

WARHAMMER **40,000**

MECHANICUS



WARHAMMER
40,000

CODEX

CODEX MECHANICUS by Nigel Barnard

CONTENTS

Page

Introduction and credits	2
The Adeptus Mechanicus	
• A Brief history of Mars, the Adeptus and the Cult Mechanicus	3
• Organisation & Codex Special Rules	4
Army Forces	
• Arch-Magos, Magos & Explorator	5
• Adeptus Retinue & Tech-Priest Cabal	6
• Skitarii Officer Cadre	7
• Luminen Host & Praetorian Maniple	8
• Secutor Brethren & Battle Engine	9
• Hypaspist & Classiarri Maniples	10
• Servitor Phalanx & Menial Militia	11
• Chimera & Termite Transport	12
• Valkyrie & Mass Crawler Transport	13
• Venator Auxilia & Cataphract Sentinel Squad	14
• Servo Skull Swarm & Teleporter Assault	15
• Sagitarrii & Cybernetica Maniples	16
• Ballistarii Auxilia	17
• Cataphract Armoured Fist	18
Special Characters	
• Chronis H'Vaylan & Adesii Ventron	19
• Brother Dor'silan Tarn & Centurion Petra Solsen	20
• Darin Lo'Troven & Construct SAM~220	21
Weapons & Wargear	22
Vehicle Upgrades	25
Army List	
• HQ	26
• Elites	29
• Troops & Dedicated Transports	31
• Fast Attack	34
• Heavy Support	35
Super Heavy Selections (for large games and expansions such as Apocalypse)	
• Repair Platform	37
• Knight Titan	38
• Super Heavy tank	39
• Warhound Titan	40
• Ordinatus Engines (Minor & Primus)	41
Army List (Super Heavy Appendix)	43
Summary	45

This material is completely unofficial and in no way endorsed by Games Workshop Ltd.

40k, Adeptus Astartes, Adeptus Mechanicus, Blood Angels, Bloodquest, Cadian, Catachan, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Cityfight, Codex Daemonhunters, Dark Angels, Dark Eldar, Dawn of War, 'Eavy Metal, Eldar, Eldar symbol devices, Eye of Terror, Fire Warrior, the Fire Warrior logo, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, GW, GWI, the GWI logo, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khorne, the Khorne device, Kroot, Lord of Change, Necron, Nurgle, the Nurgle device, Ork, Ork skull devices, Sisters of Battle, Slaanesh, the Slaanesh device, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Tau, the Tau caste designations, Tyranid, Tyranid, Tzeentch, the Tzeentch device, Ultramarines, Warhammer, Warhammer 40k Device, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2000-2010, variably registered in the UK and other countries around the world.

Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

Codex Mechanicus

Introduction

Note! This is not an official Warhammer 40,000 codex, the rules contained are intended for use with your opponents consent; and are not 'legal' for use at Games Workshop events. If you intend using them allow your opponent to read them first, at the very least make them aware of the more disparate elements of these rules to avoid resentment during your game.

As an unofficial project, the rules and the material contained within are in no way endorsed by **Games Workshop Limited**; any reference to trade marked or copyrighted material, whether intellectual or otherwise is used without permission and no challenge to their status is intended or implied.

Why write this codex at all? As a long standing wargamer and an avid reader of all literature pertaining to the 41st millenium, both black library novels and background from codices; the organisation that has always captivated me most has been the Adeptus Mechanicus.

Several years ago I bought a US skullz promotional set of Mechanicus figures, having painted them, I thought it would be great to use them in games and after a web search I found another un-offical codex written by, yes you guessed it Tim Huckleberry.

I built my current AM army around Tim's codex and have been using it since; it was received positively by most opponents at my local club, and I've always enjoyed using it. However I did always find it a bit unbalanced, and believe it has become more so since the release of the 5th edition rules. Tim hasn't to my knowledge updated his version, another web-search found a fan codex by the Tempus Fugitives, while in many ways superior I felt it was geared towards existing conversions within their gaming community, and for me personally has lost some of the mechanicus flavour.

With this in mind I decided to write my own codex, using the format of the latest GW releases, and with 5th edition changes in mind. It expresses my perceptions of the mechanicus at war, and may not go along with all established background material. I don't claim by any means to be a "fluff junky" so if you feel I've mis-represented a unit type or given them inappropriate rules; please remember this codex represents how I envisage the cult working.

I have obviously gleaned information and material from many other sources as well my own ideas; I sincerely hope nobody feels I've usurped their efforts, so credit where credit is due to all those listed below

Acknowledgements: Tim Huckleberry, the Tempus Fugitives, the Yahoo Mechanicus Group, the Adeptus Mechanicus forum, the Bolter & Chainsword forum, the Lexicanum encyclopedia web-site and of course all the various games workshop writers for the original ideas, novels and background that make this possible.

Special thanks: To club members at **Forces of Conflict** for help play testing these rules

Note: During the writing of this codex I have tried throughout to keep balanced the use and points cost for each model type, and to keep them fairly comparable with the armies in official Warhammer 40,000 codices. In this regard the ones I've used for this purpose are; Space Marines, Imperial Guard, Witch Hunters, Daemon Hunters & perhaps a surprise Necrons (bad guys to be sure but undoubtedly the most logic based army in the 40K universe)

A Brief history of Mars, the Adeptus and the Cult Mechanicus

Mars

The fourth planet from the star in the Terran System, the red planet was first colonised early in human history. Its society developed separately from the empire of old earth in both culture and technology, the arid surface was terra-formed, and under this newly created atmosphere the empire of Mars was born. Mars soon became the first Forgeworld, with almost the entire planet surface becoming dedicated to the development and constructions of technology.

During the Golden Age this new empire co-existed in harmony with Terra, and at the height of its power Mars dispatched to the farthest reaches of space innumerable colonisation fleets. Many of these fleets perished on their journeys but those who survived founded new worlds in the name of the Omnissiah and built on them a likeness of the great factories and temples of their distant home world.

The Age of Strife brought an end to this glory as mankind turned upon itself and Civil war engulfed thousands of human worlds; not least the twin Empires of Terra and Mars. On Mars a brutal war was waged using arcane and unimaginably destructive weaponry, the carefully constructed atmosphere was burned away, and once more the surface was bathed in the Sun's deadly rays. The terra-formed environment, once teeming with life, was returned once more to the red hued wastelands of pre-colonisation; only their vast technological resources allowed any to survive.

The Adeptus Mechanicus

The origins of the Adeptus Mechanicus predate the Imperium, though formally integrated into the Imperium around the 31st millennium by the Treaty of Mars signed between the Emperor and the then Fabricator General. It retains an unparalleled degree of autonomy within the Imperium due to its technological superiority; the knowledge of how this technology functions is something jealously guarded.

The Imperium could simply not function without the backing of Mars, a fact that the lords of terra are forced to endure however grudgingly; the Mechanicus has such a monopoly on Standard Template Construct designs and other technological knowledge, it consequently wields vast power for the supply and repair of everything from basic habitation to the construction of interstellar spacecraft.

The ultimate quest of the Adeptus Mechanicus is to fully understand the Omnissiah; it believes all knowledge already exists and that its goal is to re-discover and to gather together the sum of this knowledge. It is therefore disinclined to perform original research, but where this does occur the results are quarantined and subjected to comprehensive testing before being put to further use.

The Adeptus Mechanicus has not always proven itself completely loyal to the Imperium, during the Horus Heresy many Mechanicum factions including the Fabricator General himself declared for Horus and fought a bitter civil war against the loyalists; who under the leadership of the Fabricator's deputy remained loyal to the Emperor and sort to honour the treaty of Mars.

The Cult of the Machine God

Virtually the entire Imperium is faithful to one or other of the various cults of the God-Emperor, the 'Cult Mechanicus' however venerates an 'aspect' of the Emperor called 'The Machine God', 'Deus Mechanicus' or the 'Omnissiah', a mystical presence permeating through and residing in all machinery. It views the construction and use of advanced machinery as a pious act; that is fraught with as much ritual as engineering skills. Other faiths deviating so far from normal worship would quickly be branded heretical, by the Inquisition; but the Adeptus Mechanicus is so greatly needed for the survival of the Imperium, and has proven its loyalty so often since the heresy that this deviation is grudgingly tolerated.

The Omnissiah is believed to be friendly to humanity, and the originator of all human technological and scientific knowledge. Subservient to the Omnissiah are the Machine Spirits, who are believed to inhabit all machinery and it is these, which must be appeased, lest the machinery fail. The ultimate quest of the Cult Mechanicus is to fully understand the Omnissiah; it believes all knowledge already exists and that it is merely awaiting re-discovery and it's goal is to gather together the sum of this knowledge. It is therefore disinclined to perform original research, where this does occur the results are quarantined and tested for long periods before being put to further use.

FORCE ORGANISATION

Unlike most Imperial forces the Adeptus Mechanicus whilst still susceptible to internal strife and rivalry, is unaffected by the bloodline politics and regimented organisation that plague other forces; they rely instead on a logical approach to their forces' organisation.

Instead of permanently attaching specialist individuals to a given unit, these are instead grouped into skill-based squads, from where they are used in an elite capacity or **seconded** to boost the effectiveness of basic units.

This represents the Mechanicus making the most logical and effective use of available resources. A mechanicus army uses standard force organisational charts, as described in the warhammer 40,000 rulebook when choosing your army 'slots', however after this certain models may be re-distributed throughout the army as described below.

SECONDING SPECIALISTS:

- Some unit types allow models to be removed and attached to other units within the army, such models are **seconded** for the duration of the battle and keep their own statistics and rules.
(The army list entry for such units shows who can receive such enhancements)
- Such units must meet their minimum composition size to be fielded in their own right, or may be disbanded by **seconding** all its members; a disbanded unit does not count as destroyed as this is not due to an opponents actions.
- Only a single model of any given type may be **seconded** to another unit in this way.
(i.e. you may second a Tech-priest & an Electro-priest to the same unit; but not two Tech-priests)
- Models **seconded** to a troops choice may capture objectives even if not ordinarily troops themselves.
(Where victory points are in effect, the points cost of such models should be passed onto their new units)

SPECIAL RULES:

Blessings of the omnissiah: A model with this rule in base contact with a damaged vehicle in the shooting phase can attempt to repair it instead of firing, unless he is falling back or has gone to ground. Roll a D6 and add the following modifiers:

- +1 if the model has a servo arm
- +2 if the model has a servo harness
- +1 for each servitor with a servo-arm in the unit.

If the result is 6 or more the owning player may choose which damage is repaired. If a weapon Destroyed result is repaired then that weapon can be fired in the following shooting phase.

Skitarii: is a generic term used to describe all military trained humans in the mechanicus force, all Skitarii receive psycho-conditioning and indoctrination, and in many cases emotion controlling cranial implants; they can be relied upon to follow orders and act in accordance with logic rather than base emotions.

- Models with this rule may re-roll failed moral checks if you wish to, the second test is at -1 to their normal Ld.

Augmentation: Most brethren and savants of the cult mechanicus will have cybernetic enhancements, implants or augmentation of some sort; whilst these vary enormously in form and function, all offer a higher degree of protection than mere flesh. These enhancements are classed in one of the following ways.

- **Basic Bionics** : confers a 6+ **feel no pain** roll
- **Heavy Bionics** : confers a 5+ **feel no pain** roll
- **Combat Bionics:** confers a 4+ **feel no pain** roll

Note: Servitors do not benefit from this rule; their augmentation already gives the benefit of a 4+ armour save.

Icons of Mars: Some marvels of technology are such supreme examples of the Machine God's glory that servants of the Mechanicus are often inspired to acts of holy fervour; any unit including an icon at the beginning of the assault phase will count as having the **Furious Charge** special rule if they charge that turn.

ARCHMAGOS

Highly ranked within the hierarchy of the mechanicus; they usually control entire sectors of a forge world, under the watchful eyes of the Archmagos Veneratus.

The responsibility of some is for the manufacturing processes of their particular sectors; others may be engaged in various research projects, perhaps reverse engineering re-discovered Archo-tech.

Countless more control colossal refinery or manufacturing spacecraft of the mechanicus fleets, endlessly travelling deep space in order to supply the Imperium with fuel and war materials.

Like all high-ranking mechanicus they are more machines than human; having over time extensively made their biological systems redundant in favour of augmentation. Most are hundreds of years old, making use of extensive rejuvenation procedures for their few remaining organic body parts.

	WS	BS	S	T	W	I	A	Ld	Sv
Arch-Magos	5	5	4	4	3	4	3	10	+2

Special Rules: Independent Character, Blessing of the Omnissiah, Disciplines, Combat Bionics, Retinue

Arch-Magos never enter battle alone and must select a retinue of between 3 and 12. (see page 6)

Disciplines: All Magos have their own area of expertise and follow certain disciplines; these grant additional benefits to his force.

- An Archmagos must choose two disciples.
 - For a Magos you must choose only one.
1. Cybernetica: Robots become 0-2
 2. Logistica: Teleporter assault becomes 0-2
 3. Technus: Venator Auxilia may be taken as Troops
 4. Biologis: Praetorian maniples may be taken as Troops
 5. Militaris: Sagittarii may be taken as Troops
 6. Metallurgius: Battle Engines become 0-2
 7. Doctrinus: Luminen host may be taken as Troops

Exclusive Wargear:

Staff of Office: Not only a symbol of authority, but a tech-relic weapon of awesome destructive power; using vortex technology to annihilate all it touches.

In all regards counting as a standard mechanicus power axe, however no saves of **any** sort may be taken against it's touch, not even invulnerable ones.

MAGOS

Underlings of their Archmagos superiors, they are still nonetheless powerful individuals in their own right. Their role on a forge world is the control of manufactoriums and work halls within a sector, for reaching quotas and for running them at peak efficiency.

Outside of forge worlds they are usually masters of all they survey; being the highest rank on many smaller forge ships and off world processes. They too are highly augmented and rejuvenated, with most being far older than mere mortals; it takes many human life times to rise within the ranks of the cult.

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

Special Rules: Independent Character, Blessing of the Omnissiah, Disciplines Combat Bionics, Retinue

Magos may enter battle alone or select a retinue of between 0 and 8. (see page 6)

EXPLORATOR

Tech-questors as they are sometimes known, rank equal to a Magos, their life work to ply the farthest reaches of known, and sometime unknown space in search of lost arch-tech, and to rediscover human inhabited worlds, cut off from the imperium since before the age of strife.

Their greatest hope is to be guided by the will of the omnissiah to some remote planet and there re-discover a standard template construct. And of course a triumphant return to Mars!

	WS	BS	S	T	W	I	A	Ld	Sv
Explorator	4	4	3	4	2	4	2	9	+2

Special Rules: Independent Character, Blessing of the Omnissiah, Combat Bionics, Bolster defences, Retinue

Magos may enter battle alone or select a retinue of between 0 and 5. (see page 6)

Bolster Defences: Used to the hardships of living on dig-sites of countless planets; the Explorator can use his knowledge to increase the cover provided by buildings and fortifications prior to a battle. Before the game begins choose a single building, ruin or bunker to fortify in your deployment area. Any building or ruin has its cover save increased by one for the rest of the game; bunkers keep their standard cover saves but any damage rolls against them is decreased by one.

ADEPTUS RETINUE

Highly ranked members of the mechanicus often gather a retinue of specialists; such retinues can include academics, veteran warriors, gun servitors or combat bodyguards depending on the mission at hand.

	WS	BS	S	T	W	I	A	Ld	Sv
Artisan	2	3	3	3	1	3	1	7	5+
Lexmechanic	2	5	3	3	1	3	1	7	5+
Servo Skull	2	2	2	3	1	3	1	7	4+
Gun Servitor	3	4	3	3	1	3	1	7	4+
Classiarii	4	4	3	3	1	3	2	9	4+
Signifier	4	4	3	3	1	3	2	9	4+
Praetorian	4	4	5	5	2	3	2	8	3+

Retinue: A character and any retinue are treated as a single unit; the character may not leave this unit so long as a single retinue member is alive.

Artisan: Artist and armourer they specialise in the construction of high-grade wargear; for each one in the retinue any character in the army may 'master craft' one ranged weapon at no additional cost.

Lexmechanic: Specially augmented individuals who boost their inherent abilities with high-speed data processors and internal memory banks; calculating fire trajectories in the blink of an eye. For every Lexmechanic in the retinue, the character, any other member of the retinue or their dedicated transport may re-roll one 'to hit' in the shooting phase.

Servo-skull: a deceased savant's skull houses a servo drone fitted with anti-gravity motors. They hover by their master and perform simple tasks or boost sensory perception. Whilst any skull is functional, it's master received +1 to his Initiative.

Gun Servitor: (see page 11 for rules, and page 32 for base cost and upgrades)

Classiarii: (see page 10 for rules, and page 31 for base cost and upgrades)

Signifier: A veteran Skitarii carries the Magos's personal holo-standard into battle and whilst the bearer lives he counts as carrying an **Icon of Faith**. If however he dies any unit with a model within 6" must take immediate moral test, and the standard is lost for the remainder of the battle.

Praetorian: (see page 8 for basic details) a praetorian programmed as body guard will always lose ranged weaponry in favour of a power weapon and power fist; and will place itself between the character and potential harm. In the assault phase the controlling player can choose to swap the positions of his character model and any praetorian model before blows are struck.

TECH-PRIEST CABAL

Tech-priests are the most numerous Cult Mechanicus adepts; all are affiliated with one of a number of specialist divisions known as Divisiones; and as such perform a multitude differing roles within both the adeptus mechanicus and the Imperium as a whole.

Most members of the Cult Mechanicus working outside the cult itself are often referred to as tech-priest; most of these however are actually of differing ranks and titles, but to the uninformed they are all tech-priests. Such adepts work throughout the imperium of man in a million roles both civil and military and are usually recognised by their clothing, which unless dictated by work requirements will usually be robes of rust-red, white or black. The type of augmentation found on any particular Tech-priest is highly dependent on rank within the cult, the Divisione they belong to and the type of work they regularly undertake.

The Tech-priests of the Cabal are all ranking adepts, with a background in battlefield technology and repair.

	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest	3	3	3	3	1	3	1	8	3+
Gun Servitor	3	4	3	3	1	3	1	7	4+
Combat Servitor	4	3	3	3	1	3	2	7	4+

Special Rules: Blessing of the Omnissiah, Heavy Bionics, Mind-lock, Field Team

Each tech-priest may enter battle alone or select a Field Team of between 1 and 3 servitors.

Field Team: Each priest and any servitors taken with him form a separate unit; these field teams may be deployed separately as normal. Alternatively a tech-priest, either alone or together with his field team, may be **seconded** to other units as described on page 4.

Mind-lock: Such changes can be confusing to the altered brains of the servitors, and without constant supervision they may drift back to previous work patterns. All units of servitors must test for *mindlock* at the start of each owning player's turn. Roll a D6, on a 4+ it will function as normal for that player turn; on a roll of 3 or less the unit and any joined characters or enhancements may not move, shoot or initiate an assault. (though they will fight normally if assaulted)

So long as the tech-priest is alive, or another model with the **blessing of the omnissiah special rule** then this test is passed automatically.

SKITARII OFFICER CADRE

In many cases an adeptus force will be commanded by the Mechanicus Adept himself; especially when there is a likelihood of technological or material gain.

When the conflict is military in nature, such as territorial incursions, then leadership is often delegated to a high-ranking Skitarii officer, either a Centurion or the Tribune, all of who however bow ultimately to the authority of their Mechanicus Magi and Archmagi.

As with all Skitarii, it is an officer’s tactical ability and battle field prowess rather than privileges of blood-line or politics that leads to command; they are one and all grizzled veterans who have been promoted from the ranks of the Classiarri, hardened warriors that are forged in the heat of battle.

TRIBUNE

Tribune is the highest position within the Mechanicus that a non-adept can aspire to and is the highest rank in any Adeptus Mechanicus army; it is to him that the ruling Adept entrusts the logistics and training of his army. The Tribune in turn has directly under his command a varying number of Centurions, who pass orders down the chain of command to the rank and file units.

Many Tribunes have served for the span of many human life-times, their exalted position granting them access to rejuvenation procedures usually only granted to high ranking adepts; as well as higher grade bionics and augmentations.

	WS	BS	S	T	W	I	A	Ld	Sv
Tribune	5	5	4	3	3	4	3	10	+4

Special rules: Independent Character, Skitarii, Combat bionics, Master Strategist, Old Adversary, Fire Solutions (see opposite)

Master Strategist: You may re-roll the ‘seize the initiative’ roll whether this is rolled by yourself or your opponent; you may also re-roll one failed reserves roll per turn.

Old Adversary: Decades of service to the Mechanicus, means there are few foes that the Tribune has not faced; this knowledge can be passed to those under his direct command, allowing them to target weaknesses of any given enemy.

- This gives the Tribune and any unit he has joined the **preferred enemy** rule in combat.

CENTURION

A Centurion is named for the number of troops he has under his command, eight squads of up to twelve Hypaspists or Classiarri, plus additional auxiliary supporting units; this means he is in battlefield command of roughly one hundred Skitarii warriors.

His rank would be roughly equivalent to a junior officer of the Imperial Guard; though as with all Skitarii his training is far superior.

	WS	BS	S	T	W	I	A	Ld	Sv
Centurion	4	5	3	3	2	3	2	9	+4

Special rules: Independent Character, Skitarii, Heavy bionics, Fire Solutions

Fire Solutions: The centurion can co-ordinate the fire of all squad members, by networking their MIU controlled weapons into overlapping fields of fire, allowing las-bolts that miss one target a chance to strike another.

- May only be used by units numbering 15 or more.
- Unit must be stationary but any missed to hit rolls by las-carbines **only**, may be re-rolled.

HONOUR GUARD

Whilst being tacticians beyond compare Skitarii officers will often lead by example, taking the fight to the enemy and plunging deep into the heart of battle; as such they are usually accompanied by an honour guard, a unit of hand picked Classiarri warriors and other assets.

	WS	BS	S	T	W	I	A	Ld	Sv
Classiarri	4	4	3	3	1	3	2	8	4+
Combat Servitor	4	3	3	3	1	3	1	7	4+

Honour Guard: The character and his honour guard are treated as a single unit; the character may not leave so long as a single member of it is alive. Should it be destroyed a Tribune regains independent character status and is free to join other units; a centurion may not.

- A Centurion **may** take between 0 and 5
- A Tribune **must** take between 3 and 8

You may take up to 5 Classiarri, and up to 3 Combat servitors.

Combat Servitor: (see page11 for rules, and page 32 for base cost and upgrades)

Classiarri: (see page10 for rules, and page 31 for base cost and upgrades)

LUMINEN HOST

Electro-priests or Luminen as they are sometimes referred to are techno-zealots totally devoted to the Cult Mechanicus. Whilst many openly champion the ways of the machine creed within the imperium; preaching their faith to attract converts to the mysteries of the machine.

Others are implanted through-out imperial society to perform more secretive and sinister roles; placed in positions of authority within planetary governments, the imperial guard and navy; or more often as lowly manufacturing workers or press-ganged naval crew. All however are primarily watchers, spies and some time assassins for the brotherhood of Mars.

	WS	BS	S	T	W	I	A	Ld	Sv
Electro Priest	4	3	4	3	1	3	2	9	4+

Special Rules: Electroos, Fleet, Closed circuit, Static charge

Electoos: a sub-dermal net-work of microscopic conductors is implanted all over the priest's body; and powered by micro-transformers and capacitors grafted to their bone structure.

- An electro priest's electrical attacks negate armour saves; each hand is effectively a power weapon.
Note: the bonus for an additional weapon is included in their profile.
- The immense electrical build up surrounding a priest in battle acts as a force field of sorts; granting them a 4+ invulnerable save.

Closed circuit: An electro-priest may use a single discharge instead of his normal attacks; if so he gets a single attack with the following results.

- Against models he doubles his strength; with no armour saves allowed.
- Against vehicles he also gains 2D6 armour penetration.
- However it is risky, if you roll a 1 to hit, the priest over loads his own circuitry and is killed outright with no save allowed; you must make this roll, even if hitting stationary vehicles, any injury occurs after incurring damage to target.

Static Charge: prior to battle Electro-priests build up massive amounts of energy in their electrical capacitors, this can be partially discharged when initiating an assault in the form of lightning, electro-priests count as being armed with offensive grenades; however because of this they may never travel in any vehicle as this electrical charge disrupts control systems.

PRAETORIANS MANIPLE

Praetorians are super servitors, artificial specimens grown in bio-vats rather than lobotomised humans; they are designed specifically for combat, and use the finest weapons and programming the mechanicus can provide, they are the ultimate fighting machine.

All manner of hardware is added to their anatomy during their creation; praetorians are huge, many times larger than a human, some dwarfing even the mighty astartes.

Whilst either walking on heavily augmented legs or rolling into battle on tracked units. Heavy plated armour and the inability to feel pain, makes them almost impossible to stop, literally having to be shot or cut into pieces to cease their relentless march.

With massive strength and firepower these killing machines are a terrible sight striding the battlefield; many a foe has fled rather than facing them.

	WS	BS	S	T	W	I	A	Ld	Sv
Praetorian	4	4	5	5	2	3	2	8	3+

Special Rules: Higher function, Combat bionics, fearless

Higher function: Praetorians are designed specifically for combat, their organic/cogitator brains permanently installed with combat sub-routines; they do not become confused as do lesser servitors, so do not test for mindlock.

Exclusive Wargear:

Flechette launchers: are wrist-mounted tubes that fire a hail of razor sharp metal spines; a model with them counts as being armed with offensive grenades.

Augmented dermis: even exposed flesh of a praetorian is augmented with many layers of plasteel protection bonded into skin; this together with heavy battle plates gives them a 3+ armour save.

Assault Laser: The next evolution of the lasgun, this multi-barrelled version trades off range for more power and a higher rate of fire.

Range	Strength	AP	Type
18"	4	6	Assault 3

SECUTOR BRETHREN

Some mechanicus brethren forsake higher learning in the pursuit of battle technology and join the ranks of the militant arm of the cult, the Secutors; such individuals are devotees to the arts of war in all it's myriad forms, from the martial arts of battle to the forging and repair of all things destructive.

These priests bear even higher levels of augmentation than most; many with martial enhancement such as Mechadendrites, powerful close combat modifications and grafted heavy ranged weaponry.

All wear heavy battle plate armour, which gives outstanding protection; some even sporting track units for conveyance in place of legs.

Sectors are normally assigned to exploration fleets or battle forges; where their innate understanding of battlefield tactics and weapons are of greatest need to aid in production and research.

Of course their real place is in the heat of battle, smiting the enemies of Mars; bringing the wrath of the Omnissiah upon the enemy.

	WS	BS	S	T	W	I	A	Ld	Sv
Secutor	4	4	4	4	1	4	2	9	2+

Special Rules: Natural Leader, Inspirational killer, Combat Bionics, Relentless, Tank hunters

Natural Leader: a secutor must always be seconded to another unit before a battle; he may not leave this unit whilst a single member survives.

- If he is the last remaining member of that unit he is free to carry on the fight alone; however if he is within 6" of any friendly unit, he **must** move to join with it.

Inspirational Killer: A brutal inspiration to all those around them; they and any unit they join benefit from the **fearless** special rule; and in any round of combat in which his unit initiates the assault, you may re-roll all failed to hit rolls in the first round of combat.

Big fellow: A Secutor is a huge individual, heavily armed and armoured and rival an Astartes Terminator in size; they count as two models for the purposes of transport.

BATTLE ENGINES

Some Secutors become so enamoured with the art of war; that they create for themselves huge bi-pedal fighting machines called engines. Heavily armoured, with massive ranged firepower and monstrous close combat capabilities; these become some of the most fearsome machines devised by the human mind.

Once completed, it is into this engine that the secutor voluntarily entombs himself for all time; replacing limbs and sensory organs with mind impulse units and nerve grafts in order to control their creation. It is their final declaration of devotion to the Omnissiah.

Constrained only by the Secutor's own designs; the technology to build them and the construction materials available they take many differing forms.

Some are fast and agile close combat killers which swoop onto enemy positions to tear and rend; others mount huge long ranged guns to hammer the enemy into submission from afar.

The sub categories used for these engines are the same as those used to categorise robots **Castellan**, **Conqueror** & **Crusader**; each have a differing profile as shown below and their own rules.

	WS	BS	S	Γ	Armour			I	A
					Front	Side	Rear		
Castellan	5	3	5	11	11	10	5	3	
Conqueror	4	4	5	12	12	10	4	2	
Crusader	3	5	6	13	12	11	3	1	

Transport: may take a termite as a dedicated transport.

Castellan: Lightly armoured, with little ranged firepower; but fast moving and heavily combat orientated.

- Special rule: **Rampage**

Conqueror: The most usual type of engine, these combine aspects of both ranged and close combat.

- Special rule: **Venerable**

Crusader: Heavily armoured with multiple ranged weapons, and most suited to a fire support role.

- Special rule: **Tank Hunters**

Rampage: In the heat of battle the engine ignores any **crew shaken** and **crew stunned** results on the vehicle damage tables; it also gains the **Fleet** special rule.

Venerable: If the engine suffers either a glancing or penetrating hit, you may ask you opponent to re-roll the result on the vehicle damage table; however you must accept the second result even if worse.

HYPASPISTS MANIPLE

Hypaspists or Tech Guard as they are more commonly known, are the most common troop type and make up the bulk of all the fighting forces of the Adeptus Mechanicus.

They are human soldiers who might at first glance resemble the humble imperial guardsman; however they, like all Skitarii are born into service. They receive superior training, better armour and of course the best weaponry the mechanicus can provide. As basic human troopers they have no equal within the Imperium.

Like most other Skitarii each Hypaspist is linked to his personal weapons with a mind impulse unit in order to increase battlefield performance; in addition most are granted some form of basic augmentic enhancements such as bionic eyes, limbs or targeting systems.

These changes tend to become more prevalent as the trooper gains in experience and age, as the mechanicus don't just leave their property to die, at least not if they can be 'repaired'.

	WS	BS	S	T	W	I	A	Ld	Sv
Hypaspist	3	4	3	3	1	3	1	7	4+

Special Rules: Skitarii, Basic Bionics, Hypaspist Cohort

Hypaspist Cohort: Whilst maniples usually consist of relatively few warriors, there are occasions when larger units are a more logical option, at these times several Hypaspist maniples may be merged into a Hypaspist cohort as described below.

Merging maniples into a cohort is done during deployment and only units at maximum capacity (15) may be used; you may merge either two or three maniples together with any enhancements they have into the cohort, all these models form a new troop unit with the following benefits.

- **Strength in numbers:** So long as the unit numbers 25 models or over; it will automatically pass any moral or pinning test it would normally be asked to make.
- **Fire and Manoeuvre:** Using this drill large units move half their strength forward, whilst the rest hold and fire; this is then copied by the second half, and repeated over and over whilst slowly advancing.
If you choose to do this, the unit may only move a maximum of 3" in clear, and D3" in difficult terrain; but all weapons will fire as if stationary.

CLASSIARRI MANIPLE

Classiarii are the elite soldiers of the tech guard, they are seasoned veterans drawn from the ranks for the Hypaspists. Only those who have proven their worth in battle reach veteran status, after many engagements and most taking countless wounds.

More training is received on elevation to the Classiarii; new skills are learned along with further augmentation to improve their combat efficiency.

From then on they learn to both fight in elite veteran squads with their peers; or often are **seconded** back into a Hypaspist maniple in order to act as its leader.

	WS	BS	S	T	W	I	A	Ld	Sv
Classiarii	4	4	3	3	1	3	2	8	4+

Special Rules: Skitarii, Heavy Bionics, Synchronised Targeting, infiltrate

Synchronised Targeting: When working together such veterans seldom require the inclusion of Sagittarii support, relying instead on superior training and their trusted lascarbines when facing large threats.

Squad members use their exhaustive target training to network their MIU controlled weapons and synchronise all their firepower onto a single target area; this has the effect of combining several smaller las-bolts into one powerful one.

- This technique can be used against a single enemy vehicle or monstrous creature.
- Regardless of range each squad member with a lascarbine fires a single shot (no rapid fire); total up the number of hits, other weapons may fire as normal.
- For each Lascarbine hit after the first.
 - Increase the combined lascarbines **S** value by 1 (to a maximum of 8)
 - Decrease the combined lascarbines **AP** by 1 (to a minimum of 2)
- *Example: Six Classiarii shoot at a Carnifex, four score a hit; so the standard S3, AP5 of the single lascarbines will be converted into a single las-bolt strike of S6, AP2.
Roll to wound or damage as normal.*

SERVITOR PHALANX

Servitors are mindless slave cyborgs, designed and programmed to perform menial, rudimentary or dangerous tasks from heavy mining servitors to use as battlefield gun-servitors.

A basic servitor is created from either bodies grown in culture vats, or by lobotomizing condemned criminals and malcontents; all are augmented with the mechanical limbs and accessories to facilitate their ordained tasks. They do not think for themselves being a live body with a hardwired set of instructions to follow.

Some servitors can have combat programs installed, which enable them to function as unswervingly loyal bodyguards, Gun-Servitors & Combat-Servitors.

The majority of servitors fielded in battle are basic models reprogrammed prior to deployment, and left armed with basic work implements that count as a single close combat weapon.

Others are upgraded with fire support or combat protocols, along with the required hardware upgrades.

	WS	BS	S	T	W	I	A	Ld	Sv
Basic Servitor	3	3	3	3	1	3	1	7	4+
Gun Servitor	3	4	3	3	1	3	1	7	4+
Combat Servitor	4	3	3	3	1	3	2	7	4+

Mind-lock: Such changes of routine can be confusing to the altered brains of the servitors, and without constant supervision they may drift back to previous work patterns.

All units of servitors must test for **mindlock** at the start of each owning players turn.

Roll a D6, on a 4+ they will function as normal for that player turn; on a roll of 3 or less the unit and any joined characters or secondments may not move, shoot or initiate an assault.

(though they will fight normally if assaulted)

If joined by any model with the blessing of the **Blessing of the Omnissiah** special rule; then this test is passed automatically.

MENIAL MILITIA

Menials are viewed as the dregs of the mechanicus society; usually spending their entire and very short lives toiling in manufactoriums.

In the work place menials are shepherded and if necessary chastised by overseers to see that work is completed and quotas reached. Menials make poor soldiers, being largely unable or unwilling to show any initiative of their own, even in life or death situations

If and when they are called to battle, it is in the lowliest of roles, as cannon fodder to cover an advance, mine disposal or as re-guard to cover possible retreats.

Used to the confines of the forge, its narrow corridors and their tiny living spaces in the habitation blocks; any sudden change of environment, especially in the wide open spaces of a planet-side battlefield can be extremely disorientating to menials, many of whom will suffer acute agoraphobia.

	WS	BS	S	T	W	I	A	Ld	Sv
Menial	2	2	3	3	1	3	1	5	6+

Special Rules: Run and Hide, mob weapons, work clothes

Run and Hide: Menials failing a moral check do not fall back; instead they seek safety by hiding in the nearest cover. They are immediately removed from play leaving a single model laid down in their place.

Any models attached will be forced to do likewise, either by hiding themselves or trying to re-group the panicked workers. At the start of your turn you may attempt to re-group using all the normal restrictions; however the Ld test is taken on 3D6.

Mob Weapons: these are cutting lances, tools, hammers and drills; their combined effect is to give all menials a single close combat weapon.

Welding Torch:

Range	Strength	AP	Type
Template	3	6	Assault 1

Rivet Gun:

Range	Strength	AP	Type
12"	4	-	Assault D6

Cutting Wheel: Whilst clumsy these two handed industrial saws are capable of slicing Steel like butter; wounds caused by them do not allow armour saves and use 2D6 for armour penetration.

Work Clothes: Varying from thick leather welding jackets and heavy helmets to more lightweight coveralls and hard hats; their combined effect is to give all menials a 6+ armour save.

MECHANICUS CHIMERA

The most commonly used transport vehicle within the mechanicus is the very same vehicle relied upon by imperial guard force throughout the imperium.

The Chimera armoured troop carrier is both durable and practical as a mode of troop relocation, or as spearhead for a fast moving armoured assault.

The variants used by the mechanicus unsurprisingly have a greater range of upgrades and weaponry available to them; than their Imperial guard counterparts.

The chimera has proven itself upon a myriad of battlefields and worlds; whilst not as heavily armoured as some transports, it is nonetheless swift, reliable and able to traverse safely all manner of terrains including rivers and lakes.

	BS	Front	Armour Side	Rear
Mechanicus Chimera	4	12	10	10

Transport: A chimera has a transport capacity of twelve models.

Special Rules: Amphibious

Additional Armament: As well as the crew controlled turret and hull mounted heavy weapons; the chimera's transport bay has three lasguns mounted on each side, passengers may fire these weapons in the shooting phase.

Fire Points: Up to two models can fire their own weaponry from the chimera's top hatch, whilst a further three may use the fixed lasguns in the vehicles passenger bay.

Access Points: Chimeras have a single boarding ramp at the rear of the vehicle; this large hatch allows access to bigger than 'man-sized' occupants.

- A chimera can transport Praetorians and Secutors.

Amphibious: A chimera treats all water and other fluid features as clear terrain when it moves.

TERMITE ASSAULT MODULE

Termites are tank sized tunnelling machines with the capacity to transport troops into battle. Burrowing at high speed under a battlefield is not an exact science though, and this is a risky endeavour.

Termites are carried to the periphery of the battle mounted on a modified chimera chassis called a Grox, or air-dropped by an Aerial Lander a safe distance away. Assume this happened before the start of the game; and that the Termite will re-emerge following a successful **reserves** roll.

	BS	Front	Armour Side	Rear
Termite	2	12	12	-

Transport: A Termite has a transport capacity of twelve models; a specially modified module may carry a single battle engine.

Special Rules: Subterranean Assault, Immobile

Fire Points: None

Access Points: Termites have two access hatches, one on each side of the vehicle; due to the cramped nature of the termite's crew deck and hatches, it may only carry models that count as 1 for transport.

Subterranean assault: Units with termites are held in reserve even in scenarios that do not normally allow it and enter using the **Deep Strike** rules with the following exceptions.

1. Termites will always scatter; if you roll a "hit" they still scatter using the small arrow on the hit; but half the distance shown.
 2. A termite entering under or within 1" of another model or unit does not refer to the mishap table instead apply these results to **friend or foe**.
- Units and walkers are '**Tank Shocked**' as debris is flung from the spinning drill head; 'Death or Glory' may be attempted as normal
 - Vehicles suffer an automatic penetrating hit.

Roll for damage on a 2-6 apply damage and reposition the vehicle touching the termite's hull; on a roll of 1 apply damage as normal but the termite is trapped beneath the surface.
(Trapped passengers count as destroyed)

If the termite successfully emerges, all passengers must immediately disembark.

Immobile: Once a termite has entered play, it counts in all respects as an immobilised vehicle. (it cannot be repaired in any way)

VALKYRIE ASSAULT CARRIER

Twin engined attack craft that use vertical take off and landing technology to provide fast insertion and extraction of troops in battle.

They can plummet from great heights, before ‘flattening out’ just above ground level and use VTOL capabilities to enter ‘hover’ mode, allowing passengers to rappel into action.

The Valkyrie can be used to transport troops deep into the heart of enemy territory; but is equally suited to the role of gunship, boasting a formidable arsenal of fixed heavy weapons and anti-personnel missiles.

	BS	Front	Armour Side	γ Rear
Valkyrie	4	12	12	10

Transport: A Valkyrie has a transport capacity of twelve models.

Special Rules: Deep Strike, Scout

Fire Points: None

Access Points: Three, an access door on each front flank, plus a ramp at the back of fuselage; it may carry any infantry models, except robots.

Wargear:

Hellstrike Missiles: Combine both a high explosive payload, with a solid fuel core.

Range	Strength	AP	Type
72"	8	3	Ordnance 1 One shot

Rocket Pod: These pods contain a cluster of super frag missiles, which are fired in a salvo.

Range	Strength	AP	Type
24"	4	6	Heavy 1 Large Blast

Hellfury Missiles: Packed with multiple incendiary submunitions and used to burn out enemy troops; no cover saves make be taken against hits caused.

Range	Strength	AP	Type
72"	4	5	Heavy 1, Large Blast, one shot

ADEPTUS MASS CRAWLER

Their adepts for planetary expeditions in extreme conditions design these huge behemoths of steel and ceramite; be it as a mobile lab, to carry excavation teams or to carry newfound technology.

Due to their robustness and size they second well as battlefield transports for the Adept and his retinue, and can be quickly re-configured with weapons systems; whilst not heavily armed their solid construction offers great protection.

As individual as their creators, they are usually constructed on some form of tracked chassis; many have dozer blades, cranes, claws, boring rigs and other excavation equipment, which can be used in combat.

Comparable in size to an astartes land-raider and often even larger; they are designed for functionality in diverse atmospheric and terrain conditions, not a fast conveyance but neither is it easily slowed by terrain.

	BS	Front	Armour Side	γ Rear
Mass crawler	4	14	13	12

Transport: A Mass Crawler has a transport capacity of eighteen models.

Special Rules: Amphibious, Ponderous

Fire Points: a mass crawler has two fire points on the top of the hull and three on each side; so a five passengers may fire their personal weapons.

Access Points: Whilst designs vary greatly most have two large passenger access hatches, one on each side of the vehicle, these can allow entrance and exit of larger than ‘man-sized’ occupants.

- A Mass Crawler can transport, Praetorians, Secutors and even normal Robots. (which occupy a smaller area while dormant)

Amphibious: A Mass Crawler treats all water and fluid features as clear terrain when it moves.

Ponderous: A Mass Crawler is slower than most other vehicles, combat speed is 5", and cruising speed is only 8". These speeds cannot be increased, even by using a road. The advantage to this steady pace is that the Mass Crawler never tests for terrain that is **difficult**, though it will still do so for that which is **dangerous**.

VENATOR AUXILIA

The Venator Auxilia is the assault/shock troop of the adeptus mechanicus; they are usually sent to destroy primary objectives, or to sow distraction to the enemy rear or flanks.

Their ability to move instantaneously from one place to another in the blink of an eye is ideal for throwing an opposing army into disarray.

Only veteran Hyaspists are inducted into the Auxilia; and only then those that have proved themselves both in combat, technical prowess and level headedness.

They must be able to cope with the constant warp transitions produced by their jump packs; as although only warp 'hops' most soldiers become so disorientated, that they are unable to emerge fighting.

	WS	BS	S	T	W	I	A	Ld	Sv
Venator	3	4	3	3	1	3	1	8	4+

Special Rules: Skitarii, Basic Bionics, Deep Strike, Displacer jump pack

Deep Strike: Models wearing a Displacer jump pack, may always deploy from reserve using **deep strike**, even in scenarios that would not normally allow it.

Displacer Jump Pack: using a combination of anti-gravity and teleport technology in a man-portable backpack, in essence a more powerful version of personal displacer units coupled with the vectored thrusters of a more conventional drop harness.

They may be used during the movement phase in **one** of the following ways.

- You may move up to 12" in the usual manner for **Jump Packs**; in which case subsequent shooting and assault is treated as normal.
- You may instead opt to teleport up to 24" however to do so each model must take a dangerous terrain test; if you also start or finish your move in difficult terrain, the dangers are exponentially increased and the test is failed on a 1 or a 2.
- Units' teleporting in this way are free to shoot but may not run or initiate an assault.

CATAPHRACTS SENTINEL SQUAD

The mechanicus sentinel variant utilises an enclosed cockpit to protect the crew member, but is not as heavily armoured as the front line sentinels of the imperial guard regiments; this lighter construction means it is still nibble enough to act in a scouting role, even though the weight of the cockpit reduces manoeuvrability to some degree so they must test for terrain affects is normal.

The sentinel is a bipedal all terrain vehicle, crewed by a single cataphract crewmember; they are primarily a reconnaissance and infantry support vehicle, in terrain that would be un-navigable to larger heavy vehicles such as tanks.

The variety of armament packages used on sentinels by the Mechanicus far exceed those available to the imperial guard; allowing cataphract sentinels to be fielded in almost any situation and against almost any foe.

Capable of rushing forward to immolate infantry units with a heavy flamer, or standing off to dispatch enemy armour with lascannon or multi-melta from cover; the sentinel is truly a 'Jack of all trades'.

Sometimes these light walkers are equipped with permanently a hard-wired servitor instead of a human crewmember; the advantage is that servitors function normally in the most extreme situations, however if the 'servitor crew' upgrade is taken then **all** shooting is at BS3.

	WS	BS	S	Front	Armour Side	Armour Rear	I	A
Sentinel	3	4	5	11	10	10	3	1

Special Rules: Scouts

Power Lifter: designed for and normally used as a form of lifting arm for loading ordnance and weapons onto fighting vehicles, stacking crates in storage facilities or bracing heavy parts in place during repairs. In the right hands these heavy hydraulic pincers can deal out horrendous damage in battle.

- Wounds caused by a sentinel's power lifter will ignore armour saves.

SERVO SKULL SWARM

Similar to the servo skulls that aid adepts in their work; combat skulls are also created from the cranial cavities of the deceased. However they use more powerful motors and boast a variety of micro targeting lasers, mini-bolters & combat blades; in game terms they count as a single close combat weapon, with no ranged capability.

Larger swarms are divided into groups, which are configured to work as one, some target and/or engage the enemy, others to stream battlefield Intel back to the main host.

The small size, high speed and manoeuvrability of individual skulls within the swarm makes them very confusing to target or fight in close combat; most hits are at best glancing; in game terms this lends the high initiative and armour save to an otherwise tiny model.

	WS	BS	S	T	W	I	A	Ld	Sv
Skull Base	2	3	2	3	3	4	3	10	4+

Special Rules: Infiltrate, Swarms, Fleet, Target Lock, Self-destruct, Jet-packs

Target Lock: In the shooting phase you may target an enemy unit within 12" to laser designate its location; roll one dice for each skull base and count up any hits, but don't roll to wound. Instead any friendly unit which fires at the target locked enemy; may re-roll one failed "to hit" dice for each hit the swarm made. (remember only 1 re-roll per dice)

Self-destruct: In any assault phase instead of using normal attacks, each base may attempt to destroy a single enemy model by closing with the enemy and overloading; whilst resulting in it's own destruction, it gains each base a **single** attack with the one of the following profiles. (No bonus for charging)

- Each base explodes using values relative to the wounds it has remaining; roll to hit as normal, followed by a roll to wound or penetrate armour.
 - Single wound explodes at S4
 - Two wounds increases to S7
 - Unwounded increases to S10
- This type of attack can only be used against vehicles, walkers and monstrous or gargantuan creatures; smaller models will re-act to the proximity before over-load can be reached.

JetPacks: combat skulls count as being equipped with jetpacks as described in the warhammer 40,000 rulebook.

TELEPORTER ASSAULT

Mass-Cargo Teleporters, or Bulk Shifters as they are sometimes referred to, are designed to transport parts, produce and raw materials on and off planet, where atmospheric flight for bulk lifters is too hazardous and the use of Tsiolkovsky towers is impractical. Less sophisticated than those used by the Astartes chapters; their immense power means less likelihood of deviation, however they can be problematic in the restructuring of organic molecules. (i.e. Organics can arrive inside out, very messy!).

From player turn 1 and in each subsequent turn you may teleport in **one** of the following ways.

- Unit Deployment:** In your movement phase you may **Deep Strike** a single unit or vehicle held in reserve, even if they would not normally be able to.
 - If scatter die lands on an arrow, half the distance shown rounding up.
 - Vehicles are deployed faced in the same direction as the arrow on the scatter dice; on a hit you may choose its facing.
 - Roll a dangerous terrain test for each unit member or vehicle; on a roll of 1 models suffers a wound with no armour save allowed, vehicles suffer an automatic glancing hit.
- Emergency Extraction:** In your assault phase you may teleport a unit out of combat; this is done after all combat resolutions, moral checks & fallback moves. The unit is removed from play and placed back into reserve.
- Weapons Strike:** In your shooting phase you may teleport a weapons system into the heart of the enemy forces; roll a D6 each time you deploy a weapon in this way, on a 1 it fails to detonate.

	Str	Ap	Notes
Fire Storm Canister	6	4	5" Blast ignores cover
Melta-charge	8	1	3" Blast 2D6 Penetration
Frag Bomb	10	2	5" Blast causes pinning test
Vortex Warhead	Special		5" Blast ignores all saves

Weapons Systems: only one type may be chosen.

- Fire Storm Canister:** A pressurised promethium canister, containing a high explosive charge; on detonation it sprays out a massive fireball that ignores cover saves.
- Melta-charge:** A larger variation of the melta-bomb, it uses 2D6 for armour penetration.
- Fragmentation Bomb:** A larger fragmentation grenade that explodes in a hail of razor sharp shards, any failed save causes pinning.
- Vortex Warhead:** A larger variation of the vortex grenade, anything under the 5" template is automatically sucked into the warp and removed from play, this includes sections of buildings and removable scenery pieces; no saves of any sort may be taken against vortex technology.

SAGITARRII MANIPLE

Sagitarrii teams use anti-gravity suspensors to provide a stable firing platform allowing heavy weapons to be fired on the move.

Sagitarrii teams fielded with a sniper rifle & lascarbine gain the **Concealment Tactics** and **Infiltrate** special rules, but lose the benefits of a suspensor platform

	WS	BS	S	T	W	I	A	Ld	Sv
Sagitarrii Team	3	4	3	3	2	3	2	7	4+

Special Rules: Skitarii, Suspensor Platforms, Solo Deployment, Concealment Tactics

Suspensor platforms: Inbuilt targeting arrays and anti-gravity suspensor plates allow the heavy weapon to be fired in one of the following two modes, it may fire even when moving but with reduced efficiency

- **Heavy:** If stationary in the movement phase, the weapon fires at BS4.
- **Assault:** It fires at BS3 if moved in clear terrain and BS2 if a terrain test was taken or it Deep Strikes. It counts as an assault weapon.

Solo Deployment: Sagitarrii may be fielded as a single unit, seconded or deployed separately.

Concealment Tactics: using stealth to hide and target the enemy; you **must** deploy on the board if possible, if you not are allowed to, then you have a single movement and 'run' to reach your final position.

- Once concealed you may not move unless it is to fall back to your board edge, you may not re-group.
- Once concealed the team gains +2 to the value of any cover save they are in, or a 6+ cover save in the open.

BATTLE SERVITOR PHALANX

Battle servitors are sometimes used for heavy weapons support, these huge biomechanical creatures are often created from lobotomised ogryns, have ranged weapons permanently attached and use track units for motivation.

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Servitor	3	4	5	5	3	3	3	7	4+

Special Rules: Higher Function, Track Units, Solo Deployment

Track Units: The track unit, and it's own massive physical strength allow the servitor to be fired in one of the following two modes; it may fire even when moving but with reduced efficiency

- **Heavy:** If stationary in the movement phase, the weapon fires at BS4.
- **Assault:** It fires at BS3 if moved in clear terrain and BS2 if a terrain test was taken or it Deep Strikes. It counts as an assault weapon.

Solo Deployment: Sagitarrii maniples may be fielded as a single unit, **seconded** or deployed separately.

CYBERNETICA MANIPLE

Robots are the pinnacle of imperial technology, regarded by many mechanicus as living testament to the purity of the machine god; revered both for their battlefield prowess; and as a source of inspiration to the faithful.

These constructs, whilst not sentient, are as close to true artificial life as is possible without resorting to the heresies of the xenos and the traitor.

Robots are categorised according to armaments, rather than the model of robot itself; most are bi-pedal, but some use track units for locomotion.

- The **Conqueror** is most typically fielded, and armed with 1 ranged and 1 close combat weapon.
- The **Crusader** has two ranged weapons and loses 1 attack; it may fire both weapons in the shooting phase even if it moved.
- The **Castellan** has two combat weapons and gains 1 attack.

	WS	BS	S	T	W	I	A	Ld	Sv
Robot	4	4	5	6	2	2	2	10	2+

Special Rules: Slow and Purposeful, Fearless, Battle Protocols, Superior Processes, Icon of Mars

Icon of Mars: (see page 4) in addition if a unit the robot is attached to ever falls-back, the robot will not retreat with them and continues the fight alone following battle protocols.

Superior Processes: Controlled by logic engines and pre-written sub-routines, robots will follow orders from any adept or **Skitarii** with Ld 8 or higher, as long they are present in the joined squad, or attached to the cohort. If this leader is killed, or the cohort is deployed without one; robots revert to pre-programmed **battle protocols**.

Battle Protocols: The maniple will operate according to the protocols for whichever type of robot remains.

- If any crusader or conqueror robots remain functional the entire unit will remain stationary, or if no enemy unit is visible they will move the minimum distance necessary to achieve LOS and stop; they will then fire at the closest enemy target, and will never initiate an assault.
- If the only robot functioning is a Castellan class, it will move directly towards the nearest enemy model, and initiate assault if possible.

BALLISTARII AUXILIA

The artillery units of the adeptus mechanicus field a variety of weapons from the humble tarantula to rare and exotic devices dating back to the days of the Horus heresy and some even earlier.

A Ballistarii team consist of two targeting servitors and the weapon platform; extra crew are often assigned in case of casualties or to protect against assault. Specialist target servitors match or exceed human performance so these weapons are crewed solely by servitors.

Tech priests are often seconded to lead and to conduct repairs to weapons.

	WS	BS	S	T	W	I	A	Ld	Sv
Target Servitor	3	4	3	3	1	3	1	7	4+
Gun Servitor	3	4	3	3	1	3	1	7	4+
Combat Servitor	4	3	3	3	1	3	2	7	4+

Special Rules: Solo deployment, Fire control, Damage Control, Higher function (see P8)

Solo deployment: Multiple weapons and crew may deploy as a single unit, in which case they follow a unit coherence of 4" between weapons; or alternatively each may deploy and operate separately.

Fire Control: As long as a target servitor remains functional for each weapon, it may target a different enemy from the other weapons, even if part of a unit. If no target servitor is functional then.

- A Gun servitor may fire normally using BS4
- A Combat servitor may fire normally using BS3

Damage Control: A weapon suffering a penetrating hit is destroyed as normal; however for glancing hits, it only counts as damaged and may not fire.

- This represents minor damage that would, for another army, render the weapon inoperable; the resources and know-how of the mechanicus means this may well only be a battlefield repair.
- If a tech priest has been seconded to the unit, he may attempt to repairs using the '**Blessings of the Omnissiah**' rules.

Rapier laser destroyer: Mounted on a track unit; this weapon is a powerful multi-barrelled laser.

- Primarily a tank-hunter capable of piercing the heaviest armour plating, the energy from all the barrels is focused into one devastating beam.
- However if adjusted correctly the firing sequence of each barrel can be 'staggered' to produce a shower of lesser magnitude beams.

	Range	Strength	AP	Type
Single Shot	60"	10	1	Heavy 1
Sustained Fire	36"	6	6	Heavy 4

Thud Gun: More correctly termed a Quad-Launcher; it gains its more common name from the distinctive heavy 'thud' that issues when fired.

This anti-personnel **barrage** weapon is mounted on either a track unit or wheeled carriage; resembling a large bore mortar, but with four barrels instead of one.

- Follows normal rules for barrage weapons in the warhammer 40,000 rulebook.

	Range	Strength	AP	Type
Thud Gun	G12-48"	6	6	Heavy 4 Blast

Thunder-fire cannon: Always track mounted, these are colossal quad barrelled launchers, are a highly versatile direct fire weapons; their shells can be pre-fused for airburst, surface detonation or subterranean blast. (declare which you are using before the cannon fires)

	Range	S	AP	Type
Surface	60"	6	5	Heavy 4, Blast
Airburst	60"	5	6	Heavy 4, Blast, Ignores Cover
Subterranean	60"	4	-	Heavy 4, Blast, Tremor

- **Ignores cover:** Cover save may not be taken against wounds caused by an airburst salvo.
- **Tremor:** Units 'hit' by subterranean blast will move as if in difficult terrain in the following Movement phase, if actually in difficult terrain one less dice is rolled. A vehicle 'hit' by a tremor must take a dangerous terrain test, if it chooses to move in the next movement phase. This also applies to skimmers.

Conversion Beamer: Incredibly rare Archotech, these are relics from the age of strife. Conversion beamers covert a target's own mass into the energy needed to destroy it. The beams grow in power the further from source they get; but at a terminal point will dissipate altogether.

- After choosing a target and rolling to scatter, measure the distance to the final blast position, and consult the chart for the profile used to inflict damage.

Range	Strength	AP	Type
Up to 18"	6	-	Heavy 1, Blast
18" to 42"	8	4	Heavy 1, Blast
42" to 72"	10	1	Heavy 1, Blast
Over 72"	Miss	n/a	n/a

Tarantula: Widely used by imperial forces on a million worlds; these compact units can be quickly and easily deployed and have a multitude of weapons opinions.

- All weapons options are twin-linked with self-loading ammunition hoppers.
- If the crew is slain, the tarantula continues to fire using integral targeting systems; it targets the closest visible enemy and fires at BS2.

CATAPHRACT ARMoured FIST

The Mechanicus are seldom called upon to mobilise their military might to cleanse worlds of heresy or chaotic taint, nor to protect against invading xenos hordes; theirs is not the protracted 'foot slogging' manner employed by Imperial Guard armies.

Instead they mount precise surgical strikes, multi frontal assaults with huge amounts of fire-power and where necessary utilise orbital bombardment to obliterate their foes; in fact much more in keeping with the Adeptus Astartes style of warfare, than any other imperial force.

These battle tactics coupled with the vast amount of material assets at their disposal means they rarely use mechanised support in the form of armoured tanks; when they do it is a hard hitting frontal offensive rather than protracted siege shelling.

A unit of the armoured fist comprises of between one and three tanks or constructs; and any combination of types may be taken

Most mechanicus strike forces make use of variants of the imperial guard issue Leman Russ battle tank, usually on regulation track units but sometimes exploiting more exotic forms of locomotion. Some even mount their heavy weapons on multi-limbed walking constructs or anti-gravity platforms.

All however make use of the following profile.

	BS	Front	Armour Side	Rear
Battle Tank	4	14	13	11

Special Rules:

Lumbering Behemoth, Solo deployment, Sponsons

Type: Tank

Solo deployment: Multiple tanks may deploy as a single unit, in which case they follow a vehicle unit coherence of 4" between them; or alternatively each may deploy and operate separately.

Lumbering Behemoth: When fitted with traditional track units, a Leman Russ is such a stable firing platform that if it moves at combat speed or remains stationary it can fire **any** turret weapon in addition to any other weapons it would usually be allowed to fire. However maximum cruising speed is only D6+6" (roll each time it moves).

- If the **Stalker** upgrade is taken the tank regains normal cruising speed but loses this enhanced firing ability.

- If the **Hover-lifters** upgrade is taken the tank regains a cruising speed of 12" but loses the enhanced firing ability; in addition it may not take the sponsons upgrade due to weight.

Sponsons: These armoured compartments are often fitted to the side of the tank's hull; each is fitted with a single heavy weapon and a dedicated gunner or targeting servitor. The most usual load-out being Heavy Bolters; however many other weapons options are available.

Turret Weapons Options:

Battle Cannon

Range	S	AP	Type
72"	8	3	Ordnance 1, Large Blast

Nova Cannon (ignores cover saves)

Range	S	AP	Type
36"	6	4	Heavy 1, Large Blast

Demolisher Cannon

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

Heavy Plasma Cannon

Range	S	AP	Type
36"	7	2	Heavy 3, Blast

Twin-linked Assault Cannon

Range	S	AP	Type
24"	6	4	Heavy 4, Rend, Twin-Linked

Twin-linked Autocannon

Range	S	AP	Type
48"	7	4	Heavy 4, Twin-Linked

Gatling Cannon

Range	S	AP	Type
24"	5	-	Heavy 20

Vanquisher Cannon (2D6 armour penetration)

Range	S	AP	Type
72"	8	2	Heavy 1

Melta Cannon

Range	S	AP	Type
24"	8	1	Heavy 1, Melta, Blast

CHRONIS H'VAYLAN

Archmagos Veneratus of the Kallastin divide, an empire so vast and with so many forge worlds and material rich planets that rumour is he has long ceased to follow orders from Mars unless they fall in with his own designs.

Little is now know of his rise to power, of former postings and positions within the hierarchy; save that it was funded on his own brilliant mind and utter ruthlessness regarding all that stood in his way. His path to glory has been a long one, Chronis is reputed to be over nine hundreds years old.

	WS	BS	S	T	W	I	A	Ld	Sv
Chronis	6	5	4	5	4	4	3	10	+2

Special Rules: Independent Character, Blessing of the Omnissiah, Disciplines, Combat Bionics, Adeptus Retinue

Adeptus Retinue: Chronis **must** take a retinue of eight models; which type is up to you. (see page 6)

Disciplines: Chronis is so long lived he has mastered not one but three of the Divisiones; a force under his command is granted the benefits of.

- Cybernetica, Biologis & Metallurgius

Twins of Rahl: Named for its planet of re-discovery this pair of weapons is believed to date back to the age of strife; a long ebony staff tipped with the three crystal prongs of a trident is held by a gauntlet of filigreed gold and talons of ivory.

- The **Trident** incorporates a power field the working of which neither Chronis or his Magi can fathom; no saves of **any** sort may be taken from wounds caused by it.
- The **gauntlet**, whilst far less cumbersome than modern equivalents, is to all intent and purpose a power fist as described in the 40,000 rulebook
- Resolve your attacks with one or the other.
- In the shooting phase they may be used in conjunction, the trident is 'cast' using the profile below; inbuilt technology hurtles the trident far beyond normal throwing distance, after it has stuck its target (or missed) the trident is teleported by unknown means back to the wielders gauntlet.

Range	Strength	AP	Type
36"	8	1	Heavy 1

Cloak of Sighs: A long flowing cloak constructed of fine Mechadendrites and are electrically energised; they create a quiet swishing hum as they move, hence the name.

- The cloak grants Chronis a 3+ invulnerable save

ADESII VENTRON

Adesii is the High priest of the Luminen brotherhood and ambassador to the Fabricator of Mars, he moves from one star system to another, acting as mediator where tensions have developed between the Adeptus and other imperial institutions. A gifted orator and a veteran of the political minefield often encountered when dealing with the imperium; a task he has excelled at throughout many human life times, his worth to Mars having granted him multiple rejuvenations.

This public face of the mechanicus is also a peerless warrior with a vast wealth of battlefield experience; unlike most electro-priests not only does his altered physiology carry their trademark Electroos, he has also had extensive bionic augmentation over the years as his biology has failed or been damaged in battle. These are subtle modifications that mimic the human form, so he is at first glance virtually human, a boon that aids greatly in his mediatory role; where the 'fleshed' servants of the emperor can be weary of dealings with the more obviously mechanised.

Preaching the faith is ever his goal and innumerable are the imperial citizens that have joined the cult thanks to his teaching; in bringing them to the fold he not only liberates them from an obscurity of meaningless toil, but this also aids in diversifying the gene-pool within the mechanicus as a whole.

	WS	BS	S	T	W	I	A	Ld	Sv
Adesii Ventron	5	4	5	4	3	4	4	10	3+

Special Rules: Electroos, Fleet, Closed circuit, Static charge, Combat bionics, Icon of Faith, Symbol of the Wheel

Electoos: (see page 8)

- With so many years to hone skills and upgrade his hardware, he has an invulnerable save of 3+.

Closed circuit: (see page 8)

- If Adesii ever overloads his circuitry he suffers a single wound instead of being killed outright; he still gets no save and also no bionics roll.

Static Charge: (see page 8)

Leader of the Faithful: May only be taken as an addition to a full Luminen host; at least five of which must be deployed with Adesii at the start of the game, any others may be seconded as usual.

- In addition he counts as an **Icon of Mars**.

Symbol of the Wheel: This standard denotes his status within the cult; and is also a technological marvel that allows him to channel electricity into a ranged attack with the profile below.

Range	Strength	AP	Type
24"	5	3	Assault 3

BROTHER DOR'SILAN TARN

Dor'silan started life in the Adeptus Mechanicus as a humble Hypaspist, his innate understanding of the ways of the machine soon led to enrolment into the Cult and an introduction into the greater mysteries.

Many years were spent under the tutorage of Magos' from differing Divisiones before the ascension to the magi himself; further years spent in the outer fringes of the Segmentum Ultima where he served the Omnissiah as an Explorator of some renown.

However as time passed he could always recall the thrill of battle from his formative days in the Skitarii; as an old Terran saying goes 'blood will out'; before long Dor'silan had entered the ranks of the Secutors, there to concentrate his efforts on matters of war.

	WS	BS	S	T	W	I	A	Ld	Sv
Dor'silan Tarn	5	4	4	4	3	4	2	10	2+

Special Rules: Independent character, Inspirational killer, Combat Bionics, Relentless, Tank hunters, Bolster Defences

Independent character: Unlike most Secutors he retains the independent status he earned as an Explorator and so is free to join and leave other units.

Bolster Defences: (see page 5)

Inspirational Killer: (see page 9)

Helix Missile launcher: is a weapon of Dor'silan's own devising, and only after exhaustive petitioning to the conclave of Archmagi was permission granted for a prototype to be constructed, the profiles of which is listed below.

- Instead of using a single warhead, it fires a cluster of three standard frag or krak missiles; these follow a helical flight pattern which holds them more closely on target.
- The helix launcher therefore counts as twin-linked on all of the Krak shots fired; and may re-roll the scatter die when using Frag.
- Due to the time required for the auto-loaders to re-arm the launcher having been fired; you must miss one shooting phase, before firing again.
- Due to the weight of the weapon one minor arm of Dor'silan's servo harness is slaved to help support it, so he has no flamer.

Triple Frag Missiles

Range	Strength	AP	Type
48"	4	6	Heavy 1 Large Blast

Triple Krak Missiles

Range	Strength	AP	Type
48"	8	3	Heavy 3

CENTURION PETRA SOLSEN

A legend among the rank and file Skitarii he nominally holds the rank of Centurion, however his innate battle skills means he is better suited to front line combat than a strategic rearguard role.

A fearsome warrior specialising in commando actions deep behind enemy lines, his target is usually the demolition of a prime asset or the assassination of an enemy leader. His stealth has earned him the unofficial title 'The Shadow'.

Such experience is bought at a price, and SolSEN has suffered countless wounds throughout his decades of service to Mars and received many augmentations to heal them; these count as Combat bionics and also grant the strength bonus included in his profile.

	WS	BS	S	T	W	I	A	Ld	Sv
Petra SolSEN	5	4	4	3	2	3	2	9	+4

Special Rules: Skitarii, Combat Bionics, Infiltrate, Leader or Loner, Deep Insertion, Force Recon, Hard 'n' Fast

Leader or Loner: SolSEN may be deployed in one of the following ways:

1. Alone he counts as a single unit and using an Elites slot in your force organisation; he benefits from all the special rules listed above, once deployed he may not join any other unit or be joined by any independent character.
2. He may be **seconded** to train and lead a unit of Classiarri, if so no additional force organisational slot is used; however no other models may join or be seconded away. The unit he joins benefits from **one** of the following special rules, which is chosen before deployment.

Deep Insertion: If using 'out-flank' to enter from reserve; roll a D6 to decide which board edge to use

- **1:** Enter on owning players left
- **2:** Enter on owning players right
- **3-4:** You may choose to enter from left **or** right
- **5-6:** You may enter from any board edge **including** that of your opponent

Force Recon: SolSEN gains the universal special rules *Scouts* and *Move through cover*.

Hard 'n' Fast: SolSEN gains the universal special rules *Hit & Run* and *Fleet*.

Cloaking Field: This device projects a field of visual distortion around the wearer; the electro-magnetic field generated also provides limited protection, so counts as a refractor field granting a +5 inv save. If SolSEN has deployed alone any enemy wishing to target him must test as if night fighting is in effect.

DARIN LO'TROVEN

Darin was team leader of the research cabal responsible for developing the prototype displacer jump pack unit; it was his lateral thinking and insight into combining the technologies used, that drove the team to create a usable item of wargear.

As with all newly discovered technology, or current knowledge being re-directed to a new purpose; the research was strictly quarantined for many years whilst pending investigation and exhaustive testing.

Even now with his technology granted a mechanicus replication license, he continues the quest to perfect his brainchild, researching this technology's learning curve, as part of a battlefield Venator unit.

The data collected in the heat of combat allows far greater insight than the clinical gleanings resulting from laboratory experimentation.

Such data is allowing him to create far more exact trajectory and displacement algorithms to be installed into the next generation of displacer jump hardware.

His own jump pack is a heavy modified and powerful version; that not only bears the weight of his power armour, but also that of the servo arm that is intergraded into it. The Venator unit he joins is equipped with experimental jump packs at additional cost.

	WS	BS	S	T	W	I	A	Ld	Sv
Darin Lo'Troven	4	4	3	3	1	3	1	9	3+

Special Rules: Blessing of the Omnissiah, Heavy Bionics, Deep Strike, Precision Mapping

Leader: May only be taken as an addition to a full Venator Auxilia, you may second a Classiarii to this unit, but no other adept may be included.

Precision Mapping: His newly developed packs allow for more precise and less disorientating jumps.

- A squad lead by Darin may shoot/run as normal following a teleport jump or if close enough they may choose to assault **instead**. They may not do both, they may also not take advantage of offensive grenades if assaulting in this way.
- Dangerous terrain test are taken as normal for teleport jumps; but are less fraught with peril, so you **may** take armour saves against any wounds caused.

Deep Strike: Darin wears a Displacer jump pack, so may always **deep strike** from reserve with his unit, even in scenarios that would not normally allow it.

Displacer Jump Pack: (see page 14)

CYBERNETIC CONSTRUCT SAM~220

A unique tech relic from a long forgotten age; whether all robots of the time were as sophisticated or it was an advanced prototype is unclear; but it far surpasses the technology of newer cybernetics.

A huge construct even by robotic standards, twice the height and breadth of its smaller units; it bears an arsenal of fearsome ranged and close combat weaponry.

SAM~200 was discovered on a planetoid on the fringes of the Halo Zone, deep beneath the ruins of a long decayed human civilisation. Tech-Questions delving the ruins found and opened a vault, to discover amidst the dust and detritus of millennia a towering metal figure. So obviously of human origin, it was decided to activate the unit to evaluate its worth; but upon feeding power into the construct, its vox-casters blared forth the message.

"MY DESIGNATION IS SENTIENT AUTOMATED MECHANOID 220 ... YOU MAY CALL ME SAM DATA FILES NEED UPDATE INPUT REQUIRED!"

The attendant adepts duly uploaded relevant data; the result of which was to elicit a second vocalisation.

"HIM ON EARTH..... THE GREAT BETRAYAL..... THE GLORY OF MARS AS WAS PREDICTED THERE IS MUCH TO BE DONE!"

SAM~220 has never expanded on this enigmatic statement; in fact the Scions of Mars are divided as to whether this sentient machine is a blessing from the Omnissiah to be praised and learned from or a heretical and blasphemous abhorrence to be terminated.

	WS	BS	S	T	W	I	A	Ld	Sv
SAM~220	4	4	6	7	4	2	4	10	2+

Special Rules: Fearless, Relentless, Sentient, Cyber-leader

Cyber-Leader: May only be taken as an addition to a full Cybernetica maniple; at least two of which must be deployed with SAM at the start of the game, any others may be seconded as usual.

- In addition he counts as an **Icon of Mars**

Sentient: SAM~220 is a sentient machine, and acts as the leader of a Cybernetica Maniple; no adept is needed or allowed and all lesser robot will follow 'his' commands. If SAM~220 is ever rendered in-operative; any remaining robots will revert to **battle protocols**. (see page 16)

Blast Cannon: similar in appearance and function to a large twin-linked assault cannon; but has longer range, more powerful shells and blistering cyclic rate.

Range	Strength	AP	Type
36"	7	4	Heavy 8, Rending Twin-linked

WARGEAR

This section of the codex lists the weapons and equipment available to the Adeptus Mechanicus, along with the rules for using them in your games. Wargear that may be used by many different units or models are detailed here, whilst Wargear specific to a character or unit type is described in its forces entry and a page number is given as reference instead.

WEAPONS

Assault Cannon: Rapidly spinning multiple barrels, unleash a hail of explosive shells.

Range	Strength	AP	Type
24"	6	4	Heavy 4, Rending

Autocannon: A large calibre solid shot weapon firing extremely high velocity shells.

Range	Strength	AP	Type
48"	7	4	Heavy 2

Boltgun: Fires self-propelled missiles or 'bolts' that first penetrate their target, before exploding inside.

Range	Strength	AP	Type
24"	4	5	Rapid Fire

Bolt Pistol: A smaller version of the boltgun; a very potent side arm.

Range	Strength	AP	Type
12"	4	5	Pistol

Storm Bolter: A twin barrelled version of the boltgun with a higher rate of fire.

Range	Strength	AP	Type
24"	4	5	Assault 2

Heavy Bolter: A huge version of the boltgun, with an even larger calibre and higher cyclic rate.

Range	Strength	AP	Type
36"	5	4	Heavy 3

Flamer: A short range, indiscriminate weapon that spews out burning promethium fuel.

Range	Strength	AP	Type
Template	4	5	Assault 1

Hand flamer: A pistol version of the flamer it counts as an additional close combat weapon; and once per game it may be fired as a flamer.

Range	Strength	AP	Type
Template	4	5	Assault 1

Heavy Flamer: A large version of the flamer that produces an even fiercer conflagration.

Range	Strength	AP	Type
Template	5	4	Assault 1

Lasgun: The most basic form of laser weaponry.

Range	Strength	AP	Type
24"	3	-	Rapid Fire

Lasapistol: A side arm based on the basic lasguns.

Range	Strength	AP	Type
12"	3	-	Pistol

Lascarbine: A powerful version of the lasgun, it offers the same reliability but more stopping power.

Range	Strength	AP	Type
24"	3	5	Rapid Fire

Assault Laser: see page 8

Multi-laser: Enhanced barrel assemblies mean higher power and rates of fire than normal laser weapons.

Range	Strength	AP	Type
36"	6	6	Heavy 3

Lascannon: A laser based anti-tank weapon, capable of burning through even the heaviest armour.

Range	Strength	AP	Type
48"	9	2	Heavy 1

Missile Launcher: Tactically flexible weapons fire a choice of anti-armour or anti-personnel missiles.

Frag Missile

Range	Strength	AP	Type
48"	4	6	Heavy 1 Blast

Krak Missile

Range	Strength	AP	Type
48"	8	3	Heavy 1

Grenade Launcher: Man-portable weapons which fire a variety anti-armour or anti-personnel rounds.

Frag

Range	Strength	AP	Type
24"	3	6	Assault 1 blast

Krak

Range	Strength	AP	Type
24"	6	4	Assault 1

Chaff

Range	Strength	AP	Type
24"	2	-	Assault 1 large blast*

* Used against enemy vehicles to surround them in a cloud of airborne wire chaff, which disrupts their targeting systems. Any vehicle hit with chaff that fires in following turn must re-roll any hits, and keep any misses and must double the distance for scatter die.

Heavy Stubber: A solid shot weapon, with long range and high rate of fire.

Range	Strength	AP	Type
36"	4	6	Heavy 3

Storm Stubber: A more portable version with the same power but reduced range.

Range	Strength	AP	Type
18"	4	6	Assault 3

Plasma Gun: Fires pure super heated plasma that melts through steel or flesh with equal ease. Whilst devastating this technology is prone to malfunction.

Range	Strength	AP	Type
24"	7	3	Rapid Fire, Gets Hot!

Plasma Blaster: Similar in size to a plasma gun, it however utilizes a more stable firing and re-charging mechanism. Counts as twin linked.

Range	Strength	AP	Type
24"	7	3	Rapid Fire, Gets Hot!

Plasma Cannon: A larger version of the plasma gun, this fires a huge 'bolt' of plasma that explodes on contact with the target.

Range	Strength	AP	Type
36"	7	3	Heavy 1, Blast, Gets Hot!

Plasma Pistol: Whilst a short ranged version of a plasma gun, this side arm is just as destructive.

Range	Strength	AP	Type
12"	7	3	Pistol, Gets Hot!

Meltagun: Short ranged but lethal anti-tank weapons that fire a hyper-heated ball of air.

Range	Strength	AP	Type
12"	8	1	Assault 1, Melta

Multi-melta: A longer ranged version of the meltagun.

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta

Inferno Pistol: A short ranged but formidable side arm that uses meltagun technology.

Range	Strength	AP	Type
6"	8	1	Assault 1, Melta

Sniper rifle: A high accuracy weapon, used for making precision kills.

Range	Strength	AP	Type
36"	X	6	Heavy 1, Sniper

Close Combat Weapon: various mechanicus units employ many types of combat weapon.

- Close combat weapons as described in the Assault phase chapter of the warhammer 40,000 rulebook.

Power Weapon: A close combat weapon of some kind, typically a sword or axe; they incorporate a disruptive energy field, capable of cut through armour with ease.

- See the Assault phase chapter of the warhammer 40,000 rulebook for details of power weapons.

Staff of Office: See page 5

Power fist: A massive armoured gauntlet surrounded by a disruptive energy field. It is slow and unwieldy to use but delivers a crushing blow, capable of smashing the thickest armour.

- See the Assault chapter of the Warhammer 40,000 rulebook for details of using power fists.

Mechanicus power axe: The trademark item of the Adeptus Mechanicus, in most circumstances a work tool, but due to its incorporated energy field, it becomes a formidable weapon in battle.

- Used single-handed it counts as a power weapon, and if wielded with both hands adds +2 to the wielders strength.

Chain Fist: A development of the power fist used for tearing through armour and bulkheads.

- It counts as a power fist in all regards, but against vehicles will roll 2D6 for armour penetration.

Breaching drill: A development from mining equipment, the adamantium tip will drill through the hardest of materials with little effort.

- It counts as a power fist in all regards; but against armour any glancing or penetrating hit will be at +1 of the damage table.

ARMOUR

Artificer armour: Similar in appearance to power armour, but more resilient and with integral repair systems. Rare even to the technology rich mechanicus, either ancient tech relics the construction techniques of which are lost to the ages, or more recently created with jealously guarded manufacturing methods.

- A model equipped with artificer armour receives an armour save of 2+.

Technis Battle Plate: a much heavier plated version of power armour, it provides greater protection but without loss of mobility.

Power Armour: Made from heavy ceramite or armaplas exterior plating above a suit of electro-fibre bundles that replicate and enhance the movements for the wearer.

- A model equipped with power armour receives an armour save of 3+.

Carapace Armour: Made from lighter rigid plates of ceramite or armaplas that are moulded to body contours; it is worn over a reinforced cloth uniform.

- A model equipped with carapace armour receives an armour save of 4+.

Flak Armour: Cheap and easily mass-produced, flak armour is comprised of many layers of thick cloth and interwoven ablative thermo-plastic plates.

- A model equipped with flak armour receives an armour save of 5+.

OTHER EQUIPMENT

Mechadendrites: are tentacle like appendages of electro-fibre attached directly to the nervous system via spinal graft; they are tipped with micro lasers, forceps, cutting blades and the other intricate tools.

- In combat they swirl round an opponent, distracting them before darting in to attack with blistering speed; this allows the bearer to press home his main attacks; you may re-roll a single failed to hit in each assault phase.

Digital Weapons: Micro lasers housed in bionic augments such as eyes or fingertips, lacking the power for ranged attack, but in assault may be used to target exposed weakness while an opponent fends off the main attacks.

- A model with digital weapons may re-roll a single failed to wound in each assault phase.

Master crafted Weapons: artisans lavish superior materials and of hundreds of hours of meticulous labour into manufacturing these exquisite weapons

- They allow the bearer to re-roll one failed 'to hit' roll per turn.

Hover-Unit or Hover-Disc: Utilising anti-gravity replusors, they allow the wearer or passenger to glide quickly and effortlessly above the ground, or to rise up to great heights to effect repairs.

- They count as jetpacks as described in the main Warhammer 40.000 rulebook.

Servo-arm: Used by Adepts and servitors for heavy repairs and in combat for crushing their opponents.

- A servo arm grants a model an additional close combat attack that strike at initiative 1, Strength 8 and that ignores armour saves.

Servo-harness: A servo harness is an exoskeleton, incorporating two servo arms and two additional manipulators; one mounts a plasma cutter (counts as a twin-linked plasma pistol), the other a flamer.

- In the shooting phase the wearer can fire both harness weapons or one harness mounted and one other weapon.
- In combat it grants two additional close combat attacks that strike at initiative 1, Strength 8 and that ignores armour saves.

Familiar: These vat grown creatures are formed from their masters own DNA strands; and can bolster health using stored body fluids, enzymes and tissue.

- The owner may ignore a single wound per turn, unless it is sufficient to cause instant death. Although typically modelled on the same base, they not count as a separate model and cannot be targeted independently.

Electoos: See page 8

Displacer Jump Pack: See page 14

Refractor field: An energy field envelopes the bearer that partially refracts energy around and away.

- A reflector field grants the bearer a 5+ invulnerable save.

Conversion field: This device converts harmful incoming energy into pure light; on activation the bearer is surrounded by an intense white halo.

- A conversion field grants the bearer a 4+ invulnerable save.

Displacer: The device senses potentially fatal attacks and attempts to remove the bearer from harms way.

- A displacer grants a 3+ invulnerable save with a successful roll teleporting the bearer 2D6" in a random direction
- If this places the model into impassable terrain or the space occupied by another model then a dangerous terrain test must be taken and the bearer's movement is reduced the minimum needed to avoid collision

Energy Buckler: A small shield, incorporating an energy field generator; it is worn attached to the forearm, leaving the wearer's hand free to wield a weapon as normal.

- An energy buckler grants the bearer a 6+ invulnerable save.

Energy Shield: A much larger version of the buckler with a more powerful generator; it is used in place of a single-handed weapon, however the bearer may not claim an additional attack for two close combat weapons.

- An energy shield grants the bearer a 3+ invulnerable save.

Exotic Bolt Ammunition: These specialist shells are usually reserved of the Officio Assassinorum or the Ordos of the inquisition due to the costs of production. They can be fired from a bolt-pistol, boltgun or storm bolter and replace the weapons normal bolts. You may choose one of the following options.

Acid: the shell encases a vial of Molecular acid that will eat away anything it touches; it will always wound of a 2+ regardless of toughness.

Range	Strength	AP	Type
Normal	x	4	Normal

Hades: a core of volatile plasma explodes with the target with the temperature of a super-nova.

Range	Strength	AP	Type
Normal	4	2	Normal

Tracer: shells contain a micro tracking system that can locate a specific model even if within a unit, you must remain stationary in the movement phase to allow time for the system to 'lock onto' its target.

Range	Strength	AP	Type
Normal	4	4	Heavy 1, Special

Frag grenades: Frag grenades are explosives thrown into an enemy position prior to assault.

- They are assault grenades, as described in the Warhammer 40,000 rulebook.

Krak grenades: These are armour-piercing bombs, designed to implode the hulls of enemy vehicles.

- See vehicles chapter of the Warhammer 40,000 rulebook for details of using krak grenades.

Melta bombs: Demolition charges capable of melting through the heaviest armour.

- See vehicles chapter of the Warhammer 40,000 rulebook for details of using melta bombs.

VEHICLE UPGRADES

Extra armour: Vehicle with extra armour count '**crew stunned**' as '**crew shaken**' instead.

Void Armour: Warp technology adds a void 'layer' to a vehicle's armour that dampens the impact of incoming hits. Grants all the benefits of extra armour, plus both glancing and penetrating hits are at -1 on the damage chart, and lance weapons lose their extra armour penetration properties.

Thermo-plas Armour: Laminated from layers of thermo-plastic and adamantium mesh, marginally thicker than standard plating but with no increase in weight. Grants all the benefits of extra armour plus all armour facing are increased by +1 to a maximum of 14, and melta weapons use only 1D6 on armour penetration rolls.

Void Shield: Warp technology creates a protective 'bubble' around the vehicle, which has an Armour Value of 12. When operational roll against the void shield rather than the vehicle's armour; any glancing or penetrating hit overloads the shield, which can't be regenerated until the start of the titan's next turn - no additional damage is caused.

- At the start of its own turn a downed shield may be regenerated on a D6 roll of 6.
- Void shields have no effect in close combat.
- Only when all void shields are down do you roll against the Vehicle's own Armour.

Dozer Blade: Vehicle equipped with a dozer blade may re-roll a failed difficult terrain test.

Hunter-killer Missile: a single use S8 AP3 Missile with unlimited range; they are fired at BS3 regardless of crew's normal ballistic skill.

Hover-lifters: drive systems are replaced with anti-gravity units; the vehicle gains the rule **skimmer** as described in the Warhammer 40,000 rulebook.

Smoke launchers: See the vehicles section of the warhammer 40,000 rulebook.

Servitor crew: hardwired into controls and targeting systems, to take temporary control in the event of the vehicle being under fire, they continue to function even under the harshest battle field conditions.

- The vehicle counts '**crew stunned**' as '**crew shaken**', and even shaken it can still fire a single weapon, but at BS3.
- If a servitor is installed as the sole crew; then **all** shooting is at BS3.

Stalker: Tracked drive systems are replaced with multiple joined legs, ranging from four to many; the vehicle gains the rules **Walker & Move through Cover** as described in the warhammer 40,000 rulebook.

Searchlight: A vehicle that successfully uses the night fighting rules to target an enemy; may then illuminate it with its searchlight. For the remainder of the shooting phase other friendly units may fire at this target without the need to test themselves; however its position revealed, this vehicle may be targeted in the following enemy turn, without testing for night fighting.

Constructor plough: This is a massive ceramite and steel blade attached to the front of a vehicle designed for earth moving and demolition; in game terms it has the same effect as a normal **dozer blade**, however it is so large that it also acts as a shield.

- A vehicle fitted with a construction plough may claim a cover save of 4+ from shooting attacks in it's front arch, just as if it was 'hull down' behind another vehicle or building.

Excavation arms: Huge armatures sporting all manner of construction equipment; they may be used in assault against enemy models within 4" of the vehicles hull; they are ponderous, but devastating when they hit, no armour saves may be taking against wounds caused.

Each excavation arm gives a single attack; with the profile opposite	Ws	S	I
	2	10	1

Dreadnought Close Combat Weapon: See the walker section of the warhammer 40,000 rulebook.

Heavy Breacher: A larger version of the breaching drill, it doubles strength, negates armour saves and rolls 2D6 for armour penetration; it incorporates a built in melta-gun. Being vehicle mounted it strikes at normal initiative.

Power Flail: This devastating weapon is a bundle of heavy Mechadendrites that count as power weapon; it also incorporates a built in flamer.

- The power flail uses the vehicle's un-modified strength value and normal number of attacks; but for every hit scored roll D3 dice to wound, no armour saves are allowed.
- If a second flail is taken, number of attacks is unchanged, but for every hit scored roll D6 dice to wound.

HQ

0 -1 ARCHMAGOS..... 175 POINTS

Page 5

	WS	BS	S	T	W	I	A	Ld	Sv
Archmagos	5	5	4	4	3	4	3	10	+2

Composition:

- 1 Archmagos
- Retinue (must take 3-12)

Wargear:

- Artificer armour
- Bolt-pistol
- Staff of Office
- Frag & Krak Grenades
- Conversion field

Unit Type:

- Infantry

Special Rules:

- Independent Character
- Blessing of the omnissiah
- Combat Bionics
- Disciplines

OPTIONS:

- May replace Bolt-pistol with:
 - Hand-flamer Free
 - Plasma Pistol 10pts
 - Inferno pistol 15pts
 - Storm Stubber 10pts
 - Plasma Blaster 25pts
- May replace his Conversion field with:
 - Displacer 40pts
- May take additional items
 - Melta bombs 5pts
 - Mechadendrites 10pts
 - Digital weapons 10pts
 - Familiar..... 10pts
 - Hover unit 20pts
 - Exotic Ammo 15pts

MAGOS.....120 POINTS

Page 5

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

Composition:

- 1 Magos
- Retinue (may take 0-8)

Wargear:

- Power armour
- Bolt-pistol
- Mechanicus power axe
- Frag & Krak grenades
- Refractor field

Unit Type:

- Infantry

Special Rules:

- Independent Character
- Blessing of the omnissiah
- Combat bionics
- Disciplines

OPTIONS:

- May replace Bolt-pistol with:
 - Hand-flamer Free
 - Plasma Pistol 10pts
 - Storm Bolter 10pts
 - Storm Stubber 10pts
- May replace his Power Axe with:
 - Power fist 15pts
- May replace his Refractor field with:
 - Conversion Field 15pts
- May take additional items
 - Melta bombs 5pts
 - Mechadendrites 10pts
 - Digital weapons 10pts
 - Displacer Jump Pack 20pts
 - A Servo Arm 20pts
 - Exotic Ammo 15pts

EXPLORATOR130 POINTS

Page 5

	WS	BS	S	T	W	I	A	Ld	Sv
Explorator	4	4	3	4	2	4	2	9	2+

Composition:

- 1 Magos
- Retinue (may take 0-5)

Wargear:

- Technis Battle Plate
- Bolt-pistol
- Mechanicus power axe
- Frag grenades
- Melta Bombs
- Servo Arm

Unit Type:

- Infantry

Special Rules:

- Independent Character
- Blessing of the omnissiah
- Combat Bionics
- Bolster Defences

OPTIONS:

- May replace Bolt-pistol with:
 - Hand-flamer Free
 - Plasma Pistol 10pts
 - Storm Bolter 15pts
 - Storm Stubber 10pts
 - Assault Cannon 25pts
- May replace his Power Axe with:
 - Power fist 15pts
- May replace his Servo Arm with:
 - Servo Harness 20pts
- May take additional items
 - Mechadendrites 10pts
 - Digital weapons 10pts
 - Refractor field 10pts

HQ

ADEPTUS RETINUEVARIES

Page 6

	WS	BS	S	T	W	I	A	Ld	Sv
Artisan	2	3	3	3	1	3	1	7	5+
Lexmechanic	2	5	3	3	1	3	1	7	5+
Servo Skull	2	2	2	3	1	3	1	7	4+
Gun Servitor	3	4	3	3	1	3	1	7	4+
Classiarii	4	4	3	3	1	3	2	9	4+
Signifier	4	4	3	3	1	3	2	9	4+
Praetorian	4	4	5	5	2	3	2	8	3+

Composition:

- For Archmagos (3-12 models)
- For Magos (0-8 models)
- For Explorator (0-5 models)

Wargear:

- Artisan & Lexmechanic** both are armed with a laspistol and combat weapon
- Servo skulls** have a single combat weapon
- Gun-servitors** may use any available options in their section
- Classiarii** may use any available options in their section
- Signifier** has lascarbine and power weapon; plus holo standard
- Praetorian** has both power weapon and power fist; but no ranged weapon

Unit Type:

- Infantry

Transport:

- A squad numbering up to 12 models may take a Chimera as a dedicated transport
- A squad of up to 18 models may take a Mass Crawler

OPTIONS:

- You may take a maximum of three models of any of given type
- For an Archmagos or Magos you may choose from the following
 - Artisan 20pts
 - Lex-Mechanic 25pts
 - Servo Skull 10pts
 - Gun-Servitor..... (see P32)
 - Classiarii (see P31)
 - Signifier 40pts
 - Praetorian 50pts
- An Explorator does not have access to the same resources; so they may only choose from the following at the same points cost as above
 - Servo Skull
 - Gun Servitor
 - Praetorian

0-1 TECH-PRIEST CABAL45 POINTS

Page 6

	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest	3	3	3	3	1	3	1	8	3+
Gun Servitor	3	4	3	3	1	3	1	7	4+
Combat Servitor	4	3	3	3	1	3	2	7	4+

Composition:

- 1 Tech Priest

Wargear:

- Power armour
- Las-pistol
- Mechanicus power axe
- Servo arm
- Frag & krak grenades

Unit Type:

- Infantry

Special Rules:

- Blessing of the omnissiah
- Mind lock
- Field team
- Heavy Bionics

Transport:

- A Tech Priest and/or his Field team will use a transport if seconded to another unit; but will never use a dedicated transport of their own

OPTIONS:

- May include up to 4 additional Tech Priests 45pts per model
- Each tech-priest may take up to 3 servitors; of any type
 - Combat Servitor with servo arm 10pts
 - A Gun Servitor with Heavy Bolter 15pts
 - A Gun Servitor with Multi-Melta 25pts
- May replace his las-pistol with:
 - Plasma pistol 10pts
- May take additional items
 - Melta bombs 5pts
 - Mechadendrites 10pts
 - Displacer Jump Pack (replaces his servo arm) 15pts
- A tech-priest (with or without field team) may be seconded to the following units:
 - Servitor Phalanx
 - Hypaspist Maniple
 - Classiarii Maniple
 - Ballistarii Auxilia
 - Venator Auxilia (must take displacer jump pack, may not take a filed team)

CHRONIS H'VAYLAN..... 235 POINTS

Page 19

	WS	BS	S	T	W	I	A	Ld	Sv
Chronis H'Vaylan	6	5	4	5	4	4	4	10	+2

Composition:

- 1 (unique)

Wargear:

- Artificer armour
- Trident & Hand of Rahl
- Bolt Pistol with all types of exotic ammo
- Cloak of Sighs
- Frag grenades
- Melta Bombs

Unit Type:

- Infantry

Special Rules:

- Independent Character
- Blessing of the omnissiah
- Combat Bionics
- Disciplines

Transport:

- Chronis and his retinue may take a chimera as a dedicated transport; if so it **must** take the void armour and Servitor crew upgrades at additional cost (see page 32)

HQ

0 -1 TRIBUTE..... 80 POINTS

Page 7

	WS	BS	S	T	W	I	A	Ld	Sv
Tribune	5	5	4	3	3	4	3	10	+4

Composition:

- 1 Tribute
- Honour Guard (must take 3-8)

Unit Type:

- Infantry

Special Rules:

- Independent Character
- Skitarii
- Combat Bionics
- Master Strategist
- Known Adversary
- Fire Solutions

Wargear:

- Carapace armour
- Bolt-pistol
- Power Weapon
- Frag & Krak Grenades
- Refractor field

OPTIONS:

- May replace Bolt-pistol with:
 - Plasma Pistol 10pts
 - Boltgun 5pts
 - Storm Bolter 10pts
 - Storm Stubber 10pts
- May replace power weapon with:
 - Power fist 20pts
- May replace Refractor field with:
 - Conversion field 10pts
- May take additional items
 - Melta bombs 5pts
 - Digital weapons 10pts
 - Master Crafted Weapons 15pts
 - Servo Skull (see page 6 for rules) 10pts
 - Exotic Bolt Ammunition 15pts

CENTURION 40 POINTS

Page 7

	WS	BS	S	T	W	I	A	Ld	Sv
Centurion	4	5	3	3	2	3	2	9	+4

Composition:

- 1 Centurion
- Honour Guard (may take 0-8)

Unit Type:

- Infantry

Special Rules:

- Independent Character
- Skitarii
- Heavy Bionics
- Fire Solutions

Wargear:

- Carapace armour
- Laspistol
- Combat Weapon
- Frag & Krak Grenades

OPTIONS:

- May replace with Laspistol:
 - Bolt-pistol 2pts
 - Plasma Pistol 15pts
 - Boltgun 5pts
 - Flamer 6pts
- May replace combat weapon with:
 - Power weapon 10pts
 - Power fist 25pts
- May take additional items
 - Melta bombs 5pts
 - Digital weapons 10pts
 - Refractor field 10pts

SKITARII HONOUR GUARD VARIES

Page 7

	WS	BS	S	T	W	I	A	Ld	Sv
Classiarii	4	4	3	3	1	3	2	8	4+
Combat Servitor	4	3	3	3	1	3	1	7	4+

Composition:

- 1-5 Classiarii
- 1-3 Combat Servitors

Unit Type:

- Infantry

Wargear:

- Varies

Transport:

- A squad numbering up to 12 models may take as a dedicated transport:
 - A Chimera (see page 12)
 - Or a Valkyrie (see page 13)

OPTIONS:

- May take per model:
 - Classiarii Veteran 15pts
 - (see page 34 for upgrades)
 - Combat servitor with servo arm 15pts

ELITE

0-1 LUMINEN HOST 110 POINTS

Page 8

	WS	BS	S	T	W	I	A	Ld	Sv
Electro Priest	4	3	4	3	1	3	2	9	4+

Composition:

- 5 Electro priests

Unit Type:

- Infantry

Special Rules:

- Closed circuit
- Fleet

Wargear:

- electroos
- static charge
- Save is inv

Transport:

- Electro-priests may never travel in a vehicle

OPTIONS:

- May include up to 4 additional priests..... 22pts per model
- May NOT be joined by any model, except Adesii Ventron (see below)
- Electro-priests may be seconded to any of the following units
 - Menials Militia
 - Servitor Phalanx
 - Hypaspist Maniple
 - Ballistarii Maniple

ADESII VENTRON 90 POINTS

Page 19

	WS	BS	S	T	W	I	A	Ld	Sv
Adesii Ventron	5	4	5	4	3	4	4	10	3+

Composition:

- 1 (Unique)

Unit Type:

- Infantry

Special Rules:

- Closed circuit
- Fleet
- Leader of the Faithful

Transport:

- Adesii may never travel in a vehicle

Restrictions:

- May only be taken as an addition to a full Luminen host

Wargear:

- Electroos
- Static charge
- Save is inv
- Combat bionics
- Symbol of the Wheel

0-1 PRAETORIAN MANIPLE 90 POINTS

Page 8

	WS	BS	S	T	W	I	A	Ld	Sv
Praetorian	4	4	5	5	2	3	2	8	3+

Composition:

- 3 praetorians

Unit Type:

- Infantry

Special Rules:

- Combat bionics
- Augmented dermis
- Fearless
- Higher function

Wargear:

- Assault laser
- Close combat attachment
- Flechette launchers

Transport:

- Praetorians count as 2 models for transport purposes
- A squad numbering up to 6 praetorians may take a Chimera as a dedicated transport

OPTIONS:

- May include up to 6 additional praetorians..... 30pts Per model
- Any may exchange their combat weapon for a:
 - Power weapon..... 10pts
 - Power Fist 15pts
- One in every three may exchange their assault laser for a:
 - Melta gun 10pts
 - Heavy Flamer 15pts
- May be seconded to the following units
 - Servitor Phalanx
 - Hypaspist Maniple
 - Classarii
 - Ballistarii Maniple

ELITES

SECUTOR BRETHERN 110 POINTS

Page 9

	WS	BS	S	T	W	I	A	Ld	Sv
Secutor	4	4	4	4	2	4	2	9	+2

Composition:

- 1 Secutor

Unit Type:

- Infantry

Special Rules:

- Natural Leader
- Inspirational killer
- Combat Bionics
- Relentless
- Tank hunters

Wargear:

- Technis Battle Plate
- Bolt pistol
- Mechanicus Power Axe
- Servo Arm
- Frag & Krak Grenades

Transport:

- A Secutor count as 2 models for transport purposes

OPTIONS:

- May replace Bolt-pistol with:
 - Storm Bolter 5pts
 - Assault Cannon 10pts
 - Multi-Melta 15pts
 - Plasma Cannon 25pts
- May replace Power axe with:
 - Power Fist 25pts
 - Breaching Drill 30pts
- May replace Servo arm with:
 - Servo Harness 25pts
- May take additional items
 - Melta bombs 5pts
 - Mechadendrites 10pts
 - Digital weapons 10pts
 - Exotic Bolt Ammo 15pts
 - Conversion Field 30pts

BATTLE ENGINE 150 POINTS

Page 9

	WS	BS	S	Armour			I	A
				Front	Side	Rear		
Castellan	5	3	5	11	11	10	5	3
Conqueror	4	4	5	12	12	10	4	2
Crusader	3	5	6	13	12	11	3	1

Composition:

- 1 Engine

Unit Type:

- Vehicle (walker)

Special Rules:

- Variable (see page 9)

Transport:

- May take a termite as a dedicated transport

Wargear:

- A Castellan takes two Dreadnought close combat weapons
- A Conqueror takes one Dreadnought close combat weapons & one Heavy Bolter
- A Crusader takes two Heavy Bolters
- NOTE: Dreadnought close combat weapons house a built in storm bolter
- All classes have the following
 - Smoke launchers
 - Searchlight

OPTIONS:

- Any engine may replace a storm bolter with
 - Flamer Free
 - Heavy flamer 10pts
 - Melta Gun 10pts
- Any engine may replace a Heavy Bolter with
 - Multi-melta 10pts
 - Twin-linked Autocannon 20pts
 - Assault Cannon 20pts
 - Plasma Cannon 25pts
 - Twin-linked Lascannon 40pts
- Any engine may replace a Dreadnought close combat weapon with:
 - Heavy Breacher 15pts
 - Power Flail 25pts
- May take the upgrades
 - Extra Armour 15pts
 - Void Armour 45pts
 - Thermo-plas Armour 50pts

BROTHER DOR'SILAN TARN 180 POINTS

Page 20

	WS	BS	S	T	W	I	A	Ld	Sv
Dor'silan Tarn	4	5	4	4	2	4	2	10	2+

Composition:

- 1 (unique) Unit

Type:

- Infantry

Transport:

- Counts as 2 models for transport purposes

Special Rules:

- Independent character
- Inspirational killer
- Combat Bionics
- Relentless
- Tank hunters
- Bolster Defence

Wargear:

- Technis battle plate
- Helix Missile launcher
- Mechanicus Power Axe
- Servo Harness
- Frag Grenades
- Melta Bombs

TROOPS

HYPASPISTS MANIPLE 40 POINTS

Page 8

	WS	BS	S	T	W	I	A	Ld	Sv
Hypaspist	3	4	3	3	1	3	1	7	4+

Composition:

- 5 Hypaspists

Unit Type:

- Infantry

Special Rules:

- Skitarii
- Basic Bionics
- Cohort

Wargear:

- Carapace Armour
- Las-carbine
- Close combat weapon
- Frag & Krak Grenades

Transport:

- A squad numbering up to 12 models may take a Chimera or a Termite as a dedicated transport

OPTIONS:

- May include up to 10 additional troopers: 8pts per model
- One Trooper may exchange his lascarbine and/or his combat weapon for:
 - Bolt-pistol 5pts
 - Plasma Pistol 10pts
 - Power weapon 10pts
- One Troopers in five may replace their Lascarbines with:
 - Flamer 6pts
 - Grenade Launcher 10pts
 - Meltagun 10pts
 - Plasma Gun 15pts

0-2 CLASSIARII MANIPLE 90 POINTS

Page 8

	WS	BS	S	T	W	I	A	Ld	Sv
Classiarii	4	4	3	3	1	3	2	9	4+

Composition:

- 6 Classiarii

Unit Type:

- Infantry

Special Rules:

- Skitarii

Wargear:

- Carapace Armour
- Bolt pistol
- Close combat weapon
- Frag & Krak Grenades

Transport:

- A squad numbering up to 12 models may take a Chimera or a Termite as a dedicated transport

OPTIONS:

- May include up to 6 additional veterans: 15pts per model
- Any veteran may exchange his pistol for:
 - Bolt pistol with Combat shield 5pts
 - Plasma Pistol 10pts
 - Flamer 6pts
 - Meltagun 10pts
- Any veteran may exchange his combat blade for:
 - Power weapon 10pts
 - Power fist 15pts
- May also take
 - Melta Bombs 5pts
 - Displacer Jump Pack 20pts
- May be seconded to the following units
 - Hypaspists maniple
 - Ballistari maniple
 - Venator Auxilia (must take displacer jump pack)

PETRA 'Shadow' SOLSEN 140 POINTS

Page 20

	WS	BS	S	T	W	I	A	Ld	Sv
Petra Solsen	5	4	4	3	2	3	2	9	+4

Composition:

- 1 (unique)

Unit Type:

- Infantry

Wargear:

- Plasma-pistol
- Power weapon
- Frag grenades
- Melta bombs
- Carapace Armour
- Cloaking Field

Special Rules:

- Skitarii
- Combat Bionics
- Infiltrate
- Leader or Loner
- Force Recon
- Hard 'n' Fast
- Deep Insertion

Restrictions:

- May be deployed alone or may be seconded to a Classiarii unit numbering six models
- If joining a Classiarii unit, **one** of the following special rules may be passed on to that unit at an additional cost of 30pts in for the whole unit
 - Force Recon
 - Hard 'n' Fast
 - Deep Insertion

TROOPS

SERVITOR PHALANX 20 POINTS

Page 11

	WS	BS	S	T	W	I	A	Ld	Sv
Basic Servitor	3	3	3	3	1	3	1	7	4+
Gun Servitor	3	4	3	3	1	3	1	7	4+
Combat Servitor	4	3	3	3	1	3	2	7	4+

Composition:

- 4 servitors

Wargear:

- Close combat weapon

Unit Type:

- Infantry

Special Rules:

- Mindlock

Transport:

- Servitor phalanxes will never travel in a transport

OPTIONS:

- May include up to 36 additional servitors: 5pts per model
- For every four models in the squad, one may be upgraded to either weapons or combat duty
 - A Combat Servitor with Servo Arm..... 10pts
 - A Gun Servitor armed with a
 - Heavy Bolter 10pts
 - Multi-Melta 15pts
 - Plasma Cannon 25pts

MENIAL MILITIA 40 POINTS

Page 11

	WS	BS	S	T	W	I	A	Ld	Sv
Menial	2	2	3	3	1	3	1	5	6+

Composition:

- 8 menials

Wargear:

- Mob Weapons
- Work clothes

Unit Type:

- infantry

-

Special Rules:

- Run and Hide

Transport:

- Menial Militia will never travel in a transport

OPTIONS:

- May include up to 32 additional menials: 3 pts per model
- For every 4 models in the squad, one may upgrade their mob weapons with
 - Welding Torch *Free*
 - Rivet Gun 5pts
 - Cutting Wheel 10pts

DEDICATED TRANSPORT VEHICLES

CHIMERA ARMoured TRANSPORT 60 POINTS

Page 12

	BS	Front	Side	Rear
Mechanicus Chimera	4	12	10	10

Composition:

- 1 chimera

Wargear:

- Multi-laser
- Heavy Bolter
- Searchlight
- Smoke Launchers

Unit Type:

- Vehicle (tank)

Special Rules:

- Amphibious

Transport Capacity:

- 12 models
- May carry models of a size up to and including robots

OPTIONS:

- May replace multi-laser with:
 - Heavy flamer or heavy bolter *Free*
 - Autocannon 15pts
 - Assault cannon 20pts
- May replace heavy bolter with:
 - Heavy flamer *Free*
 - Multi-melta 30pts
- May take any of the following upgrades:
 - Storm bolter or Heavy Stubber 10pts
 - Hunter-killer missile 10pts
 - Dozer Blade 10pts
 - Extra Armour 15pts
 - Servitor Crew 15pts
 - Void armour 30pts

TERMITE ASSAULT MODULE 40 POINTS

Page 12

	BS	Front	Side	Rear
Termite	-	12	12	-

Composition:

- 1 Termite

Special Rules:

- Subterranean Assault
- Immobile

Unit Type:

- Vehicle (open topped)

Wargear:

- Drill head
- Smoke Launchers

Transport Capacity:

- 12 models
- Modified pods may carry a single Battle Engine

DEDICATED TRANSPORT VEHICLES

VALKYRIE ASSAULT CARRIER..... 100 POINTS

Page 13

	BS	Front	Armour Side	Armour Rear
Valkyrie	4	12	12	10

Composition:

- 1 Valkyrie

Unit Type:

- Vehicle
(Fast, Skimmer)

Transport Capacity:

- 12 models

Wargear:

- Multi-laser
- 2 Hell-strike Missiles
- Searchlight
- Extra Armour

Special Rules:

- Deep Strike
- Scout

OPTIONS:

- May replace its multi-laser with:
 - Heavy bolter Free
 - Multi-melta 15pts
 - Lascannon 20pts
- May exchange both Hellstrike missiles for:
 - Two rocket pods 25pts
 - Two Hellfury missiles 30pts
 - Two twin-linked Lascannons 35pts
- May Take:
 - Servitor crew 10pts
 - A pair of heavy bolter door guns 10pts
 - Void armour 30pts

MASS CRAWLER 200 POINTS

Page 13

	BS	Front	Armour Side	Armour Rear
Mass crawler	4	14	13	12

Composition:

- 1 Mass crawler

Unit Type:

- Vehicle (tank)

Special Rules:

- Amphibious
- Ponderous

Wargear:

- Twin-linked heavy bolter
- Turret mounted weapon (optional)
- Smoke launchers
- Searchlight

Transport Capacity:

- 18 models

OPTIONS:

- May replace with:
 - Twin-linked assault cannon 30pts
 - Twin-linked Multi-Melta 25pts
- May take a turret mounted:
 - Twin-linked heavy bolter 25pts
 - Twin-linked lascannon 45pts
 - Twin linked Assault cannon 30pts
- May take any of the following upgrades:
 - Extra armour 10pts
 - Servitor crew 20pts
 - Constructor plough 30pts
 - Up to three Excavation arms (each) 15pts
 - Void Armour 60pts
 - Thermo-plas Armour 55pts

FAST ATTACK

VENATOR AUXILIA 90 POINTS

Page 14

	WS	BS	S	T	W	I	A	Ld	Sv
Venator	3	4	3	3	1	3	1	8	4+

Composition:

- 6 Venators

Unit Type:

- Jump Infantry

Special Rules:

- Skitarii
- Scouts
- Deep Strike

Wargear:

- Carapace Armour
- Bolt pistol
- Close combat weapon
- Frag & Krak Grenades
- Displacer Jump Pack

Transport:

- Venators will never travel in a transport

OPTIONS:

- May include up to 6 additional Venators: 15pts per model
- Any Venator may exchange his bolt pistol for:
 - Bolt pistol with energy buckler 5pts
 - Plasma Pistol 10pts
 - Flamer 6pts
 - Meltagun 10pts
- One Venator may exchange his combat blade for:
 - Power weapon 10pts
 - Power fist 15pts
- May receive the following unit enhancements
 - Tech-priest (with displacer jump pack)
 - Classiarii (with displacer jump pack)

FAST ATTACK

CATAPHRACT SENTINEL SQUAD 50 POINTS PER MODEL

Page 14

	WS	BS	S	Front	Armour Side	Rear	I	A
Cataphract Sentinel	3	4	5	11	10	10	3	1

Composition:

- Vehicle squadron of 1-3 Sentinels

Wargear:

- Multi-laser
- Extra Armour
- Smoke Launchers

Unit Type:

- Vehicle (Walker)

Special Rules:

- Scouts

OPTIONS:

- Any Sentinel may replace its multi-laser with one of the following
 - Heavy flamer or Autocannon *Free*
 - Missile Launcher 10pts
 - Assault cannon 15pts
 - Multi-melta 20pts
 - Plasma Cannon 20pts
 - Lascannon 25pts
 - Power lifter 10pts
- Any model may take
 - Searchlight 10pts
 - Hunter-killer Missile 10pts
 - Servitor crew 1 pt

SERVO SWARM 45 POINTS

Page 15

	WS	BS	S	T	W	I	A	Ld	Sv
Skull Quad	2	2	2	3	3	4	3	10	4+

Composition:

- 3 Quads

Special Rules:

- Swarms
- Infiltrate
- Fleet
- Target lock
- Self-destruct

Unit Type:

- Jump infantry

Wargear:

- Micro-weapons
- jet packs

OPTIONS:

- May include up to 7 additional bases 15pts each
- May NOT be seconded to another unit

DARIN LO'TROVEN 90 POINTS

Page 21

	WS	BS	S	T	W	I	A	Ld	Sv
Darin Lo'Troven	4	4	3	3	1	3	1	9	3+

Composition:

- 1 (unique)

Special Rules:

- Blessing of the Omnissiah
- Heavy Bionics
- Deep Strike
- Precision Mapping

Unit Type:

- Jump Infantry

Wargear:

- Mechanicus power axe
- Plasma pistol
- Frag grenades
- Melta bombs
- Servo arm
- Displacer jump pack

Restrictions:

- May only be taken as an addition to a full Venator Auxilia
- No other Tech-priest may be taken
- All Venator models, and any seconded Classiarii in the squad are at +5pts each

0 -1 MASS-CARGO TELEPORTER 50 POINTS

Page 15

	Str	Ap	Notes
Fire Storm Canister	6	4	5" Blast ignores cover saves
Melta-charge	8	1	3" Blast 2D6 Armour Penetration
Fragmentation Bomb	10	2	5" Blast causes pinning test
Vortex Warhead	Special		5" Blast ignores all saves

Composition:

- 1 teleport per player turn
- 1 weapons optional chosen from the above

Special Rules:

- Unit Deployment
- Weapons Strike
- Emergency Extraction

OPTIONS:

- May choose **one** of the following: this selection includes enough weapons to use every player turn if desired
 - Fire Strom Canister 10pts
 - Melta-charge 20pts
 - Fragmentation Bomb 30pts
- May also choose the following instead of the above; this selection is for a single usage per game usage
 - Vortex Warhead 60pts

HEAVY SUPPORT

SAGITARII MANTIPLE 60 POINTS

Page 16

	WS	BS	S	T	W	I	A	Ld	Sv
Sagittarii Team	3	4	3	3	2	3	2	7	4+

Composition:

- 2 Sagittarii teams

Unit Type:

- Infantry

Special Rules:

- Skitarii
- Solo Deployment

Wargear:

- Carapace Armour
- Mortar & Lascarbine
- Close combat weapons
- Frag Grenades
- Suspensor platform

Transport:

- Sagittarii teams never have a dedicated transport; however if seconded they may ride in one counting as two models

OPTIONS:

- May include up to 4 additional Sagittarii team 30pts per base
- Any Sagittarii team may exchange their weapon for:
 - Sniper rifle & Lascarbine *free*
 - Heavy Bolter & Lascarbine 5pts
 - Autocannon & Lascarbine 10pts
 - Missile Launcher & Lascarbine 10pts
 - Lascannon & Lascarbine 15pts
 - Heavy Flamer & Flamer 20pts
- Individual Sagittarii teams may be seconded to the following units
 - Servitor Phalanx, Hypaspist & Classiarri
 - Adeptus Retinue or Skitarii Honour Guard

BATTLE SERVITOR PHALANX 80 POINTS

Page 16

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Servitor	3	4	5	5	3	3	3	7	4+

Composition:

- 2 Battle Servitors

Unit Type:

- Infantry

Special Rules:

- Higher function
- Solo Deployment

Wargear:

- Carapace Armour
- Heavy Bolter
- Close combat weapon
- Track Unit

Transport:

- Battle servitors never have a dedicated transport; however if seconded they may ride in one counting as three models

OPTIONS:

- May include up to 4 additional Heavy Servitors 40pts per base
- Any Battle Servitor may exchange its Heavy Bolter for:
 - Autocannon 5pts
 - Missile Launcher 10pts
 - Lascannon 10pts
 - Plasma cannon 25pts
 - Assault cannon 20pts
- And exchange its combat weapon for:
 - Power weapon 10pts
 - Power Fist 20pts
 - Heavy Bolter 5pts
 - Missile launcher 8pts
 - Assault Cannon 10pts
- If two ranged weapons are taken they must be of the same type, and count as a single Twin-linked weapon
- Individual Battle Servitors may be seconded to the following units
 - Servitor Phalanx, Hypaspist & Classiarri
 - Adeptus Retinue or Skitarii Honour Guard

CYBERNETICA COHORT 90 POINTS

Page 16

	WS	BS	S	T	W	I	A	Ld	Sv
Robot	4	4	5	6	2	2	2	10	2+

Composition:

- 2 conqueror class robots

Unit Type:

- Infantry

Special Rules:

- Fearless
- Slow and purposeful
- Icon of Mars
- Battle protocols
- Superior processes

Wargear:

- Close combat weapon
- Heavy bolter

Transport:

- Robots counting as five models for transport purposed; and may only be transported in certain vehicles

Variants:

- Crusader class robots are armed with 2 ranged weapons, and lose 1 attack
- Castellan class Robots are armed with 2 combat weapons gain 1 attack

OPTIONS:

- May include up to 3 additional robots: 45pts per model
- Any robot may exchange it's combat weapon for :
 - Heavy bolter 10pts
 - Power weapon 10pts
 - Chain fist 20pts
- Any robot may exchange it's heavy bolter for a:
 - Heavy flamer *Free*
 - Assault cannon 10pts
 - Autocannon 15pts
 - Lascannon 20pts
 - Energy shield 30pts
 - Plasma cannon 30pts
- Any robot may be seconded to the following units
 - Servitors
 - Hypaspist, Classiarri & Sagittarii
 - Adeptus Retinue

HEAVY SUPPORT

CYBERNETIC CONSTRUCT SAM~220200 POINTS

Page 21

	WS	BS	S	T	W	I	A	Ld	Sv
SAM~220	4	4	6	7	4	2	4	10	2+

Composition:

- 1 (unique)

Unit Type:

- Infantry

Special Rules:

- Fearless
- Relentless
- Icon of Mars
- Sentient

Restrictions:

- May only be taken as an addition to a full Cybernetica manipulator
- No other unit enhancements may be taken

Weapons

- Chain fist
- Energy Shield
- Blast cannon

BALLISTARII AUXILIA 30 POINTS

Page 17

	WS	BS	S	T	W	I	A	Ld	Sv
Targeting Servitor	3	4	3	3	1	3	1	7	4+
Gun Servitor	3	4	3	3	1	3	1	7	4+
Combat Servitor	4	3	3	3	1	3	2	7	4+

Composition:

- 1 Heavy support Platform
- 2 Targeting servitors

Unit Type:

- Artillery
- Any combination of weapons is acceptable

Wargear:

- Close combat weapon
- Tarantula platform with twin linked heavy bolters

Special Rules:

- Fire control
- Solo deployment
- Damage control
- May receive the following unit enhancements
 - Tech-priest
 - Praetorian

Options:

- May include up to 2 additional platforms for 30pts per platform
- Each platform may have up to 3 additional servitors for 6 pts per model
- Every fifth servitor in the squad, one may be upgraded to either
 - A Combat Servitor with Servo Arm..... 10pts
 - A Gun Servitor with Heavy Bolter..... 15pts
- Any Tarantula platform may be upgraded to have:
 - Twin-linked Autocannon 10pts
 - Twin-linked Lascannon 15pts
- A Tarantula may be upgraded to the following alternative weapons
 - Rapier laser destroyer 20pts
 - Thud Gun 25pts
 - Thunder-fire cannon 30pts
 - Heavy conversion Beamer 50pts

CATAPHRACT ARMoured FIST150 POINTS EACH

Page 18

	BS	Front	Armour Side	Rear
Leman Russ chassis	4	14	13	11

Composition:

- Between 1 and 3 tanks

Unit Type:

- Vehicle (tank)

Special Rules:

- Lumbering Behemoth
- Solo deployment
- Sponsons

Wargear:

- Turret Battle Cannon
- Hull Heavy Bolter
- Searchlight
- Smoke Launchers

Options:

- Any model may take side
 - 2x Heavy Bolter sponsons 20pts
 - Storm bolter 10pts
 - Heavy Stubber 10pts
 - Hunter-killer missile..... 10pts
 - Dozer Blade..... 15pts
 - Extra Armour..... 15pts
 - Servitor Crew..... 20pts
 - Void armour 45pts
 - Stalker 25pts
 - Hover-lifters 40pts
 - Thermo-plas Armour 50pts

Weapon options:

- May replace any Heavy Bolter with:
 - Heavy flamer *Free*
 - Lascannon 15pts
 - Multi-melta 20pts
 - Plasma Cannon 25pts
- **Note:** both sponsons must have the same weapon; so you must buy the upgrade twice
- May replace Turret Battle cannon with:
 - T/L Autocannon *Free*
 - Melta Cannon 10pts
 - T/L Assault Cannon 10pts
 - Vanquisher Cannon 15pts
 - Nova Cannon..... 15pts
 - Siege Cannon 15pts
 - Gatling Cannon 30pts
 - Heavy Plasma Cannon 40pts

SUPER HEAVY SUPPORT

The following section is included to give a more complete view into the workings of the Adeptus Mechanicus at war; however the Vehicles listed here will be altogether overpowering in normal sized games of 40K.

If you intend to field them, it is recommended they should be confined to Planet strike or Apocalypse battles or to standard rule games with excess of 3000pts per side and a second force organisational chart is in use.

With these larger scenarios in mind, the unit listing for each entry has a notation stating the number and type of force organisation slots that are required to field it

REPAIR PLATFORM

Repair platforms are based upon a heavy-duty hover disc, usually shaped as a crescent and designed to facilitate exterior battlefield repairs to a Titan; it incorporates multiple manipulator arms and hard-wired repair servitors to help in this task.

It moves as a jetpack, as described in the main Warhammer 40.000 rulebook, and has no ranged weapons; instead of shooting you may **either** attempt repairs using Blessing of the Omnissiah, or 'run' if the Warhound is moving at speed.

Crewed by a tech-priest, and two servitors it counts as a multi-wound model with the profile listed below, and with three servo arms; for each wound suffered, it loses one servo arm attack as a servitor is slain, whilst the tech priest fights on.

	WS	BS	S	T	W	I	A	Ld	Sv
Platform	3	3	4	5	3	3	3	8	3+

Special Rules: Jetpack, Heavy Bionics, Blessing of the Omnissiah, Titan's Shadow, Assigned & Dismissed

Titan's Shadow: The tech-priest is skilled in using the Warhound or Engine's bulk to shield him from incoming enemy fire, effectively 'hiding' in its shadow.

In reality the platform would not remain stationary like our models, but jink around to stay out of sight; depending on the direction of attack, implement the following cover saves against enemy shooting after checking **actual** line of sight.

- If any part of the titan is between the shooter and platform; then count line of sight as blocked.
- If no part of the titan is between the shooter and platform, the platform gains a 4+ cover save.
- If instead the platform is between the shooter and the titan; then not only is no cover save granted, but the shooter fires at BS +1, as the platform is a 'sitting duck'.

Assigned: Before the game begins the repair platform and a Warhound form a unit, they must maintain unit coherency throughout the game. (see Below)

Dismissed: The platform must maintain a 4" unit coherency with its charge, if left behind it may catch up within the same game turn; but if following all phases, the 4" coherency has been broken it is dismissed, and must return to base next turn.

- The platform remains 'in-game' and does not count as 'destroyed' or 'falling back', unless of course this actually happens whilst doing so.
- It must make its full movement, run and then move a full assault distance toward the Mechanicus board edge; it may move diagonally if you wish but each movement must bring it closer to the deploying board edge.
- It may use these movements to go to the aid of and attempt to repair other vehicles on route; in which case it may attempt a single repair in the shooting phase before moving away again in the assault phase.
- Once the board edge is reached, the platform is removed and takes no further part in the game.

KNIGHT TITAN

The smallest type of battle engine is typically found attached to a 'Knight Household' operating on feudal agri-worlds at the fringes of the known galaxy. In peacetime they are used as protectors for crops and habitations from both the unwitting destruction by the huge megasaurs native to such worlds and from sporadic attack by xeno raiders.

Unlike true Titans they are crewed by a single 'Rider' that operates his steed from a harness suspended in the knights 'torso' rather than in the head as with larger Titans. Myriad sensors detect his slightest body movement and transmit them into a graceful fluid motion that no other Titan could hope to match. Weapons control and communications systems are accessed via MIU in the normal manner.

The Mechanicus retain many knight Titans to scout and defend the remote and inaccessible areas of their forge worlds; numbering two or more knights, such patrols can be sent on extended missions lasting many months, so riders become used to acting independently.

	WS	BS	S	Front	Side	Rear	I	A
Knight	3	4	6	13	12	11	2	2

Unit: Super Heavy Walker

Structure Points: 2

Void Shield: 1

Special Rules: Icon of Mars, Swift Footed, Chain Reaction

Icon of Mars: This is the same rule described on page 4, but a Titan affects all units that have a model within 6" of the Titan at the beginning of the assault phase. Such units count as having the **Furious Charge** special rule if they charge that turn.

Swift Footed: The long strides of a knight propel it faster than other walkers; all normal and assault moves are 9", difficult terrain moves are D6+3".

- Also a Knight may divert energy from its weapons to overdrive its locomotion; the knight moves an additional D6+3" in the shooting phase but no ranged weapons may be used that turn.

Chain Reaction: If the Knight suffers an Explosion result on the damage chart, its reactor explodes with a radius of 2D6". Effected models suffer a S5 hit at AP 5.

Weapons: All Knights mount two primary weapons, most having one ranged and one combat weapon; although some classes mount two of the same type. The know variants of Knight are listed below, each being defined by the weapon configurations it mounts.

Paladin: Knight Cannon & Power Fist

Errant: Thermal Cannon & Chain Blade

Lancer: Power Lance & Power Fist

Baron: Inferno Gun & Power Glaive

Warden: Knight cannon & Promethean Bolter
(Loses 1 attack, and the **Swift Footed** rule)

Knight Cannon: A higher calibre variant of the main gun mounted to imperial battle tanks.

Range	Strength	AP	Type
72"	8	3	Heavy 1, 7" Blast

Power Lance: A high-powered weapon, based on lascannon technology but with longer range.

Range	Strength	AP	Type
60"	9	2	Heavy 1

Thermal Cannon: A variant of the Multi-melta; fires a huge ball of super heated air to engulf all it touches.

Range	Strength	AP	Type
36"	8	1	Heavy 1, 3" blast, Melta

Inferno Gun: Place the template so the narrow end is within 12" of the weapon and the large end no closer. No cover saves may be taken against wounds caused.

Range	Strength	AP	Type
Template	7	3	Assault 1

Promethean Bolter: Smaller than the Vulcan Megabolter sported by Warhound Titans, it is a formidable weapon firing a hail of mass reactive shells.

Range	Strength	AP	Type
48"	6	3	Heavy 8

Power Fist or Mace: A massive gauntlet or club surrounded by a disruptive energy field.

- Strength is increase to 10; and no armour saves may be taken against wounds caused.
- Plus all rolls on the damage tables are at +1.
- This weapon arm also incorporates a heavy bolter.

Chain Blade: A huge sword with a rotating chain blade of hardened adamantium teeth.

- Strength is increase to 10; and no armour saves may be taken against wounds caused.
- 2D6 are rolled for armour penetration.
- This weapon arm also incorporates a Multi-melta.

Power Glaive: A huge infantry style sword.

- No strength bonus is gained; but no armour saves may be taken against wounds caused.
- Used in large sweeping arcs the glaive inflicts D6 wounds for each hit caused.
- This weapon arm also incorporates a Plasma Blaster.

SUPER HEAVY TANKS

As an institution the Adeptus Mechanicus have virtually limitless access to the hardware of war; so it is of little surprise that in large-scale engagements it is to the super heavy tank that they turn.

The Standard Template Construct of the Baneblade is amongst the oldest design still in use within the Imperium; upon this robust and versatile chassis the mechanicus bases it's super heavy tanks, and many of their even larger weapons of war.

Many weapons variations, and usage modifications have been built and tried over the millennia; some eventually find regular service within the armies of the Imperium, whilst others remain as prototypes in service only to the brotherhood of Mars.

	BS	Front	Armour Side	Armour Rear
Super Heavy Tank	4	14	14	12

Unit: 1 Baneblade Variant

Type: Super Heavy Tank

Structure Points: 3

Movement: Maximum movement is 6", roll for difficult and dangerous terrain as normal, but you may re-roll a result of 1, if this is also a 1 then vehicle suffers 'Drive Damaged' on the super heavy damage table. (See Apocalypse rulebook)

- If the **Stalker** upgrade is taken by a super heavy tank in may increase its maximum move to 6+D6"; however no primary weapons may be fired in the shooting phase, if moving through difficult terrain this is reduced to 3+D6".

Transport: Only a vehicle with a fixed mounted Vulcan Mega Bolter may carry passengers; capacity is 40 models, 20 of who may shoot from fire points.

Super Heavy Sponsons: Fitted to the side of the tank's hull, each armoured compartment has a single weapon housed in a rotating mini-turret and a second twin-linked weapon firing to the side arc only. **Note:** The side armour value of a super heavy tank fitted with sponsons is reduced to 13.

Mini-turret Options:

- Lascannon
- Plasma cannon
- Targeter: (A hit is scored by a targeter, allows a primary weapon firing at the same target to re-roll misses or scatter)

Sponsons Options:

- Twin-Linked Heavy Bolter
- Twin-Linked Heavy Flamer
- Twin-Linked Multi-melta

Main Turret Weapon: (360° Arc of fire)

Baneblade Cannon: with co-axial Autocannon

Range	S	AP	Type
72"	9	2	Ordnance 1, 10" Blast, Primary

Hellhammer Cannon: with co-axial Autocannon (Ignores cover saves)

Range	S	AP	Type
36"	10	1	Ordnance 1, 7" Blast, Primary

Siege Cannon: with co-axial Heavy Bolter (Destroyer Weapon)

Range	S	AP	Type
48"	10	2	Ordnance 1, 5" Blast, Primary

Double Barrelled Battle Cannon:

No co-axial weapon is fitted, but may take **two** hull mounted demolisher cannon if required

Range	S	AP	Type
72"	8	3	Ordnance 2, 5" Blast, Primary

Turret Autocannon:

Range	S	AP	Type
48"	7	4	Heavy 2, Co-axial

Turret Heavy Bolter:

Range	S	AP	Type
36"	5	4	Heavy 3, Co-axial

Main Fixed Weapon: (90° front arc of fire)

Volcano Cannon: (Destroyer Weapon)

No co-axial weapon is fitted

Range	S	AP	Type
120"	D	2	Ordnance 1, 5" Blast, Primary

Plasma Blast Gun: (choose mode before firing) No co-axial weapon is fitted

Mode	Range	S	AP	Type
Rapid	72"	8	2	Ordnance 2, 7" Blast
Full	96"	10	2	Ordnance 1, 10" Blast

Vulcan Mega-bolter:

No co-axial weapon fitted, but has transport option

Range	S	AP	Type
60"	6	3	Heavy 15, Primary

Hull Weapon: (90° front arc of fire)

Demolisher Cannon

Range	S	AP	Type
24"	10	2	Ordnance 1, 5" Blast,

Twin-Linked Heavy Bolter:

Range	S	AP	Type
36"	5	4	Heavy 3, Twin-Linked

Twin-Linked Assault Cannon:

Range	S	AP	Type
24"	6	4	Heavy 4, Twin-Linked, Rending

WARHOUND 'SCOUT' TITAN

The Warhound or 'scout' Titan as it is often referred to is the smallest class of true Titan; but at around 16 meters in height, and weighing over 400 tonnes it is still a huge machine.

A Warhound like all true Titans is crewed by several members under command of a Princeps. He views the battlefield from his command throne inside the 'head' of the Warhound, beside him are seated his two Moderati who oversee weapons and locomotion functions.

Within the 'shoulders' reside two weapons servitors, one hardwired to each primary weapon; whilst the main 'body' is home to a reactor servitor and a Tech-priest and four servo skulls who attend to the smooth running of the engine and reactor, plus effect repairs and calibrations during combat.

Warhounds most often operate alone or in pairs, but in larger battles may be deployed in hunting packs; ranging far ahead of the main super heavy advance, both to gather intelligence and seek out pre-determined targets.

They are the 'eyes and ears' of the main force and whilst faster and more agile than the larger classes, lack such massive firepower and durability of massed void shields.

In pairs they are often dispatched to bring down larger enemy Titan's, and by using two a pronged fast attack and 'bracketed' fire solutions, they can often defeat Titan's many times their size.

While all classes of Titan are most numerous within the ranks of the Titan legions, a large number are retained by the Mechanicus themselves to defend their forge worlds and other valuable planetary assets.

	WS	BS	S	Armour			I	A
				Front	Side	Rear		
Warhound	2	4	10	14	13	12	1	1

Unit: Super Heavy Walker

Structure Points: 3

Void Shields: 2

Special Rules: Agile, Reactor Meltdown, Icon of mars

Icon of mars:

This is the same rule described on page 4, but a Titan affects all units that have a model within 12" of the Titan at the beginning of the assault phase. Such units count as having the **Furious Charge** special rule if they charge that turn.

Agile:

A Warhound may divert energy from primary weapon systems to provide extra motive power; so may choose to do one of the following in the shooting phase.

- Fire all available weapons, as normal
- Fire a single primary weapon, but move an extra D6" (as per fleet special rule)
- Fire no weapons at all, but move an extra 2D6" (as per fleet special rule)

Reactor Meltdown:

If the Warhound suffers an Apocalyptic Explosion result on the Catastrophic damage chart (see Apocalypse rulebook), its reactor goes nuclear, the result is the same but with a range of 6D6", and models within range suffer a destroyer hit.

Weapons: All Warhounds mount two primary weapons, you must choose them from the following options; you may take the same option twice if you wish.

Double Turbo-Laser Destroyer:

Range	Strength	AP	Type
96"	D	2	Heavy 2, 5" Blast, Destroyer,

Plasma Blast Gun: Weapon has two firing modes Rapid & Full; you choose which mode to use each time you fire

Range	Strength	AP	Type
Rapid 72"	8	2	Ordnance 2, 7" Blast,
Full 96"	10	2	Ordnance 1, 10" Blast,

Inferno Gun: Place the Hellstorm template so the narrow end is within 18" of the weapon and the large end is no closer

Range	Strength	AP	Type
Hellstorm	7	3	Heavy 1

Vulcan Mega-bolter

Range	Strength	AP	Type
60"	6	3	Heavy 15

Ordinatus Engines

The **Ordinatii** are enormous siege engines, huge multi-tracked vehicles, mounting massive main weapon systems; and are classified by size as Orinatus Prime and Ordinatus Minor.

Larger engines are now extremely rare some dating back to the age of strife, more still to the bloody days surrounding the Horus heresy; the secrets of their construction now virtually lost.

Each is unique and was originally constructed to be fielded in a particular battle; this is the reason for their specialized and individual weapon loadouts Some notable Seige Engines are:

- **Ordinatus Armageddon**, constructed for the first battle of Armageddon and used against the forces of chaos. There it remained and in the third war it destroyed the Ork Great Gargant *Skullsmasha* at Sreya Rock.
- **Ordinatus Golgotha** was an immense engine constructed to engage in combat on the Squat homeworld of Golgotha and was armed with eight massive *Hellfire missiles*.
- **Ordinatus Mars** created during the Horus Heresy to breach the defenses of Castellum Jericho; armed with a *Sonic Disruptor* in order to bring down the city's reinforced walls.

Scion Crew: All Ordinatii are crewed by Tech Adepts and servitors; so the skill base to effect repairs is always on hand. In the **movement** phase the crew can attempt one of the following repairs in the same way as *Blessings of the Omnissiah*; the Ordinatus must remain stationary and repairs are successful on a roll of 5+.

Note: This does not preclude any other Tech-priest from also attempting a repair.

1. Repair any drive damaged or immobilised result by adding 1" to its current move.
2. Repair any weapons system or re-roll the dice to restore a downed void shield.

Ordinatus Minor: Are still forged but in limited numbers, most are based upon a single 'stretched', or a linked pair of bane blade hulls.

Being far smaller than the behemoths of old, they mount a single siege weapon and are slow to get into a firing position; its primary weapon cannot fire in any turn that it moves, as it must deploy stabilising arms and re-direct motive power to the main weapon.

Its front section contains crew compartment and controls, and has a formidable secondary gun turret; the rear mounts the primary weapon and hydraulic arms that are deployed to provide a

stable firebase. These help mitigate the massive recoil of the main weapon; and count as two excavation arms, so can also be used in the vehicles defence.

The platform whilst protected by heavy armour and void shields has little of no defensive armaments; relying instead on it's distance from the battlefield to keep it from harms way and usually also a detachment of Skitarii assigned to protect it. (These must be drawn from your main force)

	BS	Armour		
		Front	Side	Rear
Ordinatus Minor	4	14	14	12

Unit: 1 Ordinatus Minor

Type: Super Heavy Tank

Structure Points: 4

Void shields: 2

Movement: Maximum movement is 6", roll for difficult and dangerous terrain as normal, but you may re-roll a result of 1, if this is also a 1 then vehicle suffers 'Drive Damaged' on the super heavy damage table. (See Apocalypse rulebook)

Volcano Cannon: (Destroyer Weapon)

Range	S	AP	Type
240"	D	2	Ordnance 1, 10" blast, Primary, Destroyer

Plasma Destructor: (choose mode before firing)

Mode	Range	S	AP	Type
Rapid	72"	8	2	Ordnance 3, 7" blast
Full	96"	10	2	Ordnance 2, 10" blast

Laser Blaster: (Destroyer Weapon)

Range	S	AP	Type
96"	D	2	Heavy 3, 5" blast, Primary, Destroyer

Melta Cannon: Rolls 3D6 armour penetration against targets under the centre hole; and 2D6 against target covered by the rest of the marker

Range	S	AP	Type
72"	10	1	Ordnance 1, 10" blast Melta Primary

Vortex Missile: Each Missile may be fired only once. After determining final position of marker, any models (Except flyers) or removable terrain features touched By the marker are immediately removed from the game, no save of any sort can save them. Gargantