech-Priest model is your Warlord, you can use the Tech-Priest Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If an Adeptus Mechanicus Skitarii Character model is your Warlord, you can instead use the Skitarii Warlord Traits table opposite to determine what Warlord Trait they have in the same manner.

When you have determined a Warlord Trait for an Adeptus Mechanicus Character model, replace all instances of the <Forge World> keyword in their Warlord Trait (if any) with the name of the Forge World that your model is from.

TECH-PRIEST WARLORD TRAITS

1. EMOTIONLESS CLARITY
   With a mind blissfully unsullied by the passions common to the flesh, the warlord imparts the detached logic of his priorities unto his minions. They will know the perfection of serving without the pressures of survival.

   In your Command phase, select one friendly <Forge World> Cult Mechanicus Core unit within 6” of this Warlord. Until the start of your next Command phase, that unit is eligible to charge in a turn in which it Fell Back.

2. MASTERWORK BIONICS
   Human flesh is an anachronism, a sad legacy of a civilisation whose time has come and gone. Perfection is in crafting.
   - This Warlord has a 4+ invulnerable save.
   - Each time an attack is allocated to this Warlord, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

3. FIRST-HAND FIELD TESTING
   True innovation is rare among the forge worlds, and orthodox construct testing may take centuries of study. Once the stage of field testing is reached, however, only the truly blessed of the Machine Cult are fit to bear such works of divine creation.

   When you select this Warlord Trait, select one weapon this Warlord is equipped with (excluding Relics). Add 1 to the Strength and Damage characteristics of that weapon.

4. NECROMECHANIC
   The blessed healing of machinery is the sign of a true shepherd of the Omnissiah’s flock.

   Each time this Warlord uses its Master of the Machines ability, the model being repaired regains up to 3 lost wounds instead of D3.

5. CARTOGRAMMATIST
   From atmospheric strata to the planet’s core, the Tech-Priest has inhaled every feature of this world in advance. With such knowledge, the warlord can dispatch their servants to sites of techno-religious interest with uncanny accuracy.

   When you select this Warlord Trait, select one friendly <Forge World> Cult Mechanicus Core unit from your army. That unit gains the following ability:

   ‘Orbital Teleportarium: During deployment, you can set up this unit in orbit instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9” away from any enemy models.’

6. SUPERVISORY RADIANCE
   This warlord’s devout minions all feel the Tech-Priest’s watchful presence as a divine radiance. Under such holy scrutiny, warriors are imbued with the precision and strength of the Machine God’s chosen.

   At the start of the Fight phase, select one friendly <Forge World> Cult Mechanicus Core unit within 9” of this Warlord. Until the start of the next Fight phase, each time a model in that unit makes a melee attack, you can re-roll the hit roll.
SKITARIII WARLORD TRAITS

1. MULTITASKING CORTEX
The warlord’s cognitive capacity is several orders of magnitude greater than a common Skitarius. Sharing a fraction of this processing power, the cogni-savant enables those under their command to focus upon several tasks at once.

In your Command phase, select one friendly <FORGE WORLD> Skitarii Core unit within 9” of this Warlord, or select one friendly <FORGE WORLD> Core Data-tether unit on the battlefield. Until the start of your next Command phase, if that unit is performing an action, it can make ranged attacks without that action failing.

2. BATTLE-SPHERE UPLINK
Tapping into infostacks of data emanating from across the wider battle-sphere, the warlord synchronises the warriors under their command with the flows of wisdom, feeding them targeting data at a rate that borders on prophetic.

In your Command phase, select one friendly <FORGE WORLD> Skitarii Core unit within 9” of this Warlord, or select one friendly <FORGE WORLD> Core Data-tether unit on the battlefield. Until the start of your next Command phase, models in that unit do not suffer the penalty to hit rolls incurred for firing:

• Heavy weapons in the same turn that their unit has moved.
• Assault weapons in the same turn that their unit has Advanced.

3. PROGRAMMED RETREAT
Taking direct control of their cohorts’ manoeuvres, the warlord sees their soldiers’ withdrawal carried out with such precision that they can be immediately pressed back into efficacious service.

In your Command phase, select one friendly <FORGE WORLD> Skitarii Core unit within 9” of this Warlord, or select one friendly <FORGE WORLD> Core Data-tether unit on the battlefield. Until the start of your next Command phase, that unit is eligible to shoot in a turn in which it Fell Back.

4. ARCHIVED ENGAGEMENTS
Drawing upon the minutiae of servo-recorded conflicts, the warlord feeds adjusted protocols into the data-nets of their warriors, granting them a hyper-predictive combat awareness.

In your Command phase, select one friendly <FORGE WORLD> Skitarii Core unit within 9” of this Warlord, or select one friendly <FORGE WORLD> Core Data-tether unit on the battlefield. Until the start of your next Command phase, if that unit is within Engagement Range of any enemy units at the start of the Fight phase, it can fight first that phase.

5. FIREPOINT TELEMETRY CACHE
Optimal firepoints have been surveyed and stored by the warlord in encoded crypto-caches. When the cache seals are broken the warlord directs his charges in the golden ratios of obscuration.

In your Command phase, select one friendly <FORGE WORLD> Skitarii Core unit within 9” of this Warlord, or select one friendly <FORGE WORLD> Core Data-tether unit on the battlefield. Until the start of your next Command phase, each time a ranged attack is allocated to a model in that unit:

• It is treated as receiving the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).
• If that model is entirely on or within a terrain feature and has the INFANTRY keyword, add an additional 1 to any armour saving throw made against that attack.

6. EYES OF THE OMNIAH
The warlord accumulates datapoints from servo-skulls in order to catalogue enemy movements, allowing their Skitarii to ambush enemies.

In your Command phase, select one friendly <FORGE WORLD> Skitarii Core unit within 9” of this Warlord, or select one friendly <FORGE WORLD> Core Data-tether unit on the battlefield. Until the start of your next Command phase, you can re-roll Advance rolls and charge rolls made for that unit.
RELICS

If your army is led by an ADEPTUS MECHANICUS WARLORD, you can, when mustering your army, give one of the following Arcana Mechanicum to an ADEPTUS MECHANICUS CHARACTER model in your army. Named characters cannot be given any of the following Relics.

When a model in your army is given an Arcana Mechanicum, replace all instances of the <FORGE WORLD> keyword on that Relic’s rules (if any) with the name of the Forge World that your model is drawn from.

Note that some Relics replace one of the model’s existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Arcana Mechanicum your models have on your army roster.

THE UNCREATOR GAUNTLET
The Uncreator Gauntlet was originally devised to reverse-engineer lost technologies. When laid upon a machine, xenotech fields are released that cause the construct’s chronology to be wound back. If the timing is accurate to the picosecond, the temporal anomaly can rejuvenate the machine to the prime of its operative lifespan or go on to reduce it to a neatly arrayed pile of component parts, each ready for the Tech-Priest’s inspection.

Model equipped with a power fist only. This Relic replaces a power fist and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Uncreator Gauntlet</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>3</td>
<td>3</td>
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</tbody>
</table>

Abilities: Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack made with this weapon hits a VEHICLE unit, that attack inflicts 1 mortal wound in addition to any normal damage.

RAIMENT OF THE TECHNOMARTYR
This baroque suit of armour contains dozens of life-sustaining machine spirits that buzz within its fibre bundles like stinging insects. At a simple conjuration, these spirits swarm out to inhabit the weapons of those nearby. Guns that have been grazed by one of these exciting animas can pour volleys of fire into the enemy, even when their wielders falter.

- Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.

- In your Command phase, select one friendly <FORGE WORLD> CORE unit within 3" of this model. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers.

THE SKULL OF ELDER NIKOLA
This yellowed, multi-lacquered servo-skull is perhaps the most ancient of its kind. It has been ghoststated to the early days of Mankind. Should the correct praise-psalm be sung to it, the halo of electrical power that surrounds the skull’s bony circumference will explode outwards in a ring of cracking force, scrambling the unnatural workings of enemy war engines.

At the start of your Shooting phase, roll one D6 for each enemy VEHICLE unit within 12" of the bearer: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers 3 mortal wounds.

THE PURGATION'S PURITY
This serpent's bullets contain cores of quasi-stabilised polonium. Even grazing hits have been known to overwhelm the post-human physiology of Temiar Asartes, their flesh sloughing away in black chunks in a localized rad-storm.

Model equipped with a radium serpent only. This Relic replaces a radium serpent and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purgation's Purity</td>
<td>24&quot;</td>
<td>Assault 3</td>
<td>4</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, an unmodified hit roll of 4+ automatically wounds the target.

EXEMPLAR'S ETERNITY
Among the verbose tracts on martial dogma penned by the Secutors of Mars, the name Trianium-01 is appended in manuscript to treatise after treatise. Before expiration, the venerable Marshal was hailed by Mars as a Skitarii Exemplar and – in death – was refashioned into a servo skull, a singular honour for the usually disposable Skitarii.

Skitarii Marshal model only. The bearer’s Servo-skull Uplink ability is replaced with the following ability:

Exemplar’s Eternity (Aura): While a friendly <FORGE WORLD> unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1 and re-roll a wound roll of 1.
PHOSPHOXINX
Having seen the horror of the living, blue-white flame of phosphex weaponry, Tech-Priest Verliad destroyed the lone STC for the substance's creation. Efforts to recreate it have been unsuccessful ever since. Decreed as Heretic Technis by the rest of his order, Verliad was tied to a stake and shot with the pistol known as Phosphoxinx, the finest phosphex weapon ever produced.

Model equipped with a phosphor serpenta only. This Relic replaces a phosphor serpenta and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phosphoxinx</td>
<td>19&quot;</td>
<td>Assault 3</td>
<td>5</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack. Each time an attack is made with this weapon against an enemy unit, if a hit is scored, until the end of the phase, that enemy unit is exposed and the bearer gains the following ability:

'Target Exposure (Aura)': While a friendly <FORGE WORLD> SKITARI CORE unit is within 6" of this model, each time a model in that unit makes a ranged attack against an exposed unit, the target does not receive the benefits of Dense Cover against that attack.'

PATER COG-TOOTH
Legends tell in binharic code claim that this axe is the first of its kind. Built on Mars, the Pater Cog-Tooth is a venerable weapon that seems to glow with an aura of power, although perhaps that is simply rad-emanations dating from the Great Cataclysm of Mars.

Model equipped with an Omnissian axe only. This Relic replaces an Omnissian axe and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pater Cog-tooth</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

ANZION'S PSEUDOCENETOR
Appearing as a nest of mechaadendrites, this device can be set to dissect a nearby alien organism with startling speed. Blood sprays, paralytic elixirs are administered, skin is peeled from muscle and muscle parted from endoskeleton. The wearer watches as his device files away observations upon the biomechanics of the foe, until the specimen collapses in a mess of viscera and bone.

The bearer is equipped with this Relic in addition to their other weapons. It has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anzion's Pseudogenetor</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

Abilities: Each time the bearer fights, it makes 3d3 additional attacks with this weapon.

THE OMNISCIENT MASK
Legend has it that the wearer of the Omniscient Mask can read the souls of men. An object of great veneration amongst the Skitarii, those under its gaze fight all the harder.

The bearer gains the following ability:

'The Omniscient Mask (Aura)': While a friendly <FORGE WORLD> SKITARI CORE unit is within 6" of this model, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.'

SONIC REAPER
Multiple reflectors, each formed of unique materials and microscopically shaped to a unique template, line the frequency emitters of this relic transonic cannon. It is reputed to be the same instrument that Rem van Dierwys wrote about before his disappearance. In the remnants of his journal – that continue to vibrate in quantum states to this day – he described the painful demise of the Scoura Metropoles and their inhuman xenos screams, as their constituent molecules were shaken apart.

Model equipped with a transonic cannon only. This Relic replaces a transonic cannon and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sonic Reaper</td>
<td>12&quot;</td>
<td>Assault 6</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target. Each time an attack is made with this weapon, an unmodified wound roll of 5-6 inflicts 2 mortal wounds on the target and the attack sequence ends.

TEMPORPIOPIA
It is thought – by Mars at least – that no forge world retains the knowledge of nano-engineering, despite its horror being so prevalent during the Age of Technology. The Temporopia is a relic from that dark time, yet its constituent, microscopic machines replicate to a given sacred number and no more. Released from their magnetic casket, the invisible devices seek out nearby prey, sinking between molecular bonds and draining electro-chemical potential for a moment before they expire.

At the start of the Fight phase, you can select one enemy unit within 3" of the bearer. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

THE CAGE OF VARADIMAS
The Cage of Varadimas is a single, continuous electro-circuit of ancient and exquisite design. Its implantation is excruciating until one has tampered its corrosating power. The crippling charge it emits can throw an Ork back several feet, causing nerves and muscles to twitch uncontrollably, and leaving the enemy easy prey for Tech-Priests who indulge in battlefield vivisection. All it takes is a touch and the potent change passes from one target to another.

Each time the bearer hits an enemy unit (excluding VEHICLE units) with a melee attack, until the end of the phase, that unit is electro-shocked. Each time a model in an electro-shocked unit makes an attack, subtract 1 from that attack's hit roll.
CHAPTER APPROVED RULES

If every model in your army (excluding Agent of the Imperium and Unaligned units) has the Adeptus Mechanicus keyword, and your Warlord has the Adeptus Mechanicus keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Adeptus Mechanicus secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

PURGE THE ENEMY

ACCRETION OF KNOWLEDGE

End Game Objective

In the holy Quest for Knowledge that underpins the Adeptus Mechanicus’ obsessive tendencies, the more powerful or esoteric the source of information the better. Ancient artefacts and destructive engines are zealously sought, and the enemy’s greatest champions often hold secrets they would selfishly keep to themselves. It is these they learned that nothing is beyond the reach of the Machine Cult.

Score 3 victory points at the end of the battle for each destroyed enemy model that meets one or more of the following criteria:

- The model has a Warlord Trait.
- The model has a Relic.
- The model has the Vehicle keyword and a Wounds characteristic of 14 or more.

NO MERCY, NO RESPITE

ERADICATION OF FLESH

Progressive Objective

A glorious utopia is within your grasp – the Time of the Machine is at hand. Cast down the worthless heretics who have strayed from the Omnissiah’s enlightenment. Let all feel the excoriating fire of the Motive Force, and may the sacred engines of destruction crush over their weak bones without impediment.

Score 3 victory points at the end of the battle round if there is at least one Adeptus Mechanicus Vehicle unit from your army on the battlefield, and if Adeptus Mechanicus units from your army destroyed more enemy Infantry units this battle round than enemy units destroyed friendly Vehicle units.

BATTLEFIELD SUPREMACY

UNCHARTED SEQUENCING

Progressive Objective

This technologically advanced site is criss-crossed with interconnected nodes of power, an ancient mechanism of undreamt potential waits to stir at your activation. Yet there is some arcane sequence to discover. The sacred formula is a test, surely laid down by the Machine God, and only those with the cognitive capacity and unrelenting faith to succeed will be granted their deity’s munificent blessings.

Before deployment, assign one objective marker to each battle round and note this down on your army roster. An objective marker cannot be assigned to more than one battle round. Score 3 victory points at the end of the battle round if you control the objective marker assigned to that battle round.

HIDDEN ARCHEOVAULT

Progressive Objective

Divinatory auguries have revealed the location of a vast store of technological arcana in this area, perhaps even containing a fully functioning STC database. It must be seized before the enemy has the chance to acquire or destroy it. The hidden archeovault must be held against all opposition, while reverent data-probes gradually extract fragments about its true nature.

Before deployment, your opponent selects one objective marker on the battlefield (excluding objective markers in their own deployment zone).

- Score 2 victory points at the end of the battle round if you control that objective marker.
- Score 5 victory points at the end of the battle if you control that objective marker.
DATASHEETS

This section contains the datasheets that you will need to fight battles with your Adeptus Mechanicus miniatures, as well as details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <FORGE WORLD> KEYWORD

Many datasheets in this section have the <FORGE WORLD> keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

Adeptus Mechanicus units are drawn from a Forge World. When you include such a unit in your army, you must nominate which Forge World it is from and then replace the <FORGE WORLD> keyword in every instance on its datasheet with the name of your chosen Forge World. This could be one of the Forge Worlds detailed in a Warhammer 40,000 publication, or one of your own design.

Example: If you include a Tech-Priest Dominus in your army, and you decide he is from the Ryza Forge World, his <FORGE WORLD> keyword becomes RYZA and his Lord of the Machine Cult ability reads, "While a friendly RYZA CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1."

If your army is Battle-forged, you cannot include units from two different Forge Worlds in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WEAPON PROFILES

The weapon profiles found on a unit’s datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet, profiles for these, and all other weapons, can be found on pages 112-115.

ABILITIES

A unit’s datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These abilities are described below.

Doctrina Imperatives

If every unit from your army has the ADEPTUS MECHANICUS keyword (excluding AGENT OF THE IMPERIUM, UNALIGNED and KNIGHT OF THE Cog units), this unit’s characteristics are modified depending on which Doctrina Imperative is active for your army. Each Doctrina Imperative has two effects, an Optimisation effect that improves one of this unit’s characteristics, and a Deprecation effect that reduces one of this unit’s characteristics. When a Doctrina Imperative is active, both of these effects will apply to this unit.

At the start of the battle round, if there is a Doctrina Assembler model from your army on the battlefield, you can select one Doctrina Imperative that has not yet been active for your army. If you do so, until the end of the battle round, that Doctrina Imperative is active for your army.

Canticles of the Omnissiah

If every unit from your army has the ADEPTUS MECHANICUS keyword (excluding AGENT OF THE IMPERIUM, UNALIGNED and KNIGHT OF THE Cog units), this unit gains a bonus depending on which Canticle of the Omnissiah is active for your army.

At the start of the battle round, you can select one Canticle that has not yet been active for your army. If you do so, until the end of the battle round, that Canticle is active for your army.
DOCTRINA IMPERATIVES

PROTECTOR IMPERATIVE
The Protector imperative is codified to yield the maximum spectra of hard data. Extra power is fed into narrow-band optics and range finders connected directly to the Skitarri's priority programming as the holy warriors' guns become an extension of themselves.

OPTIMISATION
Improve the Ballistic Skill characteristic of models in this unit by 1.

DEPRECACTION
Reduce the Weapon Skill characteristic of models in this unit by 1.

CONQUEROR IMPERATIVE
When the enemy close in, the Tech-Priests controlling each maniple inload Conqueror imperatives that boost the martial subroutines of their Skitarri minions and galvanise them into physical action at the expense of their more elaborate targeting programmes.

OPTIMISATION
Improve the Weapon Skill characteristic of models in this unit by 1.

DEPRECACTION
Reduce the Ballistic Skill characteristic of models in this unit by 1.

BULWARK IMPERATIVE
The warrior wisdom of ancient and experienced Reductors is force-loaded into the Skitarri's minds. Each thrilling pulse of data locks microactuators into bracing positions, brings reserve power cells online and bestows a sensation of sacred invulnerability upon the Tech-Priests' soldiers.

OPTIMISATION
Improve the Save characteristic of models in this unit by 1 (models in this unit cannot have a Save characteristic better than 2+).

DEPRECACTION
Reduce the Move characteristic of models in this unit by 3.

AGGRESSOR IMPERATIVE
The Skitarri feel the press of an invisible hand upon their minds as the Machine God drives them forward. Servos are pushed to their structural limits as fibre bundles fill with the boundless energy of the Motive Force and propel the faithful on an unspeakable crusade.

OPTIMISATION
Improve the Move characteristic of models in this unit by 3.

DEPRECACTION
Reduce the Save characteristic of models in this unit by 1.

CANTICLES OF THE OMNISSIAH

SHROUDPSALM
Robot, servitor and priest shift their binharic emissions into visible spectra, the static pouring from their vox-grilles manifesting as an electromagnetic storm that hides them from the foe.

While this Canticle is active, this unit counts as receiving the benefits of Light Cover.

CHANT OF THE REMORSELESS FIST
In spitting out a staccato chant to the Motive Force, the faithful warriors of the Cult Mechanicus are filled with merciless surety as well as intent.

While this Canticle is active, each time a model in this unit make a melee attack, add 1 to the Strength characteristic of that attack.

INCANTATION OF THE IRON SOUL
Raising their voices in binharic praise, the Disciples of the Machine God bolster their spirits with the surety of iron.

While this Canticle is active:

• Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.
• Each time a model in this unit would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost. If this unit has the Refusal to Yield dogma, that wound is not lost on a 4+ instead.

BENEDICTION OF THE OMNISSIAH
Those blessed enough to comprehend this blaring vox-prayer find their targeting reticles guided by the Omnistah's own vigilance.

While this Canticle is active, each time this unit is selected to shoot, when resolving its attacks you can:

• Re-roll one hit roll.
• Re-roll one wound roll.
• Re-roll one damage roll.

INVOCATION OF MACHINE VENGEANCE
The Tech-Priests lead adherents of the Machine Cult in a binharic prayer of hatred against the unenlightened. A manifestation of power surges through tendons, wires and pistons as the righteous eagerly close on the blasphemers.

While this Canticle is active, each time an Advance roll or a charge roll is made for this unit, roll one additional D6 and discard the lowest result.

LITANY OF THE ELECTROMANCER
Summoning the spark of the Machine God's divinity that burns within them, the Omnistah's faithful manifest auras of energy that disrupt the unbeliever's neuro-cortices and cause the foe to spasm.

While this Canticle is active, each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.
Belisarius Cawl's war form is a multi-limbed, bio-mechanical hybrid. Advanced bionics grant him immense strength and resilience, while snaking tendrils rapidly repair his cybernetic body. For 10,000 years, Cawl has eradicated the Imperium's enemies, and he leads the Machine God's devotees in holy acquisition still.

**BELISARIUS CAWL**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Belisarius Cawl</td>
<td>6&quot;</td>
<td>2+</td>
<td>2+</td>
<td>5</td>
<td>6</td>
<td>8</td>
<td>4</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

Belisarius Cawl is equipped with: solar atomiser; arc scourge; mechadendrite hive; Omnissian axe. Your army can only include one **Belisarius Cawl** model.

**WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solar atomiser</td>
<td>12&quot;</td>
<td>Assault D3</td>
<td>10</td>
<td>-4</td>
<td>3</td>
<td>Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D3+3.</td>
</tr>
<tr>
<td>Arc scourge</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon against a <strong>vehicle</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 2+ successfully wounds that unit.</td>
</tr>
<tr>
<td>Mechadendrite hive</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 2 additional attacks with this weapon.</td>
</tr>
<tr>
<td>Omnissian axe</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>Master of Machines: At the end of your Movement phase, this model can repair one other friendly <strong>Adeptus Mechanicus</strong> or <strong>Imperium</strong> <strong>vehicle</strong> model within 3&quot; of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Self-repair Mechanisms: In your Command phase, this model can repair itself. If it does so, it regains up to D3 lost wounds. Each model can only be repaired once per turn.</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Canticles of the Omnissiah** (pg 84-85)
- **Refractor Field**: This model has a 5+ invulnerable save.
- **Lord of the Machine Cult (Aura)**: While a friendly **Adeptus Mechanicus Core** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll the hit roll of 1.
- **Lord of Mars**: In your Command phase, select one friendly **Mars Core** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.
- **Lead in Prayer**: In your Command phase, you can select one friendly **Cult Mechanicus Core** unit within 6" of this model. If you do so, then select one Canticle (pg 85) — this can be one that has already been active for your army. Until the start of your next Command phase, both this model and that unit benefit from the selected Canticle instead of the one that is active for your army.

**FACTION KEYWORDS:** **Imperium, Adeptus Mechanicus, Cult Mechanicus, Mars**

**KEYWORDS:** **Monster, Character, Supreme Commander, Doctrina Assembler, Tech-Priest, Belisarius Cawl**
**Tech-Priest Manipulus**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tech-Priest Manipulus</td>
<td>6&quot;</td>
<td>3+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

A Tech-Priest Manipulus is equipped with: Magnarail lance; Manipulus mechaendrantes; Omnissian staff.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magnarail lance</td>
<td>36&quot;</td>
<td>Heavy 1</td>
<td>7</td>
<td>-3</td>
<td>3</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.</td>
</tr>
<tr>
<td>Transonic cannon</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>4</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Manipulus mechaendrantes</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 3 additional attacks with this weapon.</td>
</tr>
<tr>
<td>Omnissian staff</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear Options**

- This model’s magnarail lance can be replaced with 1 transonic cannon.

**Abilities**

- **Canticles of the Omnissiah (pg 84-85)**
  - Master of Machines: At the end of your Movement phase, this model can repair one friendly **Forge World** model within 3 of it. That model regains up to 3 lost wounds. Each model can only be repaired once per turn.
  - Refractor Field: This model has a 5+ invulnerable save.

- **Galvanic Field:** In your Command phase, select one friendly **Forge World**, Core unit within 9 of this model. Until the start of your next Command phase, add 6 to the range of Galvanic, Arc and Radium weapons [pg 112] modes in that unit are equipped with (excluding Grenade weapons) and each time an attack is made with one of those weapons, the Armour Penetration characteristic of that attack is improved by 1.

**Faction Keywords:** Imperium, Adeptus Mechanicus, Cult Mechanicus, **Forge World**

**Keywords:** Infantry, Character, Doctrina Assembler, Tech-Priest, Tech-Priest Manipulus

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Among the augmentations of a Tech-Priest Manipulus is a galvanic cell from which they channel powerful charges of the Motive Force. They drain power sources dry and use the energy to overcharge the cells of their warriors’ armaments, all while defending their divine work with blasts from their own arcane weapons.
TECH-PRIEST DOMINUS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tech-Priest Dominus</td>
<td>6'</td>
<td>3+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>8</td>
</tr>
</tbody>
</table>

A Tech-Priest Dominus is equipped with: macrostubber; volkite blaster; Omnissian axe.

