WARHAMMER
40,000
CODEX
ADEPTUS MECHANICUS

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Additional heresies unveiled! The STC patterns describing the forces of our own Cult Mechanicus and Skitarii Legions have been desecrated. Excised from this document are all non-combat related passages. The remaining technical scriptures have been updated to the latest specifications.

All material presented here was created by Games Workshop. This document contains no original content and serves only to update and consolidate the core rules of Warhammer 40,000 Matched Play into a single electronic document for use by players who have purchased the Adeptus Mechanicus Codex, Datacards, Imperium Nihilus: Vigilus Defiant and Chapter Approved 2018.

# CONGREGATIONS OF WAR

**In this section you'll find rules for Battle-forged armies that include ADEPTUS MECHANICUS Detachments. This section also includes the Adeptus Mechanicus' unique Warlord Traits and Relics. Together, these rules reflect the character and fighting style of the Omnissiah's warriors in your games of Warhammer 40,000.**

## SOLDIERS OF THE MACHINE GOD

***The warriors, cybernetic wonders, priests and arcane engines of the Adeptus Mechanicus have sworn allegiance to the Machine God. Each is utterly dedicated to enacting the will of the Omnissiah at any cost.***

If your army is Battle-forged, all Troops units in **ADEPTUS MECHANICUS** Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

## FORGE WORLD DOGMA

***There are many forge worlds spread across the galaxy. It is not surprising that over the long millennia a great number of them have diverged, each developing their own unique character, battle tactics, specialisations and technologies. Such knowledge is powerful, and each forge world guards it jealously, keeping their secrets even from each other.***

If your army is Battle-forged, units with the appropriate keyword will receive the corresponding forge world dogma, detailed opposite, so long as every other unit in their Detachment is from the same forge world. If you have chosen a forge world that does not feature on this list, you can choose the dogma that best suits the fighting style and battlefield strategies of the warriors that hail from it.

***'The universe is not like a puzzle-box that you can take apart and put back together and so solve its secrets. It is a shifting, uncertain thing which changes as you consider it, which is changed by the very act of observation. A powerful man is not a man who dissects the universe like a puzzle-box, examining it piece-by-piece and measuring each with scientific precision. A powerful man has only to look upon the* universe to change it.'**

***- Technomagos Gaelos***

# FORGE WORLD DOGMA

**MARS:**
**GLORY TO THE OMNISSIAH**
*In all the Cult Mechanicus, there are no forge worlds more holy or more blessed than Mars. 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.*

Each time you randomly determine which Canticle of the Omnissiah (pg 73) is being canted, roll two dice instead of one. All units with this dogma receive the benefit of both results, instead of just the result of the first dice (if a duplicate is rolled, no additional Canticle is canted this turn).

**GRAIA:**
**REFUSAL TO YIELD**
*Steely minded tenacity and the refusal to retreat are more than just character traits of those who serve Graia. Indeed, such qualities are hardwired into all who bear the forge world's symbol.*

Roll a D6 each time a model with this dogma is slain or flees – on a 6 that model refuses to yield; either the moedl is not slain (and has 1 wound remaining) or that model does not flee. However, **<FORGE WORLD>** units with this dogma cannot Fall Back unless there is a friendly **<FORGE WORLD> CHARACTER** on the battlefield.

**METALICA:**
**RELENTLESS MARCH**
*Those of Forge World Metalica seek nothing less than to completely obliterate their foes and to re-order the galaxy according to their own dictates. They will let nothing sway their appointed task.*

If a unit with this dogma Advances, it can ignore the penalty for firing Assault weapons and treats all Rapid Fire weapons it is armed with as Assault weapons until the end of the turn (e.g. a Rapid Fire 1 weapon is treated as an Assault 1 weapon).

**LUCIUS:**
**THE SOLAR BLESSING**
*Lucius is renowned for its craftsmanship and its unique solar-blessed ores. Those clad in such raiment consider themselves armoured in their faith of the Omnissiah.*

When making saving throws, units with this dogma treat enemy attacks with an Armour Penetration characteristic of -1 as having an Armour Penetration of 0 instead.

**AGRIPINAA:**
**STAUNCH DEFENDERS**
*Battle-hardened by constant clashes with the horrors that issue out of the Eye of Terror, those from Forge World Agripinaa have learned the lessons of defensive warfare well.*

When firing Overwatch, units with this dogma hit on a roll on 5+, instead of only 6, irrespective of modifiers.

**STYGIES VIII:**
**SHROUD PROTOCOLS**
*When the armies of Stygies VIII march to war, they do so beneath stealth screen projectors and target-befouling apparatus. That the Tech-Priests of this forge world deny owning such technology only reinforces their untrustworthy reputation.*

Your opponent must subtract 1 from their hit rolls when shooting at units with this dogma if they are more than 12" away.

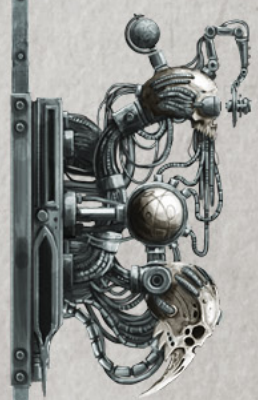
**RYZA:**
**RED IN COG AND CLAW**
*Tech-Priests of Ryza point to aggressive combat doctrines and zealous training protocols to explain the exceptional hand-to-hand prowess of their troops. Sceptics, however, counter that such designs do not explain why Ryza troops seem to revel in close-quarters violence.*

You can re-roll wound rolls of 1 in the Fight phase for units with this dogma.

**'ILLUMINATE YOUR DEVOTED CHARGES, LET BUILD THE BOLTS, 'TIL THE SACRED ENERGIES COURSE THROUGH VEINS ELECTRIC, AND SEND YOUR SEIZURES OF STATIC STRIKING!**

**I AM BECOME LIGHTNING, AND THIS GIFT I GIVE TO UNBELIEVERS, THAT IN THEIR LAST FLASH-BLINDING THEY MIGHT SEE THE BRIEFEST GLIMPSE OF THE OMNISSIAH HIMSELF.'**

*- Corpuscarii Chant of Electric-Blessing*



# DEFENDERS OF THE FORGE WORLDS

**This section contains all of the datasheets that you will need to fight battles with your Adeptus Mechanicus miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.**

## KEYWORDS

Throughout this section you will come across keywords that are within angular brackets, specifically **<FORGE WORLD>** or **<HOUSEHOLD>**.These are shorthand for keywords of your own choosing, as described below.

## <FORGE WORLD>

Most of the forces of the Adeptus Mechanicus belong to a forge world. Some datasheets specify what forge world the unit is drawn from (e.g. Belisarius Cawl has the **MARS** keyword, so is from the forge world of Mars). If an **ADEPTUS MECHANICUS** datasheet does not specify which forge world it is from, it will have the **<FORGE WORLD>** keyword. When you include such a unit in your army, you must nominate which forge world that unit is from. There are many different forge worlds to choose from; you can use any of the forge worlds described in our books, or make up your own forge world if you prefer. You then simply replace the **<FORGE WORLD>** keyword in every instance on that unit's datasheet with the name of your chosen forge world.

For example, if you were to include a Tech-Priest Dominus in your army, and you decided they were from Lucius, then their **<FORGE WORLD>** keyword is changed to **LUCIUS**, and their 'Lord of the Machine Cult' ability would say 'You can re-roll hit rolls of 1 in the Shooting phase for friendly **LUCIUS** units within 6".'

**'There can be but one protocol to follow when faced with those who blaspheme against the Machine God. Begin the Canticles and send forth the Legions. The doom which we deliver must be absolute. All must fall before the Omnissiah's might.'**

*- Aurgreus Osmium*
*Tech-Priest Dominus*

## <HOUSEHOLD>

With the exception of Freeblades, all Imperial Knights belong to a household – a noble house which owes its allegiance to the Adeptus Mechanicus.

Imperial Knights datasheets have the **<HOUSEHOLD>** keyword. When you include such a unit in your army, you must nominate which household that unit is from. You then simply replace the **<HOUSEHOLD>** keyword in every instance on that unit's datasheet with the name of your chosen household. You can use any of the households that you have read about, or make up your own.

For example, if you were to include a Knight Errant your army, and you decided it was from House Raven, its **<HOUSEHOLD>** Faction keyword is changed to **HOUSE RAVEN**.

You can instead nominate any Imperial Knight to be a Freeblade. If you do so, replace the **<HOUSEHOLD>** keyword in every instance on that unit's datasheet with the **FREEBLADE** keyword.

## ABILITIES

The following ability is common to several Adeptus Mechanicus units:

## CANTICLES OF THE OMNISSIAH

*The disciples of the Omnissiah incant complex war-blessings, as much optimisation subroutines as they are expressions of faith in the Machine God.*

All units with this ability gain a bonus during the battle depending on the Canticle of the Omnissiah currently being canted.

At the start of each battle round, pick which Canticle of the Omnissiah from the table below is in effect for the duration of the battle round. The same Canticle may not be picked twice during the same battle.

Alternatively, you can randomly determine which Canticle of the Omnissiah is in effect by rolling a D6 and consulting the table below. Note that if you randomly determine a Canticle, it takes effect even if the same Canticle has been in effect earlier in the battle.

If you have a Battle-forged army, units only receive the bonus if every model in their Detachment has this ability.

### CANTICLES OF THE OMNISSIAH TABLE

| D6 | CANTICLE |
|---|---|
| 1 | **Incantation of the Iron Soul**<br>*Raising their voices in binharic praise, the Disciples of the Machine God bolster their spirits with the surety of iron.*<br>You can re-roll failed Morale tests for affected units. |
| 2 | **Litany of the Electromancer**<br>*Summoning the spark of the Machine God's divinity that burns within them, the Omnissiah's faithful manifest blazing auras of energy that lay low the unbeliever.*<br>Roll a D6 for each enemy unit that is within 1" of any affected units; on a roll of 6, the unit being rolled for suffers D3 mortal wounds. |
| 3 | **Chant of the Remorseless Fist**<br>*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.*<br>You can re-roll any hit rolls of 1 for affected units in the Fight phase. |
| 4 | **Shroudpsalm**<br>*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.*<br>Affected units gain the bonus to their armour saving throws as if they were in cover. Units already in cover are unaffected. |
| 5 | **Invocation of Machine Might**<br>*The Tech-Priests lead their flock in a hexadecimic prayer that sends miraculous strength surging through tendons, wires and pistons.*<br>Affected units have +1 Strength. |
| 6 | **Benediction of the Omnissiah**<br>*Those blessed enough to comprehend this blaring vox-prayer find their targeting reticules guided by the Omnissiah's own vigilance.*<br>You can re-roll failed hit rolls of 1 for affected units in the Shooting phase. |

# ADEPTUS MECHANICUS WARGEAR LISTS

**Many of the units you will find on the following pages reference one or more of the wargear lists below. When this is the case, the unit may take any item from the appropriate list. The profiles for the items in these lists can be found in the Armoury of the Forge Worlds section (pg 89-91).**

### SPECIAL WEAPONS

- Arc rifle
- Plasma caliver
- Transuranic arquebus

### PISTOL WEAPONS

- Arc pistol
- Phosphor blast pistol
- Radium pistol

### MELEE WEAPONS

- Arc maul
- Power sword
- Taser goad

### CARAPACE WEAPONS

- Twin Icarus autocannon
- Stormspear rocket pod
- Ironstorm missile pod

# ARMOURY OF THE FORGE WORLDS

**The forces of the Adeptus Mechanicus march to battle bearing some of the most devastating weaponry in the galaxy. The technology behind the arcane weapons and engines of extermination wielded by the followers of the Machine God is as revered as the most holy of items. Every foe slain by such sacred weaponry is an offering to the almighty Omnissiah. The profiles for all of these weapons are detailed below.**

## RANGED WEAPONS

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Arc pistol | 12" | Pistol 1 | 6 | -1 | 1 | When attacking a **VEHICLE**, this weapon has a Damage of D3. |
| Arc rifle | 24" | Rapid Fire 1 | 6 | -1 | 1 | When attacking a **VEHICLE**, this weapon has a Damage of D3. |
| Avenger gatling cannon | 36" | Heavy 12 | 6 | -2 | 2 | - |
| Cognis flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. In addition, when firing Overwatch with this weapon, roll two dice when determining how many attacks it makes and discard the lowest result. |
| Cognis heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Electrostatic gauntlets (shooting) | 12" | Assault 3 | 5 | 0 | 1 | Each hit roll of 6+ with this weapon causes 3 hits rather than 1. |
| Eradication beamer | 36" | Heavy D6 | 8 | -2 | D3 | When attacking units within 12", change this weapon's Type to Heavy D3, but resolve the shots with an AP of -4 and a Damage of D6. |
| Eradication ray | 24" | Heavy D3 | 6 | -2 | 1 | Attacks from this weapon that target enemies at 8" or less are resolved with an AP of -4 and a Damage of D3. |
| Flechette blaster | 12" | Pistol 5 | 3 | 0 | 1 | - |
| Galvanic rifle | 30" | Rapid Fire 1 | 4 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1. |
| Gamma pistol | 12" | Pistol 1 | 6 | -3 | 2 | You can re-roll failed wound rolls for this weapon when attacking a **VEHICLE**. |
| Heavy arc rifle | 36" | Heavy 2 | 6 | -2 | D3 | When attacking a **VEHICLE**, this weapon has a Damage of D6. |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy grav-cannon | 30" | Heavy 5 | 5 | -3 | 1 | If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3. |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy phosphor blaster | 36" | Heavy 3 | 6 | -2 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Icarus array | When attacking with this weapon, you can fire all three of the profiles below. | | | | | |
| - Daedalus missile launcher | 48" | Heavy 1 | 7 | -3 | D6 | Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from hit rolls against all other targets. |
| - Gatling rocket launcher | 48" | Heavy 5 | 6 | -2 | 1 | |
| - Twin Icarus autocannon | 48" | Heavy 4 | 7 | -1 | 2 | |
| Incendine combustor | 12" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Ironstorm missile pod | 72" | Heavy D6 | 5 | -1 | 2 | This weapon can target units that are not visible to the bearer. |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Macrostubber | 12" | Pistol 5 | 4 | 0 | 1 | - |
| Meltagun | 12" | Assault 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Multi-melta | 24" | Heavy 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Neutron laser | 48" | Heavy D3 | 10 | -4 | D6 | Treat damage rolls of 1 or 2 made by this weapon as 3 instead. |
| Phosphor blast pistol | 12" | Pistol 1 | 5 | -1 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Phosphor blaster | 24" | Rapid Fire 1 | 5 | -1 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Phosphor serpenta | 18" | Assault 1 | 5 | -1 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |

## RANGED WEAPONS

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Plasma caliver | When attacking with this weapon, choose one of the profiles below. | | | | | |
| - Standard | 18" | Assault 2 | 7 | -3 | 1 | - |
| - Supercharge | 18" | Assault 2 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Plasma cannon | When attacking with this weapon, choose one of the profiles below. | | | | | |
| - Standard | 36" | Heavy D3 | 7 | -3 | 1 | - |
| - Supercharge | 36" | Heavy D3 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Plasma culverin | When attacking with this weapon, choose one of the profiles below. | | | | | |
| - Standard | 36" | Heavy D6 | 7 | -3 | 1 | - |
| - Supercharge | 36" | Heavy D6 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Radium carbine | 18" | Assault 3 | 3 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1. |
| Radium jezzail | 30" | Heavy 2 | 5 | 0 | 1 | This weapon may target a **CHARACTER** even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. |
| Radium pistol | 12" | Pistol 1 | 3 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1. |
| Rapid-fire battle cannon | 72" | Heavy 2D6 | 8 | -2 | D3 | - |
| Solar atomiser | 12" | Assault D3 | 10 | -4 | D3 | If the target is within half range of this weapon, it has a Damage of D6. |
| Stormspear rocket pod | 48" | Heavy 3 | 8 | -2 | D6 | - |
| Stubcarbine | 18" | Pistol 3 | 4 | 0 | 1 | - |
| Thermal cannon | 36" | Heavy D6 | 9 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Torsion cannon | 24" | Heavy 1 | 8 | -4 | D6 | - |
| Transuranic arquebus | 60" | Heavy 1 | 7 | -2 | D3 | This weapon cannot be fired if the firing model moved during the Movement phase. This weapon may target a **CHARACTER** even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. |
| Twin cognis autocannon | 48" | Heavy 4 | 7 | -1 | 2 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Twin cognis lascannon | 48" | Heavy 2 | 9 | -3 | D6 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Twin heavy phosphor blaster | 36" | Heavy 6 | 6 | -2 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Twin Icarus autocannon | 48" | Heavy 4 | 7 | -1 | 2 | Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets. |
| Volkite blaster | 24" | Heavy 3 | 6 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage. |

**'THIS MACHINE IS DISCHARGED INTO YOUR CARE.**
**FIGHT WITH THIS MACHINE, AND GUARD IT FROM THE SHAME OF DEFEAT.**
**SERVE THIS MACHINE, AS YOU WOULD HAVE IT FIGHT FOR YOU.**
**FIGHT FOR THIS MACHINE, AS YOU WOULD HAVE IT FIGHT FOR YOU.**
***I SHALL.'***

***- Excerpt from the Ceremony of Commission***

## MELEE WEAPONS

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Arc claw | Melee | Melee | +1 | -1 | 1 | When attacking a **VEHICLE**, this weapon has a Damage of D3. |
| Arc maul | Melee | Melee | +2 | -1 | 1 | When attacking a **VEHICLE**, this weapon has a Damage of D3. |
| Arc scourge | Melee | Melee | x2 | -1 | 1 | When attacking a **VEHICLE**, this weapon has a Damage of D3. |
| Chordclaw | Melee | Melee | User | 0 | D3 | A chordclaw can only be used to make one attack each time this model fights. Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage. |
| Electroleech stave | Melee | Melee | +2 | -2 | D3 | Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage. |
| Electrostatic gauntlets (melee) | Melee | Melee | 5 | 0 | 1 | Each hit roll of 6+ with this weapon causes 3 hits rather than 1. |
| Hydraulic claw | Melee | Melee | x2 | -1 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. |
| Kastelan fists | Melee | Melee | +4 | -3 | 3 | - |
| Mechadendrite hive | Melee | Melee | User | 0 | 1 | Each time Belisarius Cawl fights, he can make 2D6 additional attacks with this weapon. |
| Omnissian axe | Melee | Melee | +1 | -2 | 2 | - |
| Power fist | Melee | Melee | x2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. |
| Power sword | Melee | Melee | User | -3 | 1 | - |
| Reaper chainsword | Melee | Melee | +6 | -3 | 6 | - |
| Servo-arm | Melee | Melee | x2 | -2 | 3 | Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll. |
| Taser goad | Melee | Melee | +2 | 0 | 1 | Each hit roll of 6+ with this weapon causes 3 hits rather than 1. |
| Taser lance | Melee | Melee | +3 | -1 | 2 | Each hit roll of 6+ with this weapon causes 3 hits rather than 1. |
| Thunderstrike gauntlet | Melee | Melee | x2 | -4 | 6 | When attacking with this weapon, you must subtract 1 from the hit roll. If a **VEHICLE** Or **MONSTER** is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds. |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon, instead of 1. |
| Transonic blades | Melee | Melee | +1 | 0 | 1 | Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage. |
| Transonic razor | Melee | Melee | User | 0 | 1 | Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage. |

# POINTS VALUES

**If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.**

## UNITS

| UNIT | MODELS PER UNIT | POINTS PER MODEL (Does not include wargear) |
|---|---|---|
| Corpuscarii Electro-Priests | 5-20 | 14 |
| Cybernetica Datasmith | 1 | 22 |
| Fulgurite Electro-Priests | 5-20 | 16 |
| Ironstrider Ballistarii | 1-6 | 40 |
| Kastelan Robots | 2-6 | 65 |
| Kataphron Breachers | 3-12 | 35 |
| Kataphron Destroyers | 3-12 | 35 |
| Knight Crusader | 1 | 285 |
| Knight Errant | 1 | 285 |
| Knight Gallant | 1 | 285 |
| Knight Paladin | 1 | 285 |
| Knight Warden | 1 | 285 |
| Onager Dunecrawler | 1 | 70 |
| Servitors | 4 | 5 |
| Sicarian Infiltrators | 5-10 | 12 |
| Sicarian Ruststalkers | 5-10 | 10 |
| Skitarii Rangers | 5-10 | 7 |
| Skitarii Vanguard | 5-10 | 8 |
| Sydonian Dragoons | 1-6 | 59 |
| Tech-Priest Dominus | 1 | 80 |
| Tech-Priest Enginseer | 1 | 30 |

## UNIQUE UNITS

| UNIT | MODELS PER UNIT | POINTS PER MODEL (Including wargear) |
|---|---|---|
| Belisarius Cawl | 1 | 190 |

## MELEE WEAPONS

| WEAPON | POINTS PER WEAPON |
|---|---|
| Arc claw | 4 |
| Arc maul | 5 |
| Chordclaw | 3 |
| Electroleech stave | 0 |
| Electrostatic gauntlets | 0 |
| Hydraulic claw | 5 |
| Kastelan fists | 25 |
| Omnissian axe | 0 |
| Power fist | 9 |
| Power sword | 4 |
| Reaper chainsword | 30 |
| Servo-arm | 0 |
| Taser goad | 4 |
| Taser lance | 9 |
| Thunderstrike gauntlet | 35 |
| Titanic feet | 0 |
| Transonic blades | 4 |
| Transonic razor | 2 |

## RANGED WEAPONS

| WEAPON | POINTS PER WEAPON |
|---|---|
| Arc pistol | 3 |
| Arc rifle | 4 |
| Avenger gatling cannon | 75 |
| Cognis flamer | 7 |
| Cognis heavy stubber | 2 |
| Eradication beamer | 30 |
| Eradication ray | 10 |
| Flechette blaster | 2 |
| Galvanic rifle | 0 |
| Gamma pistol | 10 |
| Heavy arc rifle | 6 |
| Heavy bolter | 10 |
| Heavy flamer | 14 |
| Heavy grav-cannon | 30 |
| Heavy phosphor blaster | 15 |
| Heavy stubber | 2 |
| Icarus array | 40 |
| Incendine combustor | 15 |
| Ironstorm missile pod | 16 |
| Laspistol | 0 |
| Macrostubber | 2 |
| Meltagun | 14 |
| Multi-melta | 22 |
| Neutron laser | 45 |
| Phosphor blast pistol | 3 |
| Phosphor blaster | 6 |
| Phosphor serpenta | 4 |
| Plasma caliver | 11 |
| Plasma cannon | 16 |
| Plasma culverin | 27 |
| Radium carbine | 0 |
| Radium jezzail | 4 |
| Radium pistol | 0 |
| Rapid-fire battle cannon | 100 |
| Stormspear rocket pod | 45 |
| Stubcarbine | 2 |
| Thermal cannon | 76 |
| Torsion cannon | 20 |
| Transuranic arquebus | 15 |
| Twin cognis autocannon | 20 |
| Twin cognis lascannon | 40 |
| Twin heavy phosphor blaster | 30 |
| Twin Icarus autocannon | 20 |
| Volkite blaster | 8 |

| OTHER WARGEAR | |
|---|---|
| **WARGEAR** | **POINTS PER ITEM** |
| Broad spectrum data-tether | 0 |
| Enhanced data-tether | 9 |
| Omnispex | 7 |
| Smoke launchers | 0 |

# BELISARIUS CAWL

13 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Belisarius Cawl** | **6"** | **2+** | **2+** | **5** | **6** | **8** | **4** | **9** | **2+** |

Belisarius Cawl is a single model armed with an arc scourge, an Omnissian axe, a solar atomiser and a mechadendrite hive. Only one of this model may be included in your army.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Solar atomiser | 12" | Assault D3 | 10 | -4 | D3 | If the target is within half range of this weapon, it has a Damage of D6. |
| Arc scourge | Melee | Melee | x2 | -1 | 1 | When attacking a **VEHICLE**, this weapon has a Damage of D3. |
| Mechadendrite hive | Melee | Melee | User | 0 | 1 | Each time Belisarius Cawl fights, he can make 2D6 additional attacks with this weapon. |
| Omnissian axe | Melee | Melee | +1 | -2 | 2 | - |

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Archmagos:** Whilst Belisarius Cawl is on the battlefield, you can add or subtract 1 when rolling on the Canticles of the Omnissiah table (pg 73).

**Refractor Field:** Belisarius Cawl has a 5+ invulnerable save.

**Self-repair Mechanisms:** At the beginning of each of your turns, Belisarius Cawl regains D3 lost wounds.

**Master of Machines:** At the end of your Movement phase Belisarius Cawl can repair a single friendly **IMPERIUM** model within 3" (but not himself). The model being repaired regains 1 lost wound, unless it is an **ADEPTUS MECHANICUS** model, in which case it regains D3 lost wounds. A model may not be the target of the Master of Machines ability more than once per turn.

**Lord of Mars:** You can re-roll any hit rolls in the Shooting phase for friendly **MARS** units within 6".

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, MARS

**KEYWORDS:** CHARACTER, INFANTRY, TECH-PRIEST, BELISARIUS CAWL

# TECH-PRIEST DOMINUS

7 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Tech-Priest Dominus** | **6"** | **3+** | **2+** | **4** | **4** | **5** | **3** | **8** | **2+** |

A Tech-Priest Dominus is a single model armed with an Omnissian axe, a volkite blaster and a macrostubber.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Eradication ray | 24" | Heavy D3 | 6 | -2 | 1 | Attacks from this weapon that target enemies at 8" or less are resolved with an AP of -4 and a Damage of D3. |
| Macrostubber | 12" | Pistol 5 | 4 | 0 | 1 | - |
| Volkite blaster | 24" | Heavy 3 | 6 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage. |
| Omnissian axe | Melee | Melee | +1 | -2 | 2 | - |
| Phosphor serpenta | 18" | Assault 1 | 5 | -1 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |

**WARGEAR OPTIONS**

- This model may replace its volkite blaster with an eradication ray.
- This model may replace its macrostubber with a phosphor serpenta.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Master of Machines:** At the end of your Movement phase this model can repair a single friendly **<FORGE WORLD>** or **QUESTOR MECHANICUS** model within 3" (but not itself). If the model being repaired is a **<FORGE WORLD>** model, it regains D3 lost wounds; if it is a **QUESTOR MECHANICUS** model, it regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.

**Masterwork Bionics:** At the beginning of each of your turns, this model regains D3 lost wounds.

**Lord of the Machine Cult:** You can re-roll hit rolls of 1 in the Shooting phase for friendly **<FORGE WORLD>** units within 6".

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

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

**KEYWORDS:** CHARACTER, INFANTRY, TECH-PRIEST, DOMINUS

# TECH-PRIEST ENGINSEER

3 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Tech-Priest Enginseer | 6" | 4+ | 4+ | 4 | 4 | 4 | 2 | 8 | 3+ |

A Tech-Priest Enginseer is a single model armed with an Omnissian axe, a laspistol and a servo-arm.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Omnissian axe | Melee | Melee | +1 | -2 | 2 | - |
| Servo-arm | Melee | Melee | x2 | -2 | 3 | Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll. |

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** This model has a 6+ invulnerable save.

**Master of Machines:** At the end of your Movement phase this model can repair a single friendly **<FORGE WORLD> VEHICLE, ASTRA MILITARUM VEHICLE** or **QUESTOR MECHANICUS** model within 3". If the model being repaired is a **<FORGE WORLD>** or **ASTRA MILITARUM** model, it regains D3 lost wounds; if it is a **QUESTOR MECHANICUS** model, it regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.

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

**KEYWORDS:** CHARACTER, INFANTRY, TECH-PRIEST, ENGINSEER

# SKITARII RANGERS

4 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Skitarii Ranger | 6" | 4+ | 3+ | 3 | 3 | 1 | 1 | 6 | 4+ |
| Ranger Alpha | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 7 | 4+ |

This unit contains 1 Ranger Alpha and 4 Skitarii Rangers. It can include up to 5 additional Skitarii Rangers **(Power Rating +3)**. Each model is armed with a galvanic rifle.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Galvanic rifle | 30" | Rapid Fire 1 | 4 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1. |

**WARGEAR OPTIONS**

- Up to two Skitarii Rangers may replace their galvanic rifle with one item from the *Special Weapons* list.
- If the unit numbers ten models, one additional Skitarii Ranger may replace their galvanic rifle with one item from the *Special Weapons* list.
- One Skitarii Ranger may also have either an enhanced data-tether or an omnispex.
- The Ranger Alpha may take one item from the *Melee Weapons* list, and may replace their galvanic rifle with one item from the *Pistols* list.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** All models in this unit have a 6+ invulnerable save.

**Omnispex:** Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a model with an omnispex.

**Enhanced Data-tether:** You can re-roll failed Morale tests for a unit that includes a model with an enhanced data-tether.

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

**KEYWORDS:** INFANTRY, SKITARII RANGERS

# SKITARII VANGUARD

4 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Skitarii Vanguard | 6" | 4+ | 3+ | 3 | 3 | 1 | 1 | 6 | 4+ |
| Vanguard Alpha | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 7 | 4+ |

This unit contains 1 Vanguard Alpha and 4 Skitarii Vanguard. It can include up to 5 additional Skitarii Vanguard **(Power Rating +3)**. Each model is armed with a radium carbine.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Radium carbine | 18" | Assault 3 | 3 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1. |

**WARGEAR OPTIONS**

- Up to two Skitarii Vanguard may replace their radium carbine with one item from the *Special Weapons* list.
- If the unit numbers ten models, one additional Skitarii Vanguard may replace their radium carbine with one item from the *Special Weapons* list.
- One Skitarii Vanguard may also have either an enhanced data-tether or an omnispex.
- The Vanguard Alpha may take one item from the *Melee Weapons* list, and may replace their radium carbine with one item from the *Pistols* list.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** All models in this unit have a 6+ invulnerable save.

**Rad-saturation:** Reduce the Toughness of enemy units (other than **VEHICLES**) by 1 whilst they are within 1" of any Skitarii Vanguard units.

**Omnispex:** Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a model with an omnispex.

**Enhanced Data-tether:** You can re-roll failed Morale tests for a unit that includes a model with an enhanced data-tether.

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

**KEYWORDS:** INFANTRY, SKITARII VANGUARD

# KATAPHRON BREACHERS

8 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Kataphron Breacher | 6" | 4+ | 4+ | 5 | 5 | 3 | 3 | 7 | 3+ |

This unit contains 3 Kataphron Breachers. It may contain up to 3 additional Kataphron Breachers **(Power Rating +8)**, up to 6 additional Kataphron Breachers **(Power Rating +16)** or up to 9 additional Kataphron Breachers **(Power Rating +24)**. Each Kataphron Breacher is armed with a heavy arc rifle and an arc claw.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy arc rifle | 36" | Heavy 2 | 6 | -2 | D3 | When attacking a **VEHICLE**, this weapon has a Damage of D6. |
| Torsion cannon | 24" | Heavy 1 | 8 | -4 | D6 | - |
| Arc claw | Melee | Melee | +1 | -1 | 1 | When attacking a **VEHICLE**, this weapon has a Damage of D3. |
| Hydraulic claw | Melee | Melee | x2 | -1 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. |

**WARGEAR OPTIONS**

- Any model may replace its heavy arc rifle with a torsion cannon.
- Any model may replace its arc claw with a hydraulic claw.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** All models in this unit have a 6+ invulnerable save.

**Heavy Battle Servitor:** Models in this unit do not suffer the penalty for firing a Heavy weapon after moving, but can only Advance D3".

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

**KEYWORDS:** INFANTRY, KATAPHRON BREACHERS

# KATAPHRON DESTROYERS

10 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Kataphron Destroyer** | **6"** | **4+** | **4+** | **5** | **5** | **3** | **2** | **7** | **4+** |

This unit contains 3 Kataphron Destroyers. It may contain up to 3 additional Kataphron Destroyers **(Power Rating +10)**, up to 6 additional Kataphron Destroyers **(Power Rating +20)** or up to 9 additional Kataphron Destroyers **(Power Rating +30)**. Each Kataphron Destroyer is armed with a plasma culverin and a phosphor blaster.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Cognis flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. In addition, when firing Overwatch with this weapon, roll two dice when determining how many attacks it makes and discard the lowest result. |
| Heavy grav-cannon | 30" | Heavy 5 | 5 | -3 | 1 | If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3. |
| Phosphor blaster | 24" | Rapid Fire 1 | 5 | -1 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Plasma culverin | When attacking with this weapon, choose one of the profiles below. | | | | | |
| - Standard | 36" | Heavy D6 | 7 | -3 | 1 | - |
| - Supercharge | 36" | Heavy D6 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |

**WARGEAR OPTIONS**

- Any model may replace its plasma culverin with a heavy grav-cannon.
- Any model may replace its phosphor blaster with a cognis flamer.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** All models in this unit have a 6+ invulnerable save.

**Heavy Battle Servitor:** Models in this unit do not suffer the penalty for firing a Heavy weapon after moving, but can only Advance D3".

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

**KEYWORDS:** INFANTRY, KATAPHRON DESTROYERS

# SERVITORS

4 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Servitor** | **5"** | **5+** | **5+** | **3** | **3** | **1** | **1** | **6** | **4+** |

This unit contains 4 Servitors. Each Servitor is armed with a servo-arm.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Multi-melta | 24" | Heavy 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Plasma cannon | When attacking with this weapon, choose one of the profiles below. | | | | | |
| - Standard | 36" | Heavy D3 | 7 | -3 | 1 | - |
| - Supercharge | 36" | Heavy D3 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Servo-arm | Melee | Melee | x2 | -2 | 3 | Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll. |

**WARGEAR OPTIONS**

- Up to two models may replace their servo-arm with a heavy bolter, plasma cannon or multi-melta.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Mindlock:** Servitors improve both their Weapon Skill and Ballistic Skill to 4+, and their Leadership to 9, whilst they are within 6" of any friendly **TECH-PRIESTS**.

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

**KEYWORDS:** INFANTRY, SERVITORS

# CYBERNETICA DATASMITH

3 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Cybernetica Datasmith | 6" | 3+ | 3+ | 4 | 4 | 4 | 2 | 8 | 2+ |

A Cybernetica Datasmith is a single model armed with a power fist and gamma pistol.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Gamma pistol | 12" | Pistol 1 | 6 | -3 | 2 | You can re-roll failed wound rolls for this weapon when attacking a **VEHICLE**. |
| Power fist | Melee | Melee | x2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. |

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Master of Machines:** At the end of your Movement phase this model can repair a single friendly Kastelan Robot within 3". That model regains D3 lost wounds. A model may not be the target of the Master of Machines ability more than once per turn.

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

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

**KEYWORDS:** CHARACTER, INFANTRY, TECH-PRIEST, CYBERNETICA DATASMITH

It is upon the Cybernetica Datasmith to direct the deadly purpose of the Kastelan Robots.

# SICARIAN RUSTSTALKERS

6 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Sicarian Ruststalker** | 8" | 3+ | 3+ | 4 | 3 | 2 | 3 | 6 | 4+ |
| **Ruststalker Princeps** | 8" | 3+ | 3+ | 4 | 3 | 2 | 4 | 7 | 4+ |

This unit contains 1 Ruststalker Princeps and 4 Sicarian Ruststalkers. It can include up to 5 additional Sicarian Ruststalkers **(Power Rating +6)**. Each model is armed with a transonic razor and chordclaw.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Chordclaw | Melee | Melee | User | 0 | D3 | A chordclaw can only be used to make one attack each time this model fights. Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage. |
| Transonic blades | Melee | Melee | +1 | 0 | 1 | Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage. |
| Transonic razor | Melee | Melee | User | 0 | 1 | Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage. |

**WARGEAR OPTIONS**

- Any Sicarian Ruststalker may replace its transonic razor and chordclaw with transonic blades.
- The Ruststalker Princeps may replace its transonic razor with transonic blades.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** All models in this unit have a 6+ invulnerable save.

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

**KEYWORDS:** INFANTRY, SICARIAN RUSTSTALKERS

# SICARIAN INFILTRATORS

6 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Sicarian Infiltrator** | 8" | 3+ | 3+ | 4 | 3 | 2 | 2 | 6 | 4+ |
| **Infiltrator Princeps** | 8" | 3+ | 3+ | 4 | 3 | 2 | 3 | 7 | 4+ |

This unit contains 1 Infiltrator Princeps and 4 Sicarian Infiltrators. It can include up to 5 additional Sicarian Infiltrators **(Power Rating +6)**. Each model is armed with a stubcarbine and power sword.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Flechette blaster | 12" | Pistol 5 | 3 | 0 | 1 | - |
| Stubcarbine | 18" | Pistol 3 | 4 | 0 | 1 | - |
| Power sword | Melee | Melee | User | -3 | 1 | - |
| Taser goad | Melee | Melee | +2 | 0 | 1 | Each hit roll of 6+ with this weapon causes 3 hits rather than 1. |

**WARGEAR OPTIONS**

- Any model may replace its stubcarbine and power sword with a flechette blaster and taser goad.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** All models in this unit have a 6+ invulnerable save.

**Infiltrators:** During deployment, you can set this unit up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can reveal its location – set it up anywhere on the battlefield that is more than 9" from any enemy model.

**Neurostatic Aura:** Enemy units within 3" of any Sicarian Infiltrators must subtract 1 from their Leadership.

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

**KEYWORDS:** INFANTRY, SICARIAN INFILTRATORS

# FULGURITE ELECTRO-PRIESTS

4 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Fulgurite Electro-Priest | 6" | 3+ | 4+ | 3 | 3 | 1 | 2 | 8 | 6+ |

This unit contains 5 Fulgurite Electro-Priests. It can include up to 5 additional Fulgurite Electro-Priests **(Power Rating +4)**, up to 10 additional Fulgurite Electro-Priests **(Power Rating +8)** or up to 15 additional Fulgurite Electro-Priests **(Power Rating +12)**. Each Fulgurite Electro-Priest is armed with an electroleech stave.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Electroleech stave | Melee | Melee | +2 | -2 | D3 | Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage. |

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Voltagheist Field:** All models in this unit have a 5+ invulnerable save. When this unit completes a charge move, pick one of the target units you charged and roll a D6 for each model in the charging unit. Any rolls of 6 inflict a mortal wound on the unit you picked.

**Siphoned Vigour:** If this unit wipes out an enemy unit in the Fight phase, their invulnerable save is increased to 3+ for the rest of the battle.

**Fanatical Devotion:** Each time a model in this unit loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose that wound.

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

**KEYWORDS:** INFANTRY, ELECTRO-PRIESTS, FULGURITE

# CORPUSCARII ELECTRO-PRIESTS

3 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Corpuscarii Electro-Priest | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 8 | 6+ |

This unit contains 5 Corpuscarii Electro-Priests. It can include up to 5 additional Corpuscarii Electro-Priests **(Power Rating +3)**, up to 10 additional Corpuscarii Electro-Priests **(Power Rating +6)** or up to 15 additional Corpuscarii Electro-Priests **(Power Rating +9)**. Each Corpuscarii Electro-Priest is armed with electrostatic gauntlets.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Electrostatic gauntlets (shooting) | 12" | Assault 3 | 5 | 0 | 1 | Each hit roll of 6+ with this weapon causes 3 hits rather than 1. |
| Electrostatic gauntlets (melee) | Melee | Melee | 5 | 0 | 1 | |

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Voltagheist Field:** All models in this unit have a 5+ invulnerable save. When this unit completes a charge move, pick one of the target units you charged and roll a D6 for each model in this unit. Any rolls of 6 inflict a mortal wound on the unit you picked.

**Fanatical Devotion:** Each time a model in this unit loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose that wound.

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

**KEYWORDS:** INFANTRY, ELECTRO-PRIESTS, CORPUSCARII

# SYDONIAN DRAGOONS

3 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Sydonian Dragoon** | **10"** | **3+** | **3+** | **5** | **6** | **6** | **3** | **8** | **4+** |

This unit contains 1 Sydonian Dragoon. It can include up to 5 additional Sydonian Dragoons **(Power Rating +3 per model)**. Each model is equipped with a taser lance and broad spectrum data-tether.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Phosphor serpenta | 18" | Assault 1 | 5 | -1 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Radium jezzail | 30" | Heavy 2 | 5 | 0 | 1 | This weapon may target a **CHARACTER** even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. |
| Taser lance | Melee | Melee | +3 | -1 | 2 | Each hit roll of 6+ with this weapon causes 3 hits rather than 1. |

**WARGEAR OPTIONS**

- Any model may replace its taser lance with a radium jezzail.
- Any model may take a phosphor serpenta.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** All models in this unit have a 6+ invulnerable save.

**Broad Spectrum Data-tether:** **<FORGE WORLD>** units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.

**Explodes:** If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

**Incense Cloud:** Your opponent must subtract 1 from all hit rolls for ranged weapons that target this unit.

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

**KEYWORDS:** VEHICLE, SYDONIAN DRAGOONS

# IRONSTRIDER BALLISTARII

4 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Ironstrider Ballistarius** | **10"** | **3+** | **3+** | **5** | **6** | **6** | **2** | **8** | **4+** |

This unit contains 1 Ironstrider Ballistarius. It can include up to 5 additional Ironstrider Ballistarii **(Power Rating +4 per model)**. Each model is equipped with a twin cognis autocannon and broad spectrum data-tether.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Twin cognis autocannon | 48" | Heavy 4 | 7 | -1 | 2 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Twin cognis lascannon | 48" | Heavy 2 | 9 | -3 | D6 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |

**WARGEAR OPTIONS**

- Any model may replace its twin cognis autocannon with a twin cognis lascannon.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Bionics:** All models in this unit have a 6+ invulnerable save.

**Broad Spectrum Data-tether:** **<FORGE WORLD>** units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.

**Explodes:** If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

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

**KEYWORDS:** VEHICLE, IRONSTRIDER BALLISTARII

Relentlessly and without mercy, the Kastelan Robot maniples of Mars advance, burning and pulverizing all who stand in their way.

# KASTELAN ROBOTS

12 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Kastelan Robot | 8" | 4+ | 4+ | 6 | 7 | 6 | 3 | 10 | 3+ |

This unit contains 2 Kastelan Robots. It can include up to 2 additional Kastelan Robots **(Power Rating +12)** or up to 4 additional Kastelan Robots **(Power Rating +24)**. Each Kastelan Robot is armed with Kastelan fists and an incendine combustor.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy phosphor blaster | 36" | Heavy 3 | 6 | -2 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Incendine combustor | 12" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Kastelan fists | Melee | Melee | +4 | -3 | 3 | - |

**WARGEAR OPTIONS**

- Any model may replace its incendine combustor with a heavy phosphor blaster.
- Any model may replace its Kastelan fists with two heavy phosphor blasters.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Repulsor Grid:** All models in this unit have a 5+ invulnerable save against shooting attacks. In addition, each time you roll a 6 (after re-rolls, but before modifiers) for a repulsor grid's invulnerable saving throw, the unit that made that attack suffers a mortal wound.

**Battle Protocols:** When this unit is set up, the Aegis Protocol (see below) is in effect. You can attempt to change the unit's battle protocol at the start of each of your Movement phases if there is a friendly **<FORGE WORLD>** Cybernetica Datasmith within 6". To do so, roll a D6; on a 2+ the attempt is successful and you can select any one of the three battle protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect.

- **Aegis Protocol:** Whilst this battle protocol is in effect, you can add 1 to any armour and invulnerable saving throws you make for models in the unit.
- **Conqueror Protocol:** Whilst this battle protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once.
- **Protector Protocol:** Whilst this battle protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons – i.e., the heavy phosphor blaster's Type becomes Heavy 6 and the incendine combustor's Type becomes Heavy 2D6.

**Explodes:** If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

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

**KEYWORDS:** VEHICLE, KASTELAN ROBOTS

# ONAGER DUNECRAWLER

7 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Onager Dunecrawler** | * | 5+ | * | 6 | 7 | 11 | * | 8 | 3+ |

An Onager Dunecrawler is a single model equipped with an eradication beamer.

**DAMAGE**

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

| REMAINING W | M | BS | A |
|---|---|---|---|
| 6-11+ | 8" | 3+ | 3 |
| 3-5 | 6" | 4+ | D3 |
| 1-2 | 4" | 5+ | 1 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Cognis heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Eradication beamer | 36" | Heavy D6 | 8 | -2 | D3 | When attacking units within 12", change this weapon's Type to Heavy D3, but resolve the shots with an AP of -4 and a Damage of D6. |
| Icarus array | When attacking with this weapon, you can fire all three of the profiles below. | | | | | |
| - Daedalus missile launcher | 48" | Heavy 1 | 7 | -3 | D6 | Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from hit rolls against all other targets. |
| - Gatling rocket launcher | 48" | Heavy 5 | 6 | -2 | 1 | |
| - Twin Icarus autocannon | 48" | Heavy 4 | 7 | -1 | 2 | |
| Neutron laser | 48" | Heavy D3 | 10 | -4 | D6 | Treat damage rolls of 1 or 2 made by this weapon as 3 instead. |
| Twin heavy phosphor blaster | 36" | Heavy 6 | 6 | -2 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |

**WARGEAR OPTIONS**

- This model may replace its eradication beamer with either a neutron laser and cognis heavy stubber, a twin heavy phosphor blaster or an Icarus array.
- This model may take a cognis heavy stubber.
- This model may take either a broad spectrum data-tether or smoke launchers.

**ABILITIES**

**Canticles of the Omnissiah** (pg 73)

**Emanatus Force Field:** This model has a 5+ invulnerable save. You can re-roll invulnerable saving throws of 1 for any Onager Dunecrawler if it is within 6" of at least one other friendly **<FORGE WORLD>** Onager Dunecrawler.

**Smoke Launchers:** Once per game, a model equipped with smoke launchers can use them instead of shooting any weapons in the Shooting phase; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Broad Spectrum Data-tether: <FORGE WORLD>** units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.

**Crawler:** This model can only Advance D3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

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

**KEYWORDS:** VEHICLE, ONAGER DUNECRAWLER

# KNIGHT ERRANT

22 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Knight Errant | * | * | * | 8 | 8 | 24 | 4 | 9 | 3+ |

A Knight Errant is a single model equipped with a reaper chainsword, a thermal cannon, a heavy stubber and titanic feet.

**DAMAGE**

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

| REMAINING W | M | WS | BS |
|---|---|---|---|
| 13-24+ | 12" | 3+ | 3+ |
| 7-12 | 9" | 4+ | 4+ |
| 1-6 | 6" | 5+ | 5+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Meltagun | 12" | Assault 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Thermal cannon | 36" | Heavy D6 | 9 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Reaper chainsword | Melee | Melee | +6 | -3 | 6 | - |
| Thunderstrike gauntlet | Melee | Melee | x2 | -4 | 6 | When attacking with this weapon, you must subtract 1 from the hit roll. If a **VEHICLE** or **MONSTER** is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds. |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon, instead of 1. |

**WARGEAR OPTIONS**

- This model may take an item from the *Carapace Weapons* list.
- This model may replace its reaper chainsword with a thunderstrike gauntlet.
- This model may replace its heavy stubber with a meltagun.

**ABILITIES**

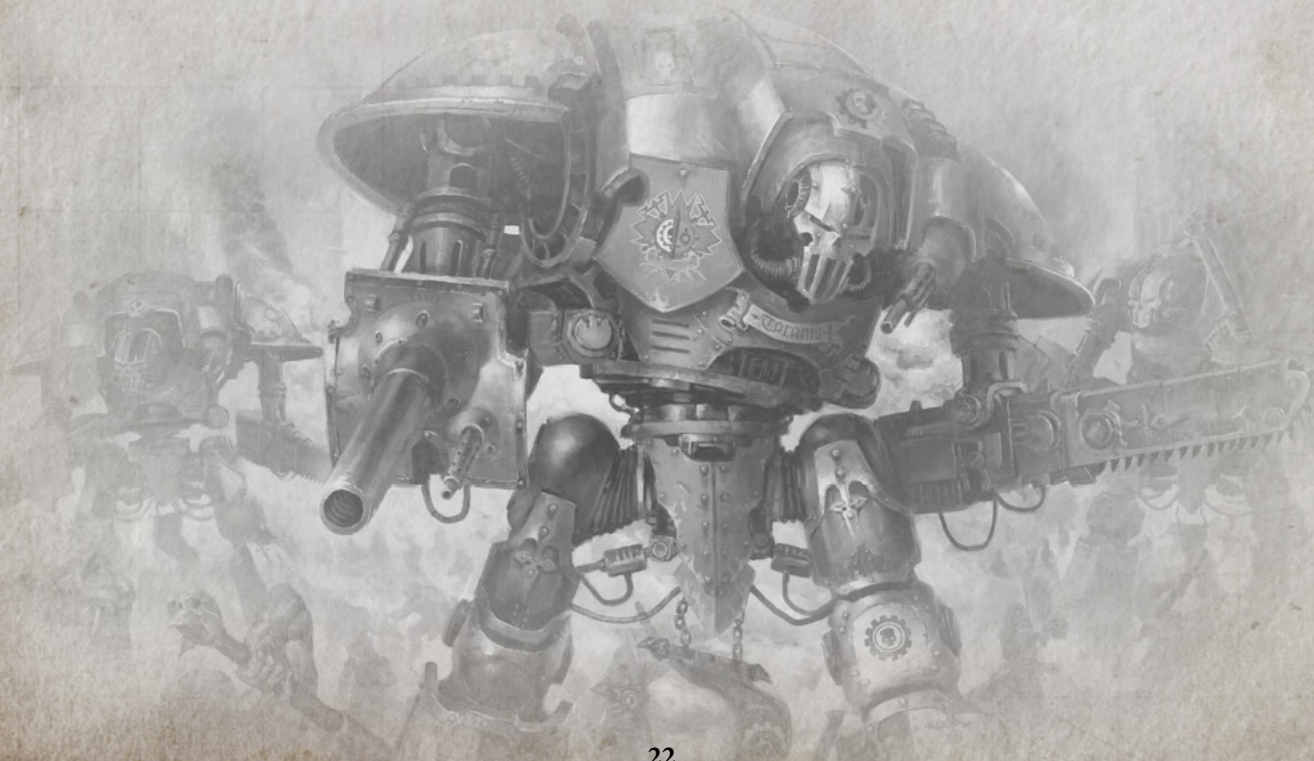
**Ion Shield:** This model has a 5+ invulnerable save against shooting attacks.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Super-heavy Walker:** This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

**FACTION KEYWORDS:** IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

**KEYWORDS:** TITANIC, VEHICLE, KNIGHT ERRANT



A Knight Paladin's battle cannon is a terrifying long-range weapon, capable of mowing down scores of infantry and light vehicles.

23 POWER

# KNIGHT PALADIN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Knight Paladin** | * | * | * | **8** | **8** | **24** | **4** | **9** | **3+** |

A Knight Paladin is a single model equipped with a reaper chainsword, a rapid-fire battle cannon, two heavy stubbers and titanic feet.

**DAMAGE**

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

| REMAINING W | M | WS | BS |
|---|---|---|---|
| 13-24+ | 12" | 3+ | 3+ |
| 7-12 | 9" | 4+ | 4+ |
| 1-6 | 6" | 5+ | 5+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Meltagun | 12" | Assault 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Rapid-fire battle cannon | 72" | Heavy 2D6 | 8 | -2 | D3 | - |
| Reaper chainsword | Melee | Melee | +6 | -3 | 6 | - |
| Thunderstrike gauntlet | Melee | Melee | x2 | -4 | 6 | When attacking with this weapon, you must subtract 1 from the hit roll. If a **VEHICLE** or **MONSTER** is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds. |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon, instead of 1. |

**WARGEAR OPTIONS**

- This model may take an item from the *Carapace Weapons* list.
- This model may replace its reaper chainsword with a thunderstrike gauntlet.
- This model may replace one heavy stubber with a meltagun.

**ABILITIES**

**Ion Shield:** This model has a 5+ invulnerable save against shooting attacks.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Super-heavy Walker:** This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **Infantry** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

**FACTION KEYWORDS:** IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

**KEYWORDS:** TITANIC, VEHICLE, KNIGHT PALADIN

Knights Warden excel at storming strongholds, flushing the enemy out with heavy flamers and storms of gatling cannon rounds.

23 POWER

# KNIGHT WARDEN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Knight Warden** | * | * | * | **8** | **8** | **24** | **4** | **9** | **3+** |

A Knight Warden is a single model equipped with a reaper chainsword, an avenger gatling cannon, a heavy stubber, a heavy flamer and titanic feet.

**DAMAGE**

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

| REMAINING W | M | WS | BS |
|---|---|---|---|
| 13-24+ | 12" | 3+ | 3+ |
| 7-12 | 9" | 4+ | 4+ |
| 1-6 | 6" | 5+ | 5+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Avenger gatling cannon | 36" | Heavy 12 | 6 | -2 | 2 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Meltagun | 12" | Assault 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Reaper chainsword | Melee | Melee | +6 | -3 | 6 | - |
| Thunderstrike gauntlet | Melee | Melee | x2 | -4 | 6 | When attacking with this weapon, you must subtract 1 from the hit roll. If a **VEHICLE** or **MONSTER** is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds. |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon, instead of 1. |

**WARGEAR OPTIONS**

- This model may take an item from the *Carapace Weapons* list.
- This model may replace its reaper chainsword with a thunderstrike gauntlet.
- This model may replace its heavy stubber with a meltagun.

**ABILITIES**

**Ion Shield:** This model has a 5+ invulnerable save against shooting attacks.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Super-heavy Walker:** This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

**FACTION KEYWORDS:** IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

**KEYWORDS:** TITANIC, VEHICLE, KNIGHT WARDEN

# KNIGHT GALLANT

20 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Knight Gallant** | * | * | * | **8** | **8** | **24** | **5** | **9** | **3+** |

A Knight Gallant is a single model equipped with a reaper chainsword, a thunderstrike gauntlet, a heavy stubber and titanic feet.

**DAMAGE**

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

| REMAINING W | M | WS | BS |
|---|---|---|---|
| 13-24+ | 12" | 2+ | 3+ |
| 7-12 | 9" | 3+ | 4+ |
| 1-6 | 6" | 4+ | 5+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Meltagun | 12" | Assault 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Reaper chainsword | Melee | Melee | +6 | -3 | 6 | - |
| Thunderstrike gauntlet | Melee | Melee | x2 | -4 | 6 | When attacking with this weapon, you must subtract 1 from the hit roll. If a **VEHICLE** or **MONSTER** is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds. |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon, instead of 1. |

**WARGEAR OPTIONS**

- This model may take an item from the *Carapace Weapons* list.
- This model may replace its heavy stubber with a meltagun.

**ABILITIES**

**Ion Shield:** This model has a 5+ invulnerable save against shooting attacks.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Super-heavy Walker:** This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

**FACTION KEYWORDS:** IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

**KEYWORDS:** TITANIC, VEHICLE, KNIGHT GALLANT

Knights Gallant tear their foes apart with earth-shattering blows from their reaper chainswords and thunderstrike gauntlets.

# KNIGHT CRUSADER

25 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Knight Crusader** | * | * | * | **8** | **8** | **24** | **4** | **9** | **3+** |

A Knight Crusader is a single model equipped with an avenger gatling cannon, a thermal cannon, a heavy stubber, a heavy flamer and titanic feet.

**DAMAGE**

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

| REMAINING W | M | WS | BS |
|---|---|---|---|
| 13-24+ | 12" | 3+ | 3+ |
| 7-12 | 9" | 4+ | 4+ |
| 1-6 | 6" | 5+ | 5+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Avenger gatling cannon | 36" | Heavy 12 | 6 | -2 | 2 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Meltagun | 12" | Assault 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Rapid-fire battle cannon | 72" | Heavy 2D6 | 8 | -2 | D3 | - |
| Thermal cannon | 36" | Heavy D6 | 9 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon, instead of 1. |

**WARGEAR OPTIONS**

- This model may take an item from the *Carapace Weapons* list.
- This model may replace its thermal cannon with a rapid-fire battle cannon and a heavy stubber.
- This model may replace one heavy stubber with a meltagun.

**ABILITIES**

**Ion Shield:** This model has a 5+ invulnerable save against shooting attacks.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Super-heavy Walker:** This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

**FACTION KEYWORDS:** IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

**KEYWORDS:** TITANIC, VEHICLE, KNIGHT CRUSADER

# CYBERNETICA COHORT

**The Legio Cybernetica is one of the oldest institutions in the Adeptus Mechanicus, and it has endured for a reason. Each Kastelan Robot is a mighty idol of war – when gathered in maniples and brought to full lethality by the correct doctrina wafers, they can be unstoppable.**

## SPECIALIST DETACHMENT

If your army is Battle-forged, you can use the Specialist Detachment Stratagem below:

**1CP**

### CYBERNETICA COHORT

***Specialist Detachment Stratagem***

*Marching into battle with inhuman synchronisation come the maniples of the Legio Cybernetica, ready to wage war in their pursuit of arcane knowledge.*

Use this Stratagem when choosing your army. Pick an **ADEPTUS MECHANICUS** Detachment from your army to be a Cybernetica Cohort Specialist Detachment. **TECH-PRIESTS DOMINUS**, **ENGINSEERS**, **CYBERNETICA DATASMITHS** and **KASTELAN ROBOTS** in that Detachment gain the **CYBERNETICA COHORT** keyword.

## STRATAGEMS

If your army includes any Cybernetica Cohort Specialist Detachments, you can use Command Points (CPs) to use the following Stratagems:

**1CP**

### POWER SURGE

***Adeptus Mechanicus Stratagem***

*The datasmith delivers a burst of energy to the Kastelan Robots allowing them to cross the battlefield at an accelerated pace.*

Use this Stratagem at the start of your Charge phase. Pick a unit of **CYBERNETICA COHORT KASTELAN ROBOTS** from your army within 3" of a friendly **CYBERNETICA COHORT CYBERNETICA DATASMITH** . Add 3 to charge rolls made for that unit of Kastelan Robots until the end of that phase.

**1CP**

### STRAFING FIRE RUN

***Adeptus Mechanicus Stratagem***

*Modifying the doctrina wafers of these Kastelan Robots grants them greater manoeuvrability and firepower – a devastating combination.*

Use this Stratagem at the start of your Movement phase. Pick a unit of **CYBERNETICA COHORT KASTELAN ROBOTS** from your army that has the Aegis Protocol in effect. Until the end of that turn, treat Heavy weapons that unit is armed with as Assault weapons for all rules purposes.

## WARLORD TRAIT

If a **CYBERNETICA COHORT CHARACTER** is your Warlord, you can give them the following Warlord Trait.

### ADEPT OF THE LEGIO CYBERNETICA

*A veteran of battle and trusted overseer of many of the Legio Cybernetica's most treasured relic robots, this warlord is especially skilled at repairing the battle damage sustained by his charges.*

Once per battle, when your Warlord uses their Master of Machines ability to repair a friendly unit of **CYBERNETICA COHORT KASTELAN ROBOTS**, that unit regains D6 lost wounds instead of D3.

## ARCANA MECHANICUM

If your army includes any Cybernetica Cohort Specialist Detachments, you can give the following relic to a **CYBERNETICA COHORT CHARACTER** from your army:

### DOCTRINA FOREAS SERVO-SKULL

*Fitted with archeotech grav-boosters, this servo-skull has been adapted to quickly dispense sanctified doctrina wafers to Kastelan Robots. This allows Datasmiths or other adepts of the Legio Cybernetica to extend their control over a wider net of robots and command greater numbers in battle.*

Friendly units of **CYBERNETICA COHORT KASTELAN ROBOTS** can attempt to change their battle protocols at start of each of your Movement phases if they are within 9" of the bearer.

# SERVITOR MANIPLE

**A Servitor Maniple will trundle and crunch its way to war, driven by its Tech-Priest's inhuman obsession with knowledge claimed at any cost. These mindless cyborgs fight in uncanny unison, their humanity secondary to the destructive power of the weapons sutured to their limbs.**

## SPECIALIST DETACHMENT

If your army is Battle-forged, you can use the Specialist Detachment Stratagem below:

**1CP**

### SERVITOR MANIPLE

***Specialist Detachment Stratagem***

*Like a coming storm, the rhythmic whir of Kataphron tracked motive units and the ponderous crump of marching battle servitors signal the coming of a Servitor Maniple, a legion of lobotomised slaves serving only the will of the Omnissiah.*

Use this Stratagem when choosing your army. Pick an **ADEPTUS MECHANICUS** Detachment from your army to be a Servitor Maniple Specialist Detachment. **TECH-PRIESTS DOMINUS**, **ENGINSEERS**, **KATAPHRON BREACHERS**, **KATAPHRON DESTROYERS** and **SERVITORS** in that Detachment gain the **SERVITOR MANIPLE** keyword.

## STRATAGEMS

If your army includes any Servitor Maniple Specialist Detachments, you can use Command Points (CPs) to use the following Stratagems:

**1CP**

### ENHANCED BIONICS

***Adeptus Mechanicus Stratagem***

*These Kataphron servitors have had their bionics reinforced and augmented to offer greater protection in battle.*

Use this Stratagem before the battle begins. Pick a unit of **SERVITOR MANIPLE KATAPHRON BREACHERS** or **SERVITOR MANIPLE KATAPHRON DESTROYERS** from your army. That unit has a 5+ invulnerable save for the duration of this battle.

**1CP**

### NOOSPHERIC MINDLOCK

***Adeptus Mechanicus Stratagem***

*The Tech-Priests that lead Servitor Maniples have advanced targeting systems hardwired into each of their Kataphron servitors that allow updated protocols to override defaults in the heat of battle.*

Use this Stratagem at the start of your Shooting phase. Pick a unit of **SERVITOR MANIPLE KATAPHRON BREACHERS** or **SERVITOR MANIPLE KATAPHRON DESTROYERS** within 6" of a friendly **Servitor MANIPLE TECH-PRIEST DOMINUS**. Add 1 to hit rolls for attacks made by that unit until the end of the phase.

## WARLORD TRAIT

If a **SERVITOR MANIPLE CHARACTER** is your Warlord, you can give them the following Warlord Trait.

### MASTER OF BIOSPLICING

*This Tech-Priest has no qualms about sacrificing one specimen to preserve another.*

At the end of your Movement phase, you can pick a unit of **SERVITORS** from your army within 6" of your Warlord and a unit of **KATAPHRON BREACHERS** or **KATAPHRON DESTROYERS** from your army within 6" of your Warlord. 1 model from that unit of **SERVITORS** is immediately slain. A model in that unit of **KATAPHRON BREACHERS** or **KATAPHRON DESTROYERS** then regains D3 lost wounds, or, if there are no wounded models in the unit and any models in the unit have been slain, you can return one slain model to the unit with 1 wound remaining (this model is set up in unit coherency and cannot be set up within 1" of any enemy models – if it is not possible to place this model, it is not returned to the unit).

## ARCANA MECHANICUM

If your army includes any Servitor Maniple Specialist Detachments, you can give the following relic to a **SERVITOR MANIPLE CHARACTER** from your army.

### THE GENECOG CORPUS

*This axe samples genetic data as it hacks into its foe, growing deadlier with each swing.*

Model with omnissian axe only. The Genecog Corpus replaces the bearer's omnissian axe and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| The Genecog Corpus | Melee | Melee | +1 | -2 | 2 |

**Abilities:** If the wound roll for an attack made by this weapon is an unmodified 6, the target model suffers D3 mortal wounds instead of any normal damage.

# ARCANA MECHANICUM

**Relics of the Machine God are items of incredible rarity, be they masterwork weapons forged by Tech-Adepts of unrivalled skill, or ancient artefacts from the Dark Age of Technology. When not being carried to war by the zealous Tech-Adepts of the Cult Mechanicus, these hallowed artefacts are secured within the impregnable reliquary-vaults of their native forge world.**

If your army is led by an **ADEPTUS MECHANICUS** Warlord, then before the battle you may give one of the following Arcana Mechanicum to an **ADEPTUS MECHANICUS CHARACTER**. Named characters such as Belisarius Cawl already have one or more artefacts and cannot be given any of the following relics.

Note that some weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Arcana Mechanicum your characters have on your army roster.

## PATER COG-TOOTH

*Legends told in binharic code claim that his axe is the first of its kind. Built upon 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 with an Omnissian axe only. Pater Cog-tooth replaces the bearer's Omnissian axe and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| Pater Cog-tooth | Melee | Melee | +2 | -2 | 3 |

## ANZION'S PSEUDOGENETOR

*Appearing as a nest of mechadendrites, this unsettling device can be set to dissect a nearby alien organism with startling speed and efficiency even in the midst of battle. Blood flies, paralytic elixirs are administered, skin is peeled from muscle and muscle parted from endoskeleton. The wearer watches with scientific interest as his device swiftly concludes its autopsy, filing away observations upon the biomechanics of the foe until the specimen collapses in a mess of laser-sliced viscera and drilled bone.*

Each time the bearer fights, they can make D6 additional attacks using the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| Anzion's Pseudogenetor | Melee | Melee | 4 | -1 | 1 |
| **Abilities:** You can re-roll failed wound rolls for this weapon when attacking **INFANTRY** units. | | | | | |

## AUTOCADUCEUS OF ARKHAN LAND

*This rod's runic tip can impart blessed energy to anything metallic that the wielder strikes with sufficient vigour. Those cyborgs and engines so struck will stitch themselves back together as if repaired by the hands of the Technoarcheologist himself.*

At the start of each of your turns, the bearer of this relic heals 1 wound. In addition, when the bearer uses an ability to repair a friendly **ADEPTUS MECHANICUS** model (such as Master of Machines), you may re-roll the dice to determine how many wounds are regained.

## 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 with a power fist only. The Uncreator Gauntlet replaces the model's power fist and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| Uncreator Gauntlet | Melee | Melee | x2 | -3 | D3 |
| **Abilities:** When attacking with this weapon, you must subtract 1 from the hit roll. Each time you successfully wound an enemy **VEHICLE** with this weapon, the target suffers 1 mortal wound in addition to any other damage. | | | | | |

## PHOSPHOENIX

*The blasphemous Tech-Priest Veriliad essentially destroyed the Adeptus Mechanicus' ability to make phosphex weaponry. Having seen the horror of the living, blue-white flame, Veriliad destroyed the lone STC for the substance's creation. Efforts to recreate it have been unsuccessful ever since. Decried as Heretic Technis by the rest of his order, Veriliad was tied to a stake and shot with the pistol known as Phosphoenix, the finest such weapon ever produced. Perhaps fittingly, he was burnt alive by the very flame he had tried to extinguish.*

Model with a phosphor serpenta only. Phosphoenix replaces the model's phosphor serpenta and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| Phosphoenix | 18" | Assault 3 | 5 | -3 | 1 |
| **Abilities:** Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. | | | | | |

## RAIMENT OF THE TECHNOMARTYR

*This baroque suit of armour contains dozens of eager, life-sustaining machine spirits that buzz within its fibre bundles like stinging insects. The Tech-Priests consider the resultant discomfort of little import, for at a simple conjuration, these spirits swarm out to inhabit the weapons of those nearby. Guns that have been graced by one of these excitable animas can pour volleys of fire into the enemy even when their wielders falter.*

Roll a dice each time the bearer of the Raiment of the Technomartyr loses a wound. On a 6 that model does not lose a wound. In addition, Each time a friendly **<FORGE WORLD>** model within 6" of the bearer fires Overwatch and you roll a 6 to hit, you can make one bonus attack for the same weapon against the charging unit (these attacks cannot generate further attacks).

## THE SKULL OF ELDER NIKOLA

*This yellowed, multi-lacquered servo-skull is perhaps the most ancient of its kind. It has been ghostdated to the early days of Mankind, when primitive Terrans had barely evolved the ability to conjure light. Should the correct praise-psalm be sung to it, the halo of electrical power that surrounds its bony circumference will explode outwards in a ring of crackling force, scrambling the unnatural workings of enemy war engines.*

Once per game, in your Shooting phase, the bearer can unleash the power bound within the Skull of Elder Nikola. Should the bearer do so, roll a dice for each enemy **VEHICLE** unit within 2D6" of them; on a roll of 2+, that unit suffers a mortal wound.

## THE OMNISCIENT MASK

*Legend has it that the wearer of the Omniscient Mask can read the souls of men, each rendered as legible as the binharic calligraphy of the Illuminatoria. An object of great veneration amongst the Skitarii, those under its gaze fight all the harder, fearing they will be found wanting in the eyes of the Omnissiah's chosen.*

You can re-roll failed hit rolls in the Fight phase for friendly **SKITARII** units that are within 6" of the bearer of the Omniscient Mask.

## 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 Dominus only. If your army is Battle-forged and includes the bearer of the Cerebral Techno-Mitre, you start the battle with 1 additional Command Point.

## THE RED AXE

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

**MARS** model with an Omnissian axe only. The Red Axe replaces the bearer's Omnissian axe and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| The Red Axe | Melee | Melee | +1 | -5 | 2 |

## THE SOLAR FLARE

*The Solar Flare is a unique Lucius invention that combines that forge world's knowledge of solar fusion and teleportation. It is a personal teleportation device that, when triggered, causes the bearer to burst from the warp in a flash of blinding white light. The highly coveted item has never been successfully replicated.*

**LUCIUS** model only. Once per game, at the end of any of your Movement phases, the bearer of the Solar Flare can teleport instead of moving normally. When they do so, remove them from the battlefield and then replace them anywhere that is within 30" of their starting position and more than 9" from any enemy models.

## THE ADAMANTINE ARM

*Bionic arms are standard issue enhancements on every forge world, but it was a Tech-Priest of Metalica that saw room for improvement. Powered by batteries of micro servo-engines, the entire arm has been sheathed in nigh impenetrable adamantine, making an appendage that is mightier and harder hitting than any yet invented. Long live efficiency!*

**METALICA** model only. This weapon has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| The Adamantine Arm | Melee | Melee | x3 | -3 | 3 |
| **Abilities:** This weapon can only be used to make one attack each time this model fights. | | | | | |

## THE OMNISSIAH'S HAND

*The device known as the Omnissiah's Hand is a gauntlet lined with a concealed array of digital lasers, believed to be of Jokaero origin. Such items might be techno-heresy to other forge worlds, but many a Tech-Adept of Stygies VIII has become obsessed in their quest to replicate its technology. Thus far their best efforts have been to no avail.*

**STYGIES VIII** model only. Roll a dice at the end of each Fight phase for each enemy unit that is within 1" of the bearer of the Omnissiah's Hand; on a 4+ that unit suffers a mortal wound.

## 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-volted volkite blaster known only as Weapon XCIX has proved its incredible prowess in battle on numerous occasions.*

**RYZA** model with volkite blaster only. Weapon XCIX replaces the model's volkite blaster and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| Weapon XCIX | 24" | Heavy 3 | 7 | -1 | 2 |
| **Abilities:** Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage. | | | | | |

## THE EYE OF XI-LEXUM

*Xi-Lexum was a legend of Agripinaa, and none could match the acquisitional triumphs of his macroclades. Even after his death, Xi-Lexum serves his forge world still. A servo-skull has been made from the cranium of the fallen Tech-Priest, who was slain in battle by an agent of the Dark Mechanicum. Even in death, Xi-Lexum's withering gaze can reveal the weaknesses of every foe, and is especially effective in its judgements of those twisted by Chaos.*

**AGRIPINAA** model only. At the start of each of your Shooting phases, pick one enemy **VEHICLE** unit within 18" of the bearer. You can re-roll wound rolls of 1 for friendly **AGRIPINAA** units that target the unit you picked for the rest of the phase. If the unit you picked is a **CHAOS VEHICLE**, you can instead re-roll failed wound rolls for friendly **AGRIPINAA** units that target the unit.

# WARLORD TRAITS

**The Tech-Adepts of the Adeptus Mechanicus, though often perceived as cold and inhumanly detached, are nonetheless capable leaders. They are able to calculate complex tactical algorithms to overcome battlefield challenges in a matter of nanoseconds, allowing them to claim their objective in the most efficient manner possible.**

If an **ADEPTUS MECHANICUS CHARACTER** is your Warlord, they can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your general's battlefield imperatives.

### D6 RESULT

#### 1 MONITOR MALEVOLUS

*Knowledge is power, and it behoves the wise adept to have an endless array of sensors trained on the enemy.*

Once per battle, you can re-roll a single hit roll, wound roll or damage roll made for your Warlord. In addition, if your army is Battle-forged and your Warlord is on the battlefield, roll a D6 each time you or your opponent use a Stratagem; on a 6, you gain a Command Point.

#### 2 MAGOS BIOLOGIS

*To study a beast is to know a beast – and also to know how to kill it. Know Thine Foe…*

You can re-roll failed wound rolls when attacking enemy **INFANTRY**, **BEAST** or **MONSTER** units with your Warlord.

#### 3 MECHADOMINATOR

*The most able of Tech-Priests can cause enemy machine spirits to quail through sheer force of willpower.*

Your opponent must subtract 1 from hit rolls they make for any of their **VEHICLES** that target your Warlord.

#### 4 NECROMECHANIC

*The blessed healing of machinery is the sign of a true shepherd of the Omnissiah's flock.*

Each time your Warlord uses an ability to repair a friendly model, that model regains 1 additional wound.

#### 5 CHORISTER TECHNIS

*Through cogitator assistance and auspexial training, it is possible to gain critical thinking that is akin to prescience.*

Whilst your Warlord is on the battlefield, you can re-roll the dice whenever you randomly select which Canticle of the Omnissiah (pg 73) is being canted. If your Warlord has the Glory to the Omnissiah dogma (pg 95), you can only re-roll the first dice, not both.

#### 6 PRIME HERMETICON

*Let none doubt the cold and logistical hatred of the Machine God and its power to invigorate the faithful.*

Friendly **<FORGE WORLD> INFANTRY** units within 6" of your Warlord can re-roll failed hit rolls in the Fight phase.

## FORGE WORLD WARLORD TRAITS

If you wish, you can pick a Forge World Warlord Trait from the list below instead of from the Adeptus Mechanicus Warlord Traits, but only if your Warlord is from that forge world. If Belisarius Cawl is your Warlord, he always has the Static Psalm-code trait.

| FORGE WORLD | TRAIT |
|---|---|
| **Mars** | **Static Psalm-code:** *Using ancient hymn-code cant, the Warlord broadcasts with increased power. Blessed is he that walks with the Omnissiah.* Add 3" to the range of any aura abilities on your Warlord's datasheet (such as Lord of the Machine Cult). |
| **Graia** | **Emotionless Clarity:** *With a mind blissfully unsullied by the passions common to flesh, the Warlord can take perfect aim even under the most intense pressures.* Models in friendly **GRAIA** units within 6" of your Warlord can shoot with Assault and Rapid Fire weapons even if there are enemy units within 1" of their own unit, but only if they target the closest enemy unit. In such circumstances, the model can shoot even if other friendly units are within 1" of the same enemy unit. |
| **Metalica** | **Ordered Efficiency:** *For this Warlord, it is not enough to do a task, for it must be done with machine-like precision and perfection of purpose.* If a friendly **METALICA** unit is within 6" of your Warlord when it Falls Back, it can still shoot during its turn but you must subtract 1 from that unit's hit rolls in that Shooting phase. |
| **Lucius** | **Masterwork Bionics:** *Human flesh is an anachronism, a sad legacy of a civilisation whose time has come and gone. Perfection is in crafting.* Add 1 to invulnerable saving throws made for your Warlord. |
| **Agripinaa** | **Reinforced Exoskeleton:** *Seeking a sham immortality, the Tech-Priest has installed layers of nigh-impenetrable fleximetal in his armour plates.* All damage suffered by your Warlord is reduced by 1 (to a minimum of 1). |
| **Stygies VIII** | **Xenarite Studies:** *One who has studied the alien for many lifespans knows best how to kill it.* Add 1 to any wound rolls made for your Warlord against units that do not have the **CHAOS**, **IMPERIUM** or **UNALIGNED** Faction keywords. |
| **Ryza** | **First-hand Field Testing:** *True innovation is rare amongst Tech-Priests, but that is not so on Ryza.* When setting up your Warlord, choose one of their weapons (this cannot be an Arcana Mechanicum); increase the Strength and Damage characteristics of that weapon by 1. |