**WEAPON** | **RANGE** | **TYPE** | **S** | **AP** | **D** | **ABILITIES**
---|---|---|---|---|---|---
Eradication ray | Before selecting targets, select one of the profiles below to make attacks with:
  - Focused | 12” | Heavy D3 | 6 | -3 | 2 | Blast
  - Dissipated | 24” | Heavy D3 | 6 | -2 | 1 | Blast
Macrostubber | 12” | Pistol 5 | 4 | 0 | 1 | -
Phosphor serpenta | 18” | Assault 1 | 5 | -1 | 1 | -
Volkite blaster | 24” | Heavy 3 | 6 | 0 | 2 | -
Omnissian axe | Melee | Melee | +2 | -2 | 2 | -

**WARGEAR OPTIONS**
- This model's macrostubber can be replaced with 1 phosphor serpenta.
- This model's volkite blaster can be replaced with 1 eradication ray.

**ABILITIES**

**Canticles of the Omnissiah** [pg 84:85]
**Master of Machines:** At the end of your Movement phase, this model can repair one friendly <FORGE WORLD> model within 3” of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.

**Refractor Field:** This model has a 5+ invulnerable save.

**Lord of the Machine Cult (Aura):** While a friendly <FORGE WORLD> CORE unit is within 6” of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>
**KEYWORDS:** INFANTRY, CHARACTER, DOCTRINA ASSEMBLER, TECH-PRIEST, TECH-PRIEST DOMINUS

Tech-Priests Dominus are the theocratic generals of a forge world’s armies. They lead congregation of warriors in binitic prayer and direct those beneath them with precision strategies. They are masters of machines, as capable of healing damage to their creations as they are at destroying the enemy’s corrupted engines.
# Technoarcheologist

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Technoarcheologist</td>
<td>6+</td>
<td>4+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>8</td>
</tr>
</tbody>
</table>

A technoarcheologist is equipped with: eradication pistol; servo-arc claw.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eradication pistol</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Each time the bearer fights, no more than one attack can be made with each servo-arc claw. Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 4 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Focused</td>
<td>6&quot;</td>
<td>Pistol</td>
<td>5</td>
<td>-3</td>
<td>2</td>
<td>Blast</td>
</tr>
<tr>
<td>Dissipated</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Blast</td>
</tr>
</tbody>
</table>

**Abilities**

- **Canticles of the Omnissiah** (pg 84-85)
- **Enhanced Bionics:** This model has a 5+ invulnerable save.
- **Omni-scrapper:** Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit.
- **Brotherhood of the Cog:** If your army is Battle-forged, then for each **Technoarcheologist** unit included in a Detachment, one **Engineer** unit can be included in that Detachment without taking up an additional Battlefield Role slot.

**Machine Focus:** In your Command phase, select one friendly **Forge World Core**, **Forge World Kataphron Servitors** or **Forge World Servitors** unit within 6" of this model. Until the start of your next Command phase:

- If that unit has the **Kataphron Servitors** keyword, it can perform actions as if it had the **Infantry** keyword.
- While that unit is performing an action, it can make ranged attacks without that action failing.

**Master of Machines:** At the end of your Movement phase, this model can repair one friendly **Forge World** model within 3" of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.

**Faction Keywords:** Imperium, Adeptus Mechanicus, Cult Mechanicus, **Forge World** Keywords: Infantry, Character, Doctrina Assembler, Tech-Priest, Technoarcheologist

---

"I have spent the last two cycles in auto-static meditation. I have analysed the topographical echograms. I have communed with Proctor Dominus Thargosen upon the magnetospheric anomalies. I have determined their connection to earthwork traces estimated within tolerances at M27 in age. There is first the matter of the native lifeforms and their repellent insistence that we cannot delve here. My analyses reveal their power generation sites, their subterranean transit-corridors and their mountain retreats that they no doubt consider their secret means of final defence. This holy data-inload I commit to the fleet's authority with but a single request: I want these vermin purged. This world's secrets are ours to uncover."

-- Technoarcheologist Perenghost von Quol
SKITARIII MARSHAL

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Skitarii Marshal</td>
<td>6+</td>
<td>3+</td>
<td>2+</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Skitarii Marshal is equipped with: radium serpent; control stave.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>18&quot;</td>
<td>Assault</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
</tbody>
</table>

**Control stave**

| Melee | Melee | +3 | -2 | 1 |

**ABILITIES**

- **Doctrina Imperatives** (see pg 85)
- **Control Edict**: In your Command phase, you can select one friendly <FORGE WORLD> SKITARIII unit within 9" of this model or you can select one friendly <FORGE WORLD> SKITARIII DATA-TETHER unit anywhere on the battlefield. Until the start of your next Command phase, that unit ignores the Deprecation effect of the currently active Doctrina Imperative.

**FACTION KEYWORDS**: IMPERIUM, ADEPTUS MECHANICUS, SKITARIII, <FORGE WORLD>

**KEYWORDS**: INFANTRY, CHARACTER, DOCTRINA ASSEMBLER, SKITARIII MARSHAL

Marshals lead the maniples and cohorts of Skitarii soldiery. They are veteran warriors of countless crusades, privileged to bear enhanced augmentations. Marshals stand as intermediaries between Skitarii formations and their priesty masters, employing sacred uplinks to refine their warriors’ doctrines closer to holy perfection.

Servo-skull Uplink (Aura): While a friendly <FORGE WORLD> SKITARIII CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Enhanced Bionics: This model has a 5+ invulnerable save.
**Tech-Priest Enginseer**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
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<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tech-Priest Enginseer</td>
<td>6&quot;</td>
<td>4+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Tech-Priest Enginseer is equipped with: Mechanicus pistol; Omnissian axe; servo-arm.

**Abilities**

- **Canticles of the Omnissiah** (pg 84-85)
- **Enhanced Bionics**: This model has a 5+ invulnerable save.
- **Master of Machines**: At the end of your Movement phase, this model can repair one friendly *<Forge World>* model within 3" of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.

**Abilities**

- **Awaken the Machine**: In your Command phase, this model can awaken one friendly *<Forge World>* vehicle model (excluding *Kastelan Robot* models) within 3" of it. Until the start of your next Command phase, each time that model makes an attack, add 1 to that attack’s hit roll. Each model can only be awakened once per turn.
- **Brotherhood of the Cog**: If your army is Battle-forged, then for each *Tech-Priest Dominus* or *Tech-Priest Manipulus* unit included in a Detachment, one *Tech-Priest Enginseer* or *Techno Arcaeologist* unit can be included in that Detachment without taking up an additional Battlefield Role slot.

**Faction Keywords**: Imperium, Adeptus Mechanicus, Cult Mechanicus, *<Forge World>*

**Keywords**: Infantry, Character, Doctrina Assembler, Tech-Priest, Tech-Priest Enginseer

The most widespread of a forge world’s priesthood, Engineers maintain many of the Imperium’s mechanisms, such as reactors, battle tanks and even starships. They have an intuitive connection with holy apparatuses, and can awaken the most recalcitrant of engine spirits with whispered machine cant.
SKITARIII RANGERS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-19</td>
<td>Skitarii Ranger</td>
<td>6'</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Skitarii Ranger Alpha</td>
<td>6'</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains between 6 and 10 models, it has **Power Rating 4**. If this unit contains between 11 and 15 models, it has **Power Rating 6**. If this unit contains 16 or more models, it has **Power Rating 8**. Every model is equipped with galvanic rifle.

### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arc rifle</td>
<td>30”</td>
<td>Rapid Fire</td>
<td>6</td>
<td>-2</td>
<td>D3</td>
<td>Each time an attack is made with this weapon against a <strong>Vehicle</strong> unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Galvanic rifle</td>
<td>30”</td>
<td>Heavy 2</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Plasma caliver</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.</td>
</tr>
<tr>
<td>- Standard</td>
<td>30”</td>
<td>Assault 2</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>- Supercharge</td>
<td>30”</td>
<td>Assault 2</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Transuranic arquebus</td>
<td>60”</td>
<td>Heavy 1</td>
<td>7</td>
<td>-2</td>
<td>D3</td>
<td>Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.</td>
</tr>
</tbody>
</table>

### OTHER WARGEAR

<table>
<thead>
<tr>
<th>Wargear</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enhanced data-tether</td>
<td>• The bearer’s unit gains the <strong>Data-tether</strong> keyword.</td>
</tr>
<tr>
<td></td>
<td>• Add 1 to the Leadership characteristic of models in the bearer’s unit.</td>
</tr>
<tr>
<td>Omnispeck</td>
<td>Each time a model in the bearer’s unit makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.</td>
</tr>
</tbody>
</table>

### WARGEAR OPTIONS

- If this unit contains 9 or fewer models, 1 Skitarii Ranger’s galvanic rifle can be replaced with one of the following: 1 arc rifle; 1 plasma caliver; 1 transuranic arquebus.
- For every 10 models in this unit, 1 Skitarii Ranger’s galvanic rifle can be replaced with 1 arc rifle.
- For every 10 models in this unit, 1 Skitarii Ranger’s galvanic rifle can be replaced with 1 plasma caliver.
- For every 10 models in this unit, 1 Skitarii Ranger’s galvanic rifle can be replaced with 1 transuranic arquebus.
- If this unit contains 9 or fewer models, 1 Skitarii Ranger equipped with a galvanic rifle can be equipped with one of the following: 1 enhanced data-tether; 1 omnispeck. That model’s galvanic rifle cannot be replaced.
- For every 10 models in this unit, 1 Skitarii Ranger equipped with a galvanic rifle can be equipped with one of the following: 1 enhanced data-tether; 1 omnispeck. That model’s galvanic rifle cannot be replaced.
- The Skitarii Ranger Alpha can be equipped with one of the following: 1 arc maul; 1 power sword; 1 taser goad.
- The Skitarii Ranger Alpha’s galvanic rifle can be replaced with one of the following: 1 arc pistol; 1 phosphor blast pistol; 1 radium pistol.

### ABILITIES

- **Doctrina Imperatives** (see pg 85)
- **Bionics:** Models in this unit have a 6+ invulnerable save.
- **Rangers:** At the start of the first battle round, models in this unit can make a Normal Move of up to 3. They cannot end this move within 9” of any enemy models.

**Faction Keywords:** Imperial, Adeptus Mechanicus, Skitarii, <Forge World>

**Keywords:** Infantry, Core, Skitarii Rangers

Rangers relentlessly pursue their quarry over months or even years, tracking their prey unto death. They bear antique, long-barreled galvanic rifles, whose energised ammunition transfers a corrosive charge when it hits, leaving the prey a smoking husk while the Rangers are already lining up their next target.
<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-19</td>
<td>Skitarii Vanguard</td>
<td>6</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Skitarii Vanguard Alpha</td>
<td>6</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>7</td>
</tr>
</tbody>
</table>

This unit contains between 6 and 10 models, it has **Power Rating 4**. If this unit contains between 11 and 15 models, it has **Power Rating 8**. Every model is equipped with: **radium carbine**.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>30&quot;</td>
<td>Rapid Fire 1</td>
<td>6</td>
<td>-2</td>
<td>D3</td>
<td>Each time an attack is made with this weapon against a <strong>Vehicle</strong> unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>18&quot;</td>
<td>Assault 3</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon against an enemy unit (excluding <strong>Vehicle</strong> units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>30&quot;</td>
<td>Assault 2</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.</td>
</tr>
<tr>
<td>60&quot;</td>
<td>Heavy 1</td>
<td>7</td>
<td>-2</td>
<td>D3</td>
<td>Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

- Enhanced data-tether
  - The bearer’s unit gains the **Data-tether** keyword.
  - Add 1 to the Leadership characteristic of models in the bearer’s unit.
- Omnisipex
  - Each time a model in the bearer’s unit makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.

**WARGEAR OPTIONS**

- If this unit contains 9 or fewer models, 1 Skitarii Vanguard’s radium carbine can be replaced with one of the following: 1 arc rifle; 1 plasma caliver; 1 transuranic arquebus.
- For every 10 models in this unit, 1 Skitarii Vanguard’s radium carbine can be replaced with 1 arc rifle.
- For every 10 models in this unit, 1 Skitarii Vanguard’s radium carbine can be replaced with 1 plasma caliver.
- For every 10 models in this unit, 1 Skitarii Vanguard’s radium carbine can be replaced with 1 transuranic arquebus.
- If this unit contains 9 or fewer models, 1 Skitarii Vanguard equipped with a radium carbine can be equipped with one of the following: 1 enhanced data-tether; 1 omnisipex. That model’s radium carbine cannot be replaced.
- For every 10 models in this unit, 1 Skitarii Vanguard equipped with a radium carbine can be equipped with one of the following: 1 enhanced data-tether; 1 omnisipex. That model’s radium carbine cannot be replaced.
- The Skitarii Vanguard Alpha can be equipped with one of the following: 1 arc maul; 1 power sword; 1 tser goid.
- The Skitarii Vanguard Alpha’s radium carbine can be replaced with one of the following: 1 arc pistol; 1 phosphor blast pistol; 1 radium pistol.

**ABILITIES**

- **Doctrina Imperatives** (see pg 85)
- **Bionics**: Models in this unit have a 6+ invulnerable save.
- **Red-saturation (Aura)***: While an enemy unit (excluding **Vehicle** units) is within Engagement Range of this unit, subtract 1 from the Strength and Toughness characteristics of models in that enemy unit.

**Faction Keywords:** **Imperium, Adeptus Mechanicus, Skitarii, <Forge World>**

**Keywords:** **Infantry, Core, Skitarii Vanguard**
KATAPHRON BREACHERS

Kataphron Breachers are large battle servitors that grind forward on heavy tracks. They are ideal tools for smashing open enemy battle lines and bastions with blasts from heavy weapons and blows from combat attachments, while any enemy firepower is deflected by thick armour and absorbed by layered bionics.

### No. Name
- **3-6** Kataphron Breacher

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-6</td>
<td>Kataphron Breacher</td>
<td>6''</td>
<td>4+</td>
<td>4+</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>7</td>
<td>2+</td>
</tr>
</tbody>
</table>

If this unit contains 4 or more models, it has **Power Rating 12**. Every model is equipped with: heavy arc rifle; arc claw.

#### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy arc rifle</td>
<td>36''</td>
<td>Heavy 2</td>
<td>6</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon against a <strong>Vehicle</strong> unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Torsion cannon</td>
<td>48''</td>
<td>Heavy 1</td>
<td>8</td>
<td>-4</td>
<td>D3 +3</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a <strong>Vehicle</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Arc claw</td>
<td></td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Hydraulic claw</td>
<td></td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

#### WARGEAR OPTIONS
- Any number of models can each have their heavy arc rifle replaced with 1 torsion cannon.
- Any number of models can each have their arc claw replaced with 1 hydraulic claw.

#### ABILITIES
- **Canticles of the Ommissiah** (pg 84-85)
- **Bionics**: Models in this unit have a 6+ invulnerable save.
- **Heavy Battle Servitor**: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.
- **Tracked Mobility**: Models in this unit can move through the walls, girders, chains and foliage of terrain features with the Breachable terrain trait (see the Warhammer 40,000 Core Book) without impediment.

**FACTION KEYWORDS**: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>

**KEYWORDS**: BIKER, KATAPHRON SERVITORS, KATAPHRON BREACHERS
# Kataphron Destroyers

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>36</td>
<td>Kataphron Destroyer</td>
<td>6&quot;</td>
<td>4+</td>
<td>4+</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains 4 or more models, it has **Power Rating 14**. Every model is equipped with: heavy grav-cannon; phosphor blaster.

## Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cognis flamer</td>
<td>12&quot;</td>
<td>Assault</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Heavy grav-cannon</td>
<td>30&quot;</td>
<td>Heavy 5</td>
<td>5</td>
<td>-3</td>
<td>1</td>
<td>Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.</td>
</tr>
<tr>
<td>Kataphron plasma culverin</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
</tr>
<tr>
<td>- Standard</td>
<td>36&quot;</td>
<td>Heavy D6</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>- Supercharge</td>
<td>36&quot;</td>
<td>Heavy D6</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Phosphor blaster</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
</tbody>
</table>

## Wargear Options

- Any number of models can each have their heavy grav-cannon replaced with 1 Kataphron plasma culverin.
- Any number of models can each have their phosphor blaster replaced with 1 cognis flamer.

## Abilities

- **Canticles of the Omnissiah (pg 84-85)**
  - **Heavy Battle Servitor:** Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.
  - **Tracked Mobility:** Models in this unit can move through the walls, girders, chains and foliage of terrain features with the Breachable terrain trait (see the Warhammer 40,000 Core Book) without impediment.
  - **Bionics:** Models in this unit have a 6+ invulnerable save.

**Faction Keywords:** Imperium, Adeptus Mechanicus, Cult Mechanicus, <Forge World>  
**Keywords:** Biker, Kataphron Servitors, Kataphron Destroyers
SERVITORS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Servitor</td>
<td>5+</td>
<td>5+</td>
<td>5+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>6</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

Every model is equipped with: servo-arm.

WEAPON         RANGE TYPE   S  AP D   ABILITIES
---             -------     --- --- ---   --- ------------
Heavy bolter    36”       Heavy 3 5   -1 2   Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Multi-melta     24”       Heavy 2 8   -4 0   -
Plasma cannon   Before selecting targets, select one of the profiles below to make attacks with.
   - Standard   36”       Heavy D3 7   -3 1   Blast
   - Supercharge 36”      Heavy D3 8   -3 2   Each time the bearer fights, no more than one attack can be made with each servo-arm.
Serve-arm       Melee      Melee  x2  -2  3   

WARGEAR OPTIONS
• Up to 2 models can each have their servo-arm replaced with one of the following: 1 heavy bolter; 1 multi-melta; 1 plasma cannon.

ABILITYs
Canticles of the Omnissiah (pg 84-85)
Bionics: Models in this unit have a 6+ invulnerable save.

FACTION KEYWORDS: Imperium, Adeptus Mechanicus, Cult Mechanicus, <Forge World>
KEYWORDS: Infantry, Servitors

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

Despite sinister rumours, no records have yet come to light of a devotee of the Machine God making a permanent transition to an entirely mechanical existence. While some aged Tech-Priests are little more than nervous systems operating mechanical bodies, most Tech-Priests and their cybernetic thralls retain portions of their flesh.

What is left, however, is grimy with oil and spattered with various fluids. Where skin remains, it is usually pale and sickly, resulting from their toll in the bowels of dark forge temples. They may employ rejuvenation processes on their remaining biological portions, but the arcane procedures eventually take their toll. Some resort to vat-grown replacements or take ‘donations’ from their underlings. Electro-Priests have a similarly wan complexion, scarified and puckered. When they activate their electrics, however, they positively shine. Those with poorly bonded electron may smoke where the nodes break the surface of their skin, while others radiate with a variety of colours.

Once augmented, it is rare for Skitarii to ever remove their armour. Allied Guardsmen have sometimes witnessed severely damaged Skitarii with fractured helmets and witnessed what lies beneath: pallid and wrinkled flesh, sutured with bionics and with their eyelids cut away, while valves and sockets stud hard knots of muscle. Skitarii blessed with service as radium gunners have missing teeth and hairless, sore-pocked skin that tell the truth of their armour’s theoretical protection against their wargear.

In the view of the Tech-Priests, servitors rank much lower than the Skitarii. They are disposable tools, sent into reactor cores, furnace grates and other inhospitable environments. Once lobotomised and fitted with the most rudimentary of bionics, their flesh quickly deteriorates. Only in exceptional circumstances would anything be done about it. Whether expected to survive a day or a month, there is an endless cycle of replacement servitors.
**FULGURITE ELECTRO-PRIESTS**

No. | Name                          | M | WS | BS | S | T | W | A | Ld | Sv
--- | ----------------------------- |---|----|----|---|---|---|---|----|----
5-20 | Fulgurite Electro-Priest     | 6" | 3+ | 4+ | 3 | 3 | 1 | 2 | 8  | 6+

If this unit contains between 6 and 10 models, it has **Power Rating 6**. If this unit contains between 11 and 15 models, it has **Power Rating 9**. If this unit contains 16 or more models, it has **Power Rating 12**. Every model is equipped with:

**WEAPON**

<table>
<thead>
<tr>
<th>Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electrotech stave</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Canticles of the Omnissiah (pg 84-85)**
- **Voltagergeist Field**: Models in this unit have a 5+ invulnerable save.
- **Voltagergeist Blast**: After this unit finishes a charge move, select one enemy unit within Engagement Range of this unit and roll one D6 for each model from this unit that is within Engagement Range of that enemy unit; for each 6+, that enemy unit suffers 1 mortal wound.

**CRACKLING WITH POWER STOLEN FROM THOSE THEY SLAY, FULGURITE ELECTRO-PRIESTS ARE FANATICAL CULTISTS OF THE MACHINE GOD.**

**FACTON KEYS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>**
**KEYWORDS: INFANTRY, CORE, ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS**

---

**CORPUSCARII ELECTRO-PRIESTS**

No. | Name                          | M | WS | BS | S | T | W | A | Ld | Sv
--- | ----------------------------- |---|----|----|---|---|---|---|----|----
5-20 | Corpuscarii Electro-Priest   | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 9  | 6+

If this unit contains between 6 and 10 models, it has **Power Rating 6**. If this unit contains between 11 and 15 models, it has **Power Rating 9**. If this unit contains 16 or more models, it has **Power Rating 12**. Every model is equipped with:

**WEAPON**

<table>
<thead>
<tr>
<th>Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electrostatic gauntlets</td>
<td>12&quot;</td>
<td>Assault 3</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
<tr>
<td>Electrostatic gauntlets (shooting)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Electrostatic gauntlets (melee)</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Canticles of the Omnissiah (pg 84-85)**
- **Voltagergeist Field**: Models in this unit have a 5+ invulnerable save.
- **Voltagergeist Blast**: After this unit finishes a charge move, select one enemy unit within Engagement Range of this unit and roll one D6 for each model from this unit that is within Engagement Range of that enemy unit; for each 6+, that enemy unit suffers 1 mortal wound.

**FANATICAL DEVOTION: EACH TIME A MODEL IN THIS UNIT WOULD loose a wound, roll one D6; on a 5+, that wound is not lost.**

**MOTIVE FORCE SIGHT: EACH TIME A MODEL IN THIS UNIT MAKES A RANGED ATTACK, YOU CAN IGNORE ANY OR ALL HIT ROLL AND BALLISTIC SKILL MODIFIERS.**

**CRACKLING WITH POWER STOLEN FROM THOSE THEY SLAY, CORPUSCARII ELECTRO-PRIESTS ARE FANATICAL CULTISTS OF THE MACHINE GOD.**

**FACTON KEYS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>**
**KEYWORDS: INFANTRY, CORE, ELECTRO-PRIESTS, CORPUSCARII ELECTRO-PRIESTS**

---

**ELECTRO-PRIESTS OF THE CORPUSCARII FACTION BUILD UP HUDE ELECTRICAL POTENTIAL AS THEY ZEALOUSLY CHANT THEIR CANTICLES OF THE MACHINE GOD.**

**FACTON KEYS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGE WORLD>**
**KEYWORDS: INFANTRY, CORE, ELECTRO-PRIESTS, CORPUSCARII ELECTRO-PRIESTS**
### Cybernetica Datasmith

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cybernetica Datasmith</td>
<td>6</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

A Cybernetica Datasmith is equipped with: gamma pistol; power fist.

**Weapon**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gamma pistol</td>
<td>12&quot;</td>
<td></td>
<td>6</td>
<td>-3</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
</tbody>
</table>

**Abilities**

- Canticles of the Ommissiah (pg 84-85)
- Refractor Field: This model has a 5+ invulnerable save.
- Master of Machines: At the end of your Movement phase, this model can repair one friendly Kastelan Robots model within 3" of it. That Kastelan Robots model regains up to D3 lost wounds. Each model can only be repaired once per turn.
- Battle Codifier: If your army is Battle-forged, then for each Kastelan Robots unit included in a Detachment, this Cybernetica Datasmith unit can be included in that Detachment without taking up an additional Battlefield Role slot.
- Reprogramming: This model can attempt the following action:
  - Field Reprogramming (Action): At the end of your Movement phase, any number of Cybernetica Datasmith models from your army can start to perform this action. When the action is started, select one friendly Kastelan Robots unit within 6" of the model performing the action and one of the available protocols found on that unit's datasheet. The action is completed at the end of your next Command phase. When it is completed, the selected protocol replaces that unit's active protocol.

**Machine Sentience (Aura):** While a friendly Forge World Kastelan Robots unit is within 3" of this model, that unit gains the Core keyword.

**Faction Keywords:** Imperium, Adeptus Mechanicus, Cult Mechanicus, Forge World

**Keywords:** Infantry, Character, Doctrina Assembler, Tech-Priest, Cybernetica Datasmith

### Sicarian Infiltrators

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Sicarian Infiltrator</td>
<td>8</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Sicarian Infiltrator Princept</td>
<td>8</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
<td></td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has Power Rating 8. Every model is equipped with: stubcarbine; power sword.

**Weapon**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flechette blaster</td>
<td>12&quot;</td>
<td></td>
<td>3</td>
<td>0</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
<tr>
<td>Stubcarbine</td>
<td>18&quot;</td>
<td></td>
<td>4</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Taser goad</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**War Gear Options**
- Any number of models can each have their stubcarbine and power sword replaced with 1 flechette blaster and 1 taser goad.

**Abilities**

- Doctrina Imperatives (see pg 85)
- Enhanced Bionics: Models in this unit have a 5+ invulnerable save.
- Neurostatic Interference: Each time an attack is made against this unit, the attacking model is within 12", the hit roll cannot be re-rolled and the wound roll cannot be re-rolled.
- Infiltrating Positions: During deployment, when you set up this unit, it can be set up anywhere on the battlefield that is more than 3" away from the enemy deployment zone and any enemy models.
- Voices in the Code (Aura): While an enemy unit is within 3" of this unit, subtract 1 from the Leadership characteristic of models in that enemy unit.

**Faction Keywords:** Imperium, Adeptus Mechanicus, Skitarii

**Keywords:** Infantry, Core, Sicarian, Sicarian Infiltrators

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# Sicarian Ruststalkers

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Sicarian Ruststalker</td>
<td>8''</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Sicarian Ruststalker Princeps</td>
<td>8''</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has Power Rating 8. Every model is equipped with: chordclaw, transonic razor.

### Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chordclaw</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Transonic blades</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.</td>
</tr>
<tr>
<td>Transonic razor</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.</td>
</tr>
</tbody>
</table>

### Wargear Options
- Any number of Sicarian Ruststalkers can each have their chordclaw and transonic razors replaced with 1 transonic blades.
- The Sicarian Ruststalker Princeps' transonic razors can be replaced with 1 transonic blades.

### Abilities

- **Doctrina Imperatives** (see pg 85)
- **Optimised Gait**: This unit can ignore any or all modifiers to its Move characteristic, with the exception of that incurred due to the Deprecation effect of the Bulwark Imperative (pg 85). This unit can ignore any or all modifiers to its Advance rolls and charge rolls.
- **Enhanced Bionics**: Models in this unit have a 5+ invulnerable save.
- **Wasteland Stalkers**: Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

### Faction Keywords: Imperium, Adeptus Mechanicus, Skitarii, <Forge World>

### Keywords: Infantry, Core, Sicarian, Sicarian Ruststalkers

Ruststalkers are unleashed as weapons of fear, to hunt down errant servo units and heretic blasphemers, or to pounce on isolated hostile units and assassinate enemy leaders. Like their fellow Sicarians, Ruststalkers' stilt-like limbs enable them to run down their prey swiftly, before carving their quarry apart with micro-vibrating transonic blades.
**SERBERYS RAIDERS**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-8</td>
<td>Serberys Raider</td>
<td>12”</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Serberys Raider Alpha</td>
<td>12”</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains between 4 and 6 models, it has **Power Rating 4**. If this unit contains 7 or more models, it has **Power Rating 6**.

- Every Serberys Raider is equipped with: galvanic carbine; cavalry sabre; clawed limbs.
- The Serberys Raider Alpha is equipped with: archeo-revolver; galvanic carbine; cavalry sabre; clawed limbs.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archeo-revolver</td>
<td>12”</td>
<td>Pistol</td>
<td>5</td>
<td>-2</td>
<td>2</td>
<td>Each time the bearer fights, it makes 2 additional attacks with this weapon.</td>
</tr>
<tr>
<td>Galvanic carbine</td>
<td>18”</td>
<td>Assault</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Cavalry sabre</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Clawed limbs</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

<table>
<thead>
<tr>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enhanced data-tether:</td>
</tr>
<tr>
<td>The bearer’s unit gains the <strong>DATA-TETHER</strong> keyword.</td>
</tr>
<tr>
<td>Add 1 to the Leadership characteristic of models in the bearer’s unit.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- 1 Serberys Raider can be equipped with 1 enhanced data-tether.

**ABILITIES**

- **Doctrina Imperatives** ([see pg 85])
- **Enhanced Bionics**: Models in this unit have a 5+ invulnerable save.
- **Skirmishing Line**: At the start of the first battle round, models in this unit can make a normal Move. They cannot end this move within 9” of any enemy models.
- **Eye of Serberys**: Each time you select a target for a weapon a model in this unit is equipped with, you can ignore the Look Out, Sir rule. Each time a ranged attack is made by a model in this unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

**FACTION KEYWORDS**: IMPERIUM, ADEPTUS MECHANICUS, SKITARIII, <FORGE WORLD>

**KEYWORDS**: CAVALRY, CORE, SERBERYS, SERBERYS RAIDERS

---

*This is the cycle that marks your transition to the Serberys Corps. Your efficacy has been noted, your performance falling within the holy tolerances of judication and your signifiers selected by none other than Magos-Haptic Pol Yogethen. Your bonding to a cybercanid is a gift from the Omnissiah. Waste it and face deletion. Employ your existence to the glory of the Machine God and in praise of the holy works of his priesthood – it is the only logical course of action for Mankind.*

— Marshal of the Iron Cohort, Solun-23y
# Serberys Sulphurhounds

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-8</td>
<td>Serberys Sulphurhound</td>
<td>12&quot;</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Serberys Sulphurhound Alpha</td>
<td>12&quot;</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

*If this unit contains between 4 and 6 models, it has Power Rating 6. If this unit contains 7 or more models, it has Power Rating 9.*

- Every Serberys Sulphurhound is equipped with: 2 phosphor pistoles, sulphur breath; clawed limbs.
- The Serberys Sulphurhound Alpha is equipped with: phosphor blast pistol; sulphur breath; arc maul; clawed limbs.

## Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phosphor blast carbine</td>
<td>18&quot;</td>
<td>Assault</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Blast. Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Phosphor blast pistol</td>
<td>12&quot;</td>
<td>Pistol D3</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Blast. Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Phosphor pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Sulphur breath</td>
<td>12&quot;</td>
<td>Pistol D6</td>
<td>4</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Arc maul</td>
<td></td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon against a Vehicle unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Clawed limbs</td>
<td></td>
<td>Melee</td>
<td>+1</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 2 additional attacks with this weapon.</td>
</tr>
</tbody>
</table>

## Wargear Options

- For every 3 models in this unit, 1 Serberys Sulphurhound’s 2 phosphor pistoles can be replaced with 1 phosphor blast carbine and 1 phosphor pistol.

## Abilities

- **Doctrina Imperatives** *(see pg 85)*
- **Pistoliers:** Each time this unit Advances, until the end of the turn, the Type characteristic of Pistol weapons models in this unit are equipped with is changed to Assault. Models in this unit are eligible to shoot with any Assault weapons they are equipped with in a turn in which they Shot Pistol weapons.

## Faction Keywords

- Imperium, Adeptus Mechanicus, Skitarii, <Forge World>
- Cavalry, Core, Serberys, Serberys Sulphurhounds

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**Enhanced Bionics:** Models in this unit have a S+ invulnerable save.

**Rad-saturation (Aura):** While any enemy unit (excluding Vehicle units) is within Engagement Range of this unit, subtract 1 from the Strength and Toughness characteristics of models in that enemy unit.

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-3</td>
<td>Pteraxii Sterlyzor</td>
<td>12’</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Pteraxii Sterlyzor Alpha</td>
<td>12’</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has Power Rating 8.

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

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flechette blaster</td>
<td>12’</td>
<td>Pistol S</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Phosphor torch</td>
<td>12’</td>
<td>Assault D6</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Pteraxii talons</td>
<td></td>
<td>Melee</td>
<td></td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
<tr>
<td>Taser goad</td>
<td></td>
<td>Melee</td>
<td></td>
<td>+2</td>
<td>-1</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

**Doctrina Imperatives** [see pg 85]

**Thermal Riders:** During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9” away from any enemy models.

**Enhanced Bionics:** Models in this unit have a 5+ invulnerable save.

**Darting Hunters:** This unit is eligible to charge in a turn in which it Fell Back.

**Swooping Strikes:** Each time this unit fights, if it made a charge move or was charged, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

**Faction Keywords:** Imperium, Adeptus Mechanicus, Skitarii, <Forge World>

**Keywords:** Infantry, Jump Pack, Fly, Core, Pteraxii, Pteraxii Sterlyzors

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

No.   Name                           M  WS  BS  S  T  W  A  Ld  Sv
4-9   Pteraxii Skytalker             12” 3+  3+  4  3  2  2  6  4+  
1     Pteraxii Skytalker Alpha       12” 3+  3+  4  3  2  2  6  4+  

If this unit contains 6 or more models, it has **Power Rating 8**.
- Every Pteraxii Skytalker is equipped with: flechette carbine.
- The Pteraxii Skytalker Alpha is equipped with: flechette blaster; taser goad.

**WEAPON**  **RANGE**  **TYPE**  **S**  **AP**  **D**  **ABILITIES**
<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flechette blaster</td>
<td>12”</td>
<td>Pistol S</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Flechette carbine</td>
<td>18”</td>
<td>Assault S</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Taser goad</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
</tbody>
</table>

**ABILITIES**
- **Doctrina Imperatives** (see pg 85)
- **Enhanced Bionics**: Models in this unit have a 5+ invulnerable save.
- **Fleeting Barrage**: This unit is eligible to shoot in a turn in which it fell back.

**FACTION KEYWORDS**: IMPERIUM, ADEPTUS MECHANICUS, SKITARI, <FORGE WORLD>
**KEYWORDS**: INFANTRY, JUMP PACK, FLY, CORE, PTERAXII, ARC GRENADES, PTERAXII SKYSTALKERS

IRONSTRIDER BALLISTARI

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>Ironstrider Ballistari</td>
<td>10”</td>
<td>3+</td>
<td>3+</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

Increase this unit's **Power Rating** by +4 for every additional Ironstrider Ballistari it includes. Every model is equipped with: twin cognis autocannon.

**WEAPON**  **RANGE**  **TYPE**  **S**  **AP**  **D**  **ABILITIES**
<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin cognis autocannon</td>
<td>48”</td>
<td>Assault 6</td>
<td>?</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Twin cognis lascannon</td>
<td>48”</td>
<td>Assault 2</td>
<td>9</td>
<td>-3</td>
<td>03+3</td>
<td></td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**
- Any number of models can each have their twin cognis autocannon replaced with 1 twin cognis lascannon.

**ABILITIES**
- **Doctrina Imperatives** (see pg 85)
- **Blions**: Models in this unit have a 6+ invulnerable save.
- **Exploits**: Each time a model in this unit is destroyed, roll the 6S before removing it from play. On a 6 it explodes, and each unit within 3 suffers 1 mortal wound.

**FACTION KEYWORDS**: IMPERIUM, ADEPTUS MECHANICUS, SKITARI, <FORGE WORLD>
**KEYWORDS**: VEHICLE, CORE, DATA-TETHER, IRONSTRIDER ENGINE, IRONSTRIDER BALLISTARI

Ironstrider Ballistari are swift combat walkers piloted by veteran marksman. They smoothly pick their way across the battlefield before invoking the fully awakened machine spirits of their weapons to acquire rapidly cogitated firing solutions. Their destructive firepower unleashed, they redeploy to haunt for fresh targets.
SYDONIAN DRAGOONS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>Sydonian Dragoon</td>
<td>10</td>
<td>3+</td>
<td>3+</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>4</td>
<td>8</td>
</tr>
</tbody>
</table>

Increase this unit's **Power Rating** by +4 for every additional Sydonian Dragoon it includes. Every model is equipped with: radium jezzail.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phosphor Serpenta</td>
<td>18&quot;</td>
<td>Assault 1</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Radium Jezzail</td>
<td>30&quot;</td>
<td>Heavy 2</td>
<td>5</td>
<td>2</td>
<td>1</td>
<td>Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Eachtime an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>Taserlance</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- Any number of models can each have their radium jezzail replaced with 1 taser lance.
- Any number of models can each be equipped with 1 phosphor serpenta.

**ABILITIES**

- **Doctrina Imperatives** [see pg 85]
  - Bionics: Models in this unit have a 6+ invulnerable save.
  - Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.
  - Incense Cloud: Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

**FACTOR KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD> KEYWORDS: VEHICLE, CORE, DATA-TETHER, IRONSTRIDER ENGINE, SYDONIAN DRAGOONS
# Kastelan Robots

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.6</td>
<td>Kastelan Robot</td>
<td>8&quot;</td>
<td>4+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td>7</td>
<td>3</td>
<td>10</td>
<td>3+</td>
</tr>
</tbody>
</table>

This unit contains between 3 and 4 models, it has **Power Rating 20**. If this unit contains between 5 and 6 models, it has **Power Rating 30**. Every model is equipped with: Kastelan phosphor blaster; incendine combuster; Kastelan fist.

## WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy phosphor blaster</td>
<td>36&quot;</td>
<td>Heavy 3</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Incendine combuster</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Kastelan phosphor blaster</td>
<td>24&quot;</td>
<td>Heavy 3</td>
<td>6</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Kastelan fist</td>
<td></td>
<td>Melee</td>
<td>+4</td>
<td>-3</td>
<td>3</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
</tbody>
</table>

## Wargear Options

- Any number of models can each have their Kastelan fist replaced with 1 Kastelan phosphor blaster.
- Any number of models can each have their Kastelan phosphor blaster replaced with 1 Kastelan fist.
- Any number of models can each have their incendine combuster replaced with 1 heavy phosphor blaster.

## Abilities

**Canticles of the Omnissiah** (*pg 84-85*)

**Battle Protocols:** This unit receives a bonus depending on which protocol is active for it. At the start of the battle, the **Aegis Protocol** (see below) is active for this unit. To change the unit’s active protocol see the Cybernetica Datasmith datasheet (**pg 98**). The available protocols are:

- **Aegis Protocol:** While this protocol is active for this unit, models in this unit have a Sv characteristic of 2+.
- **Conqueror Protocol:** While this protocol is active for this unit, you can re-roll charge rolls made for it and models in this unit have a WS characteristic of 2+.
- **Protector Protocol:** While this protocol is active for this unit, it cannot move (except to pile in or consolidate) and models in this unit have a BS characteristic of 3+.

**Repulsor Grid:** Models in this unit have a 5+ invulnerable save against ranged attacks. Each time an invulnerable saving throw is made for a model in this unit against a ranged attack, on an unmodified saving roll of 6, the attacking model’s unit suffers 1 mortal wound.

**Explodes:** Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

## Faction Keywords

**Imperium, Adeptus Mechanicus, Cult Mechanicus, <Forge World>**

**Keywords:** Vehicle, Kastelan Robots
# Skorpius Disintegrator

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Skorpius Disintegrator (7+ wounds remaining)</td>
<td>12</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>12</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Skorpius Disintegrator (4-6 wounds remaining)</td>
<td>9</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>D3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Skorpius Disintegrator (1-3 wounds remaining)</td>
<td>6</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Skorpius Disintegrator is equipped with: 3 cognis heavy stubbers; disruptor missile launcher; belleros energy cannon.

## Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belleros energy cannon</td>
<td>36&quot;</td>
<td>Heavy 303</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td>Blast. This weapon can target units that are not visible to the bearer.</td>
</tr>
<tr>
<td>Cognis heavy stubber</td>
<td>36&quot;</td>
<td>Assault 4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Disruptor missile launcher</td>
<td>36&quot;</td>
<td>Heavy D6</td>
<td>7</td>
<td>-2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Ferrumite cannon</td>
<td>48&quot;</td>
<td>Heavy 3</td>
<td>8</td>
<td>-3</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

## War Gear Options

* This model's belleros energy cannon can be replaced with 1 ferrumite cannon.

## Abilities

**Doctrina Imperatives** (see pg 85)

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**Broad Spectrum Data-tether:** In your Command phase, select one friendly *Forge World* Skitarii unit within 6" of this model. Until the start of your next Command phase, add 1 to the Leadership characteristic of models in that unit and that unit gains the Data-tether keyword.

## Faction Keywords

* Imperium, Adeptus Mechanicus, Skitarii, *Forge World* *

## Keywords

* Vehicle, Data-tether, Skorpius Engine, Skorpius Disintegrator

---

Hovering over the ruins of war on a bed of atomised gases, Skorpius Disintegrators are archaic, front-line battle tanks. They surge forward in unstoppable armoured waves and support infantry advances, maintaining blistering salvos of fire to cripple enemy war engines and sweep aside hordes of lesser foes.
## Onager Dunecrawler

Some of this model’s characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Onager Dunecrawler</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>(6+ wounds remaining)</td>
<td>8*</td>
<td>5+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>11</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Onager Dunecrawler</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>(3-5 wounds remaining)</td>
<td>6*</td>
<td>5+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td></td>
<td>N/A</td>
<td>8</td>
<td>D3</td>
</tr>
<tr>
<td></td>
<td>Onager Dunecrawler</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>(1-2 wounds remaining)</td>
<td>4*</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td></td>
<td>N/A</td>
<td>1</td>
<td>8</td>
</tr>
</tbody>
</table>

An Onager Dunecrawler is equipped with: eradication beamer.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cognis heavy stubber</td>
<td>36”</td>
<td>Assault 4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Daedalus missile launcher</td>
<td>48”</td>
<td>Heavy</td>
<td>7</td>
<td>-3</td>
<td>D6</td>
<td>Each time an attack is made with this weapon profile against an Aircraft unit, add 1 to that attack’s hit roll.</td>
</tr>
<tr>
<td>Eradication beamer</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Focused</td>
<td>18”</td>
<td>Heavy D6</td>
<td>8</td>
<td>-4</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>- Dissipated</td>
<td>36”</td>
<td>Heavy D6</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>Blast</td>
</tr>
<tr>
<td>Gatlingrocket launcher</td>
<td>48”</td>
<td>Heavy</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile against an Aircraft unit, add 1 to that attack’s hit roll.</td>
</tr>
<tr>
<td>Neutron laser</td>
<td>48”</td>
<td>Heavy D3</td>
<td>12</td>
<td>-4</td>
<td>D3</td>
<td>Blast</td>
</tr>
<tr>
<td>Twin Icarus autocannon</td>
<td>48”</td>
<td>Heavy</td>
<td>7</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack is made with this weapon profile against an Aircraft unit, add 1 to that attack’s hit roll.</td>
</tr>
<tr>
<td>Twin Onager heavy phosphor blaster</td>
<td>36”</td>
<td>Heavy</td>
<td>6</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
</tbody>
</table>

**Other Wargear Abilities**

- **Broad spectrum data-tether**
  - In your Command phase, select one friendly <Forge World> Skitarii Core unit within 6” of the bearer. Until the start of your next Command phase, add 1 to the Leadership characteristic of models in that unit and that unit gains the Data-tether keyword.

**Weapon Options**

- This model’s eradication beamer can be replaced with one of the following: 1 daedalus missile launcher, 1 gatling rocket launcher and 1 twin icarus autocannon; 1 neutron laser and 1 cognis heavy stubber; 1 twin Onager heavy phosphor blaster.
- This model can be equipped with 1 additional cognis heavy stubber.
- This model can be equipped with one of the following: broad spectrum data-tether, smoke launchers.

**Abilities**

- **Domina Imperators** [see pg 85]
- **Emanate Force Field:** This model has a 5+ Invulnerable save.

**Faction Keywords:** Imperium, Adeptus Mechanicus, Skitarii, <Forge World>

**Keywords:** Vehicle, Onager Dunecrawler
**SKORPIUS DUNERIDER**

Some of this model’s characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Skorpius Dunerider (7+ wounds remaining)</td>
<td>12</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>6</td>
<td>12</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>2</td>
<td>Skorpius Dunerider (4-6 wounds remaining)</td>
<td>9</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>D1</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>3</td>
<td>Skorpius Dunerider (1-3 wounds remaining)</td>
<td>6</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Skorpius Dunerider is equipped with: 2 cognis heavy stubbers; twin cognis heavy stubber.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cognis heavy stubber</td>
<td>36” Assault 4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Twin cognis heavy stubber</td>
<td>36” Assault 8</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Doctrina Imperatives** (see pg 85)
- **Explodes**: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6” suffers D3 mortal wounds.
- **Broad Spectrum Data-tether**: In your Command phase, select one friendly <FORGE WORLD> SKITARII CORE unit within 6” of this model. Until the start of your next Command phase, add 1 to the Leadership characteristic of models in that unit and that unit gains the DATA-TETHER keyword.

**TRANSPORT**

This model has a transport capacity of 12 INFANTRY or <FORGE WORLD> INFANTRY models.

**FACTION KEYWORDS**: IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**KEYWORDS**: VEHICLE, TRANSPORT, DATA-TETHER, SKORPIUS ENGINE, SKORPIUS DUNERIDER
### Archaeopter Transvector

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Archaeopter Transvector (6+ wounds remaining)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>20-25*</td>
<td>5+</td>
<td></td>
<td></td>
<td>6</td>
<td>7</td>
<td>10</td>
<td>3</td>
<td>9</td>
</tr>
<tr>
<td>2</td>
<td>Archaeopter Transvector (3-5 wounds remaining)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>20-35*</td>
<td>5+</td>
<td></td>
<td></td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>3</td>
<td>9</td>
</tr>
<tr>
<td>3</td>
<td>Archaeopter Transvector (1-2 wounds remaining)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>20-25*</td>
<td>5+</td>
<td></td>
<td></td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>1</td>
<td>9</td>
</tr>
</tbody>
</table>

An Archaeopter Transvector is equipped with: 2 cognis heavy stubbers; twin cognis heavy stubber; command uplink.

### Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cognis heavy stubber</td>
<td>36&quot;</td>
<td>Assault 4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Twin cognis heavy stubber</td>
<td>36&quot;</td>
<td>Assault 8</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

### Other Wargear

<table>
<thead>
<tr>
<th>Wargear</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chaff launcher</td>
<td>The bearer gains the <em>SMOKESCREEN</em> keyword. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).</td>
</tr>
<tr>
<td>Command uplink (Aura)</td>
<td>While a friendly  <em>Forge World</em> Skitarii Core  unit is within 3&quot; of this model, add 1 to the Leadership characteristic of models in that unit and that unit gains the <em>DATA-TETHER</em> keyword.</td>
</tr>
</tbody>
</table>

### Wargear Options

- This model's command uplink can be replaced with 1 chaff launcher.

### Abilities

**Doctrina Imperatives** (see pg 815)

**Combined Landing:** If a Detachment contains multiple *Archaeopter Transvector* models, you can choose for pairs of them to make combined landings instead of setting them up on the battlefield. For each combined landing that you want to make, select two *Forge World* *Archaeopter Transvector* models:

- Those two transports models are treated as one model with a combined transport capacity of 12.
- *Forge World* *Infantry* models for the purpose of which units can be embarked within them. This means that an eligible *Infantry* unit containing 2-12 models can start the battle embarked within these two transport models, the *Infantry* models in that unit being split between the two transports. Make note of which *Infantry* models are embarked within which transport models.
- Those two transport models can be set up in the reinforcements step of your first, second or third Movement phase, regardless of any mission rules, and must be set up at the same time. Any units embarked within those transport models must immediately disembark after the transport models have been set up, and the disembarking units must be set up more than 9" away from any enemy models.
- When those two transport models are set up, they must be set up within 9" of one another, and any disembarking units must follow the normal rules for disembarking transports and units coherency.

**Transport**

This model has a transport capacity of 6 *Infantry* or *Forge World* *Infantry* models.

### Faction Keywords

- Imperium, Adepts Mechanicus, Skitarii, *Forge World* *Archaeopter Transvector* Keywords: Vehicle, Aircraft, Transport, Fly, Archaeopter Engine, Archaeopter
**ARCHAEOPTER STRATORAPTOR**

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Archæopter Stratombter</td>
<td>20-50°</td>
<td>5+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>10</td>
<td>3</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>[6+ wounds remaining]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Archæopter Stratombter</td>
<td>20-35°</td>
<td>5+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>D3</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>[3-5 wounds remaining]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Archæopter Stratombter</td>
<td>20-25°</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>1</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>[1-2 wounds remaining]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

An Archæopter Stratombter is equipped with: 2 cognis heavy stubbers; 2 heavy phosphor blasters; twin cognis lascannons; command uplink.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cognis heavy stubber</td>
<td>36°</td>
<td>Assault 4</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy phosphor blaster</td>
<td>36°</td>
<td>Heavy 3</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Twin cognis lascannon</td>
<td>48°</td>
<td>Assault 2</td>
<td>9</td>
<td>-3</td>
<td>D3+3</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR ABILITIES**

<table>
<thead>
<tr>
<th>Chaff launcher</th>
<th>The bearer gains the <strong>SMOKESCREEN</strong> keyword. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command uplink</td>
<td>The bearer gains the <strong>DATA-TETHER</strong> keyword and the following ability: <strong>Command Uplink (Aura)</strong> While a friendly <strong>FORGE WORLD</strong> SKITARI UNIT is within 3&quot; of this model, add 1 to the Leadership characteristic of models in that unit and that unit gains the <strong>DATA-TETHER</strong> keyword.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model's command uplink can be replaced with 1 chaff launcher.

**ABILITIES**

**Doctrine Imperatives** (see pg 05)

**Airborne:** You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

**Manoeuvrable Craft:** Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It can pivot up to 90° one more time, at any point, during the move.

**Hard to Hit:** Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

**Hover Jet:** In your Command phase, this model can hover. If it does so, then until the start of your next Command phase, its Move characteristic becomes 20° and it loses the Airborne, Hard to Hit and Manoeuvrable Craft abilities.

**Explodes:** When this model is destroyed, roll one 06 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Faction Keywords:** IMPERIUM, ADEPTUS MECHANICUS, SKITARI, **FORGE WORLD**

**Keywords:** VEHICLE, AIRCRAFT, FLY, ARCHAEOPTER ENGINE, ARCHAEOPTER STRATORAPTOR
ARCHAEOPTER FUSILAVE

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Archaeopter Fusilave (6+ wounds remaining)</td>
<td>20-50*</td>
<td>5+</td>
<td>3+</td>
<td>5</td>
<td>7</td>
<td>10</td>
<td>3</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Archaeopter Fusilave (3-5 wounds remaining)</td>
<td>20-35*</td>
<td>5+</td>
<td>4+</td>
<td>5</td>
<td>7</td>
<td>N/A</td>
<td>D3</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Archaeopter Fusilave (1-2 wounds remaining)</td>
<td>20-25*</td>
<td>5+</td>
<td>5+</td>
<td>5</td>
<td>7</td>
<td>N/A</td>
<td>1</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

An Archaeopter Fusilave is equipped with: 4 cognis heavy stubbers; command uplink.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>Assault 4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**OTHER WARGEAR ABILITIES**

**Chaff launcher**

The bearer gains the SMOKESCREEN keyword. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

**Command uplink**

The bearer gains the DATA-TETHER keyword and the following ability: Command Uplink (Aura): While a friendly <FORGE WORLD> SKITARII CORE unit is within 3" of this model, add 1 to the Leadership characteristic of models in that unit and that unit gains the DATA-TETHER keyword.

**WARGEAR OPTIONS**

* This model's command uplink can be replaced with 1 chaff launcher.

**ABILITIES**

**Doctrina Imperativae** (see pg 65)

**Bomb Rack**: Once per turn, after this model has moved in your Movement phase, you can select one unit it moved across. Roll six D6s for each VEHICLE or MONSTER model in that unit and roll one D6 for each other model in that unit (to a maximum of ten D6s); for each 4+, that unit suffers 1 mortal wound.

**Airborne**: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

**Maneuvrable Craft**: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It can pivot up to 90° one more time, at any point, during the move.

**Hard to Hit**: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

**Hover Jet**: In your Command phase, this model can hover: If it does so, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Maneuvrable Craft abilities.

**Explores**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Faction Keywords**: IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGE WORLD>

**Keywords**: VEHICLE, AIRCRAFT, FLY, ARCHAEOPTER ENGINE, ARCHAEOPTER FUSILAVE
WEAPON DEFINITIONS

Some rules refer to 'arc weapons' or 'radium weapons' and so on. The definitions of these weapons for the purposes of such rules can be found below:

ARC WEAPONS
An arc weapon is any weapon whose profile includes the word 'arc' (arc claw, arc rifle, etc.), and any Relic that replaces such a weapon.

CARBINE WEAPONS
A carbine weapon is any ranged weapon whose profile includes the word 'carbine' (radium carbine, stubcarbine, etc.), and any Relic that replaces such a weapon.

COGNIS WEAPONS
A cognis weapon is any ranged weapon whose profile includes the word 'cognis' (cognis flamers, cognis heavy stubber, etc.), and any Relic that replaces such a weapon.

GALVANIC WEAPONS
A galvanic weapon is any ranged weapon whose profile includes the word 'galvanic' (galvanic carbine, galvanic rifle, etc.), and any Relic that replaces such a weapon.

PHOSPHOR WEAPONS
A phosphor weapon is any ranged weapon whose profile includes the word 'phosphor' (phosphor blaster, phosphor serpent, etc.), and any Relic that replaces such a weapon.

PLASMA WEAPONS
A plasma weapon is any ranged weapon whose profile includes the word 'plasma' (plasma caliver, plasma cannon, etc.), and any Relic that replaces such a weapon.

RADIIUM WEAPONS
A radium weapon is any ranged weapon whose profile includes the word 'radium' (radium carbine, radium pistol, etc.), and any Relic that replaces such a weapon.

RIFLE WEAPONS
A rifle weapon is any ranged weapon whose profile includes the word 'rifle' (arc rifle, galvanic rifle, etc.), and any Relic that replaces such a weapon.

TASER WEAPONS
A taser weapon is any melee weapon whose profile includes the word 'taser' (taser goad, taser lance, etc.), and any Relic that replaces such a weapon.

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arc pistol</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>5</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Arc rifle</td>
<td>30&quot;</td>
<td>Rapid Fire 1</td>
<td>6</td>
<td>-2</td>
<td>03</td>
<td>Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Archo-revolver</td>
<td>12&quot;</td>
<td>pistol</td>
<td>5</td>
<td>-2</td>
<td>2</td>
<td>Blast. This weapon can target units that are not visible to the bearer.</td>
</tr>
<tr>
<td>Bellauros energy cannon</td>
<td>35&quot;</td>
<td>Heavy 303</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Cognis flamers</td>
<td>12&quot;</td>
<td>Assault 06+2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Cognis heavy stubber</td>
<td>35&quot;</td>
<td>Assault 4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Daedalus missile launcher</td>
<td>43&quot;</td>
<td>Heavy 1</td>
<td>7</td>
<td>-3</td>
<td>06</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Disruptor missile launcher</td>
<td>35&quot;</td>
<td>Heavy 06</td>
<td>2</td>
<td>-2</td>
<td>03</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits</td>
</tr>
<tr>
<td>Electrostatic gauntlets [shooting]</td>
<td>12&quot;</td>
<td>Assault 3</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits</td>
</tr>
<tr>
<td>Eradication beamers</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Focused</td>
<td>18&quot;</td>
<td>Heavy 06</td>
<td>8</td>
<td>-4</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>- Dissipated</td>
<td>36&quot;</td>
<td>Heavy 06</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>Blast</td>
</tr>
<tr>
<td>Eradication pistol</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Focused</td>
<td>6&quot;</td>
<td>Pistol 03</td>
<td>6</td>
<td>-3</td>
<td>2</td>
<td>Blast</td>
</tr>
<tr>
<td>- Dissipated</td>
<td>12&quot;</td>
<td>Pistol 03</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Eradication ray</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Focused</td>
<td>12&quot;</td>
<td>Heavy 03</td>
<td>6</td>
<td>-3</td>
<td>2</td>
<td>Blast</td>
</tr>
<tr>
<td>- Dissipated</td>
<td>24&quot;</td>
<td>Heavy 03</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Ferrumite cannon</td>
<td>48&quot;</td>
<td>Heavy 3</td>
<td>8</td>
<td>-3</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Flechette blaster</td>
<td>12&quot;</td>
<td>Pistol 5</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Flechette carbine</td>
<td>18&quot;</td>
<td>Assault 5</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Galvanic carbine</td>
<td>18&quot;</td>
<td>Assault 2</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Galvanic rifle</td>
<td>30&quot;</td>
<td>Heavy 2</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Gamma pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>6</td>
<td>-3</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>RANGED WEAPONS</td>
<td>RANGE</td>
<td>TYPE</td>
<td>S</td>
<td>AP</td>
<td>D</td>
<td>ABILITIES</td>
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<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Gatling rocket launcher</td>
<td>48°</td>
<td>Heavy 5</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile against an AIRCRAFT unit, add 1 to that attack’s hit roll.</td>
</tr>
<tr>
<td>Heavy arc rifle</td>
<td>36°</td>
<td>Heavy 2</td>
<td>6</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon profile against a VEHICLE unit, that attack has a Damage characteristic of 3.</td>
</tr>
<tr>
<td>Heavy bolter</td>
<td>36°</td>
<td>Heavy 3</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3 or higher, that attack has a Damage characteristic of 2.</td>
</tr>
<tr>
<td>Heavy grav-cannon</td>
<td>30°</td>
<td>Heavy 5</td>
<td>5</td>
<td>-3</td>
<td>1</td>
<td>Each time an attack made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Heavy phosphor blaster</td>
<td>36°</td>
<td>Heavy 3</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Incendine combuster</td>
<td>12°</td>
<td>Heavy 6</td>
<td>5</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Kastelan phosphor blaster</td>
<td>24°</td>
<td>Heavy 3</td>
<td>6</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Kataphron plasma culverin</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of 6+2.</td>
</tr>
<tr>
<td>-Standard</td>
<td>36°</td>
<td>Heavy 6</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>Blast Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>-Supercharge</td>
<td>36°</td>
<td>Heavy 6</td>
<td>7</td>
<td>-3</td>
<td>3</td>
<td>Blast Each time an attack is made with this weapon profile, the bearer’s unit suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Macrospitter</td>
<td>12°</td>
<td>Pistol 6</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Magnaflail lance</td>
<td>36°</td>
<td>Heavy 1</td>
<td>5</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Mechanicus pistol</td>
<td>12°</td>
<td>Pistol 5</td>
<td>4</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Muli-meta</td>
<td>24°</td>
<td>Heavy 2</td>
<td>8</td>
<td>-3</td>
<td>6</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Neutron laser</td>
<td>48°</td>
<td>Heavy 6</td>
<td>12</td>
<td>-4</td>
<td>3</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of 6+2.</td>
</tr>
<tr>
<td>Phosphor blast carbine</td>
<td>18°</td>
<td>Assault 2D3</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Blast Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Phosphor blast pistol</td>
<td>12°</td>
<td>Pistol 2</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Blast Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Phosphor blaster</td>
<td>24°</td>
<td>Rapid Fire</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Phosphor pistol</td>
<td>12°</td>
<td>Pistol 4</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Phosphor serpenta</td>
<td>18°</td>
<td>Assault 2</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Phosphor torch</td>
<td>12°</td>
<td>Assault 4</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Plasma caliver</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of 6+2.</td>
</tr>
<tr>
<td>-Standard</td>
<td>30°</td>
<td>Assault 2</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.</td>
</tr>
<tr>
<td>-Supercharge</td>
<td>30°</td>
<td>Assault 2</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td>Blast Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Plasma cannon</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>-Standard</td>
<td>36°</td>
<td>Heavy 3</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>Blast Each time an attack made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>-Supercharge</td>
<td>36°</td>
<td>Heavy 3</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td>Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>Radium carmine</td>
<td>18°</td>
<td>Assault 3</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>Radium jezzail</td>
<td>30°</td>
<td>Heavy 2</td>
<td>5</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>Radium pistol</td>
<td>12°</td>
<td>Pistol 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>Radium serpenta</td>
<td>18°</td>
<td>Assault 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.</td>
</tr>
<tr>
<td>Solar atomiser</td>
<td>12°</td>
<td>Assault 2D3</td>
<td>10</td>
<td>-4</td>
<td>3</td>
<td>Blast Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of 6+3.</td>
</tr>
<tr>
<td>Stubcarbine</td>
<td>18°</td>
<td>Pistol 3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack made with this weapon profile against an AIRCRAFT unit, add 1 to that attack’s hit roll.</td>
</tr>
<tr>
<td>RANGED WEAPONS</td>
<td>RANGE</td>
<td>TYPE</td>
<td>S</td>
<td>AP</td>
<td>D</td>
<td>ABILITIES</td>
</tr>
<tr>
<td>--------------------------------</td>
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<td>---------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Sulphur breath</td>
<td>12&quot;</td>
<td>Pistol D6</td>
<td>4</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>hits the target.</td>
</tr>
<tr>
<td>Torsion cannon</td>
<td>48&quot;</td>
<td>Heavy 1</td>
<td>8</td>
<td>-4</td>
<td>D2+3</td>
<td>Each time an attack is made with this weapon, that attack automatically</td>
</tr>
<tr>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>hits the target. Each time an attack is made with this weapon, an</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>unmodified wound roll of 6 inflicts 1 mortal wound on the target in</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>addition to any normal damage.</td>
</tr>
<tr>
<td>Transonic cannon</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>4</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Transuranic aequus</td>
<td>60&quot;</td>
<td>Heavy 1</td>
<td>?</td>
<td>-2</td>
<td>03</td>
<td>Each time you select a target for this weapon, you can ignore the Look</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Out, Sir rule. Each time an attack is made with this weapon, an</td>
</tr>
<tr>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td>unmodified wound roll of 6 inflicts 1 mortal wound on the target in</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>addition to any normal damage.</td>
</tr>
<tr>
<td>Twin cognis autocannon</td>
<td>48&quot;</td>
<td>Assault 6</td>
<td>?</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Twin cognis heavy stubber</td>
<td>36&quot;</td>
<td>Assault 8</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Twin cognis lascannon</td>
<td>48&quot;</td>
<td>Assault 2</td>
<td>9</td>
<td>-3</td>
<td>D3+3</td>
<td>Each time an attack is made with this weapon profile against an</td>
</tr>
<tr>
<td>Twin Icarus autocannon</td>
<td>48&quot;</td>
<td>Heavy 4</td>
<td>?</td>
<td>-1</td>
<td>2</td>
<td>AIRCRAFT unit, add 1 to that attack's hit roll.</td>
</tr>
<tr>
<td>Twin Onager heavy phosphor blaster</td>
<td>36&quot;</td>
<td>Heavy 8</td>
<td>5</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, the target does not</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>receive the benefits of Dense Cover against that attack.</td>
</tr>
<tr>
<td>Volkite blaster</td>
<td>24&quot;</td>
<td>Heavy 3</td>
<td>6</td>
<td>0</td>
<td>2</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>6 inflicts 2 mortal wounds on the target in addition to any normal</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>damage.</td>
</tr>
<tr>
<td>MELEE WEAPONS</td>
<td>RANGE</td>
<td>TYPE</td>
<td>S</td>
<td>AP</td>
<td>D</td>
<td>ABILITIES</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-------</td>
<td>------</td>
<td>---</td>
<td>----</td>
<td>---</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Arc claw</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Arc maul</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Arc scourge</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Cavalry sabre</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Chordclaw</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Clawed limbs</td>
<td>Melee</td>
<td>Melee</td>
<td>-1</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 2 additional attacks with this weapon. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Control stave</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.</td>
</tr>
<tr>
<td>Electroleech stave</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.</td>
</tr>
<tr>
<td>Electrostatic gauntlets [melee]</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
<tr>
<td>Hydraulic claw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Kastelan fist</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-3</td>
<td>3</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Manipulus mechadendrites</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 3 additional attacks with this weapon. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Mechadendrite hive</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 206 additional attacks with this weapon. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Omnissian axe</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>Each time the bearer fights, no more than one attack can be made with each servo-arc claw. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Omnissian staff</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-1</td>
<td>2</td>
<td>Each time the bearer fights, no more than one attack can be made with each servo-arc claw. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, a Damage characteristic of 4 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td>Each time the bearer fights, no more than one attack can be made with each servo-arc claw. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Pyraaxid talons</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, no more than one attack can be made with each servo-arc claw. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Servo-arc claw</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>3</td>
<td>Each time the bearer fights, no more than one attack can be made with each servo-arc claw. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Servo-arm</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td>Each time the bearer fights, no more than one attack can be made with each servo-arc claw. Each time an attack is made with this weapon against a <strong>VEHICLE</strong> unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.</td>
</tr>
<tr>
<td>Taser goad</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
<tr>
<td>Taser lance</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.</td>
</tr>
<tr>
<td>Transonic blades</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.</td>
</tr>
<tr>
<td>Transonic razors</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.</td>
</tr>
</tbody>
</table>
# POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit’s size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of ‘x pts/model’, then the unit costs “x” points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit’s entry (weapons and other wargear not listed in a unit’s entry cost no additional points to include in that unit).

### HQ

<table>
<thead>
<tr>
<th>Unit</th>
<th>Unit size</th>
<th>Unit cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belisarius Cawl (pg 96)</td>
<td>1 model</td>
<td>180 pts</td>
</tr>
<tr>
<td>Skitarii Marshal (pg 90)</td>
<td>1 model</td>
<td>45 pts</td>
</tr>
<tr>
<td>Tech-Priest Dominus (pg 88)</td>
<td>1 model</td>
<td>75 pts</td>
</tr>
<tr>
<td>Tech-Priest Enginseer (pg 91)</td>
<td>1 model</td>
<td>55 pts</td>
</tr>
<tr>
<td>Tech-Priest Manipulus (pg 87)</td>
<td>1 model</td>
<td>70 pts</td>
</tr>
<tr>
<td>Technoarcheologist (pg 89)</td>
<td>1 model</td>
<td>55 pts</td>
</tr>
<tr>
<td>Holy Orders (pg 64-65)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Genetors</td>
<td>25 pts</td>
<td></td>
</tr>
<tr>
<td>Logi</td>
<td>35 pts</td>
<td></td>
</tr>
<tr>
<td>Magi</td>
<td>30 pts</td>
<td></td>
</tr>
<tr>
<td>Artisans</td>
<td>25 pts</td>
<td></td>
</tr>
</tbody>
</table>

### TROOPS

<table>
<thead>
<tr>
<th>Unit</th>
<th>Unit size</th>
<th>Unit cost</th>
<th>Additional Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kataphron Breachers (pg 94)</td>
<td>3-6 models</td>
<td>35 pts/model</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Kataphron Destroyers (pg 95)</td>
<td>3-6 models</td>
<td>40 pts/model</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Skitarii Rangers (pg 92)</td>
<td>5-20 models</td>
<td>8 pts/model</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Skitarii Vanguard (pg 93)</td>
<td>5-20 models</td>
<td>8 pts/model</td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

### ELITES

<table>
<thead>
<tr>
<th>Unit</th>
<th>Unit size</th>
<th>Unit cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corpuscarii Electro-Priests (pg 97)</td>
<td>5-20 models</td>
<td>15 pts/model</td>
</tr>
<tr>
<td>Cybernetica Datasmith (pg 98)</td>
<td>1 model</td>
<td>40 pts</td>
</tr>
<tr>
<td>Fulgurite Electro-Priests (pg 97)</td>
<td>5-20 models</td>
<td>15 pts/model</td>
</tr>
<tr>
<td>Servitors (pg 96)</td>
<td>4 models</td>
<td>28 pts</td>
</tr>
<tr>
<td>Sicarian Infiltrators (pg 98)</td>
<td>5-10 models</td>
<td>17 pts/model</td>
</tr>
<tr>
<td>Sicarian Ruststalkers (pg 99)</td>
<td>5-10 models</td>
<td>17 pts/model</td>
</tr>
</tbody>
</table>

### Additional Notes
- “x” points for every model in the unit.
- Add points for each weapon, or item of wargear, included in the unit.
- Weapons and other wargear not listed in a unit’s entry cost no additional points to include in that unit.
## FAST ATTACK

**Ironstrider Ballistarii (pg 103)**
- Unit size: 1-6 models
- Unit cost: 65 pts/model
- Twin cognis lascannon: +10 pts

**Pteraxii Skystalkers (pg 103)**
- Unit size: 5-10 models
- Unit cost: 17 pts/model

**Pteraxii Sterylizors (pg 102)**
- Unit size: 5-10 models
- Unit cost: 19 pts/model

**Serberys Raiders (pg 100)**
- Unit size: 3-9 models
- Unit cost: 16 pts/model
  - Enhanced data-tether: +5 pts

**Serberys Sulphurhounds (pg 101)**
- Unit size: 3-9 models
- Unit cost: 20 pts/model
  - Arc maul: +5 pts
  - Phosphor blast carbine: +10 pts
  - Phosphor blast pistol: +5 pts

**Sydonian Dragoons (pg 104)**
- Unit size: 1-6 models
- Unit cost: 55 pts/model
  - Phosphor serpenta: +5 pts
  - Taser lance: +15 pts

## HEAVY SUPPORT

**Kastelan Robots (pg 105)**
- Unit size: 2-6 models
- Unit cost: 100 pts/model
  - Kastelan phosphor blaster: +5 pts

**Onager Dunecrawler (pg 107)**
- Unit size: 1 model
- Unit cost: 115 pts
  - Cognis heavy stubber: +5 pts

**Skorpius Disintegrator (pg 106)**
- Unit size: 1 model
- Unit cost: 145 pts

## DEDICATED TRANSPORTS

**Skorpius Dunerider (pg 108)**
- Unit size: 1 model
- Unit cost: 95 pts

## FLYERS

**Archaepoet Fusillave (pg 111)**
- Unit size: 1 model
- Unit cost: 130 pts
  - Chaff launcher: +20 pts

**Archaepoet Stratoraptor (pg 110)**
- Unit size: 1 model
- Unit cost: 160 pts
  - Chaff launcher: +20 pts

**Archaepoet Transvector (pg 109)**
- Unit size: 1 model
- Unit cost: 110 pts
  - Chaff launcher: +20 pts
GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Adeptus Mechanicus Detachment (pg 49): A Detachment in a Battle-forged army where every model has the Adeptus Mechanicus keyword (excluding models with the Agent of the Imperium or Unaligned keywords).

Adeptus Mechanicus secondary objectives (pg 70): Additional secondary objectives that can be used in certain matched play mission packs, if every Detachment in your army is an Adeptus Mechanicus Detachment.

Any number of models can each have their Weapon A replaced with Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Arc weapon (pg 112): A weapon whose profile includes the word ‘arc’, or a Relic that replaces an arc weapon.

Arcana Mechanicum (pg 68-69): A type of Relic that can be given to Adeptus Mechanicus Character models.

Archeotech force field (pg 78-81): In Crusade, a piece of wargear carried by Tech-Priest models, created by assembling a power source and a force field part together.

Archeotech techno-arcana (pg 78-81): In Crusade, a piece of wargear carried by Tech-Priest models, created by assembling a power source and a techno-arcana part together.

Archeotech weapon (pg 78-81): In Crusade, a weapon carried by Tech-Priest models, created by assembling a power source and a weapon part together.

Carbine weapon (pg 112): A ranged weapon whose profile includes the word ‘carbine’, or a Relic that replaces a carbine weapon.

Cognis weapon (pg 112): A ranged weapon whose profile includes the word ‘cognis’, or a Relic that replaces a cognis weapon.

Force Field part (pg 80): In Crusade, an archeotech part that can be found and combined with other archeotech parts.

Forge World (pg 84): Adeptus Mechanicus units with the <Forge World> keyword will belong to one Forge World. When you include such a unit in your army, you must select a Forge World’s keyword to replace this keyword with.

Forge World Arcana Mechanicum (pg 50): An Arcana Mechanicum associated with a specific Forge World. These are only available to Character models that are part of a Forge World Detachment (and only if they, and your Warlord, are drawn from the associated Forge World).

Forge World Detachment (pg 50): An Adeptus Mechanicus Detachment in which every Adeptus Mechanicus unit that is from a Forge World is from the same Forge World.

Forge World Dogmas (pg 49): Detachment ability for Adeptus Mechanicus Detachments.

Forge World Warlord Trait (pg 50): A Warlord Trait associated with a specific Forge World. These are only available to Warlords that are part of a Forge World Detachment (and only if they are from the associated Forge World).

From: The Forge World that a unit belongs to is the Forge World they are from. A unit is from a certain Forge World if they have that Forge World’s name listed on its Faction keyword line.

Galvanic weapon (pg 112): A ranged weapon whose profile includes the word ‘galvanic’, or a Relic that replaces a galvanic weapon.

Holy Orders (pg 64-65): A unique upgrade that can be given to Adeptus Mechanicus Tech-Priest models (excluding named characters).

Phosphor weapon (pg 112): A ranged weapon whose profile includes the word ‘phosphor’, or a Relic that replaces a phosphor weapon.

Plasma weapon (pg 112): A ranged weapon whose profile includes the word ‘plasma’, or a Relic that replaces a plasma weapon.

Power Source (pg 79): In Crusade, an archeotech part that can be found and combined with other archeotech parts.

Questor Mechanicus Detachment: A Detachment in a Battle-forged army where every model has the Questor Mechanicus keyword (excluding models with the Agent of the Imperium or Unaligned keywords).

Radium weapon (pg 112): A ranged weapon whose profile includes the word ‘radium’, or a Relic that replaces a radium weapon.

Rifle weapon (pg 112): A ranged weapon whose profile includes the word ‘rifle’, or a Relic that replaces a rifle weapon.

Stratagem label: A Stratagem’s labels are written beneath its title and can include: Adeptus Mechanicus; Battle Tactic; Epic Deed; Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with ‘Adeptus Mechanicus – Wargear Stratagem’ has both the Adeptus Mechanicus and Wargear labels.

Taser weapon (pg 112): A melee weapon whose profile includes the word ‘taser’, or a Relic that replaces a taser weapon.

Techno-arcana part (pg 81): In Crusade, an archeotech part that can be found and combined with other archeotech parts.

Weapon part (pg 80): In Crusade, an archeotech part that can be found and combined with other archeotech parts.
REFERENCE

Below you will find a bullet-pointed summary of several Adeptus Mechanicus rules.

-FORGE WORLD- KEYWORD (PG 84)
- When you include a unit with the -FORGE WORLD- keyword, nominate which Forge World it is from.
- Replace every instance of the -FORGE WORLD- keyword on that unit's datasheet with the name of your chosen Forge World.

ARCHEOTECH (PG 78-81)
- In Crusade, your force acquires pieces of archeotech. Each piece of archeotech is one of the following: power source; force-field part; techno-arcana part; weapon part.
- One power source is combined with one of the other pieces of archeotech to make a new piece of wargear.
- TECH-PRIEST models can be equipped with these wargear items when mustering your army.

CANTICLES OF THE OMNISSIAH (PG 84-85)
- Canticles of the Omnissiah only applies if every model in your army has the ADEPTUS MECHANICUS keyword (excluding AGENT OF THE IMPERIUM, KNIGHT OF THE COG and UNALIGNED models).
- At the start of the battle round, select one Canticle that you have not yet selected this game.
- Until the end of the battle round, models with this ability gain a new ability based on the Canticle that was selected.

DOCTRINA IMPERATIVES (PG 84-85)
- Doctrina Imperatives only applies if every model in your army has the ADEPTUS MECHANICUS keyword (excluding AGENT OF THE IMPERIUM, KNIGHT OF THE COG and UNALIGNED models).
- Imperatives have two parts: an Optimised effect, which improves a model's characteristics, and a Deprecated effect, which reduces a model's characteristics.
- At the start of the battle round, if a DOCTRINA ASSEMBLER model from your army is on the battlefield, you can select one Imperative that you have not yet selected this game.
- If an Imperative is selected, until the end of the battle round, models with this ability have their characteristics modified by both that Imperative's Optimised and its Deprecated effects.

DETACHMENT ABILITIES (PG 49)
- If your army is Battle-forged, ADEPTUS MECHANICUS Detachments gain Forge World Dogmas and Knight of the Cog abilities.
- If your army is Battle-forged, Troops units in ADEPTUS MECHANICUS Detachments gain the Objective Secured ability (see Warhammer 40,000 Core Book).
- This does not apply to Auxiliary Support, Super-heavy Auxiliary, or Fortification Network Detachments.

FORGE WORLD DOGMAS (PG 49-59)
- If every unit in a Detachment is drawn from the same Forge World, all ADEPTUS MECHANICUS units in that Detachment gain a dogma.
- The dogma gained depends on what Forge World they are from.
- If a Forge World does not have an associated dogma, you must create one for them. To do so, select one Primary and one of its associated Secondaries from pages 58-59.

HOLY ORDERS (PG 64-65)
- If your army is Battle-forged, you can upgrade TECH-PRIEST models.
- Doing so increases a model's Power Rating and points value.
- The upgraded model will gain two new abilities, one of which is a progressive ability.
- Your army cannot contain more than one model with the same upgrade.
- Crusade armies must use the Holy Orders Requisition to upgrade characters.
- You cannot upgrade named characters.

KNIGHT OF THE COG (PG 49)
- If your army is Battle-forged, for each Detachment with this ability, select one QUESTOR MECHANICUS Super-heavy Auxiliary Detachment.
- Units in the selected Detachment gain the KNIGHT OF THE COG keyword.

PROGRESSIVE ABILITY (PG 64-65)
- This ability has two parts, Initial and Advanced.
- A model starts with the Initial part active, while the Advanced part does nothing.
- A model can use an action to make the Advanced part active, and the initial part then does nothing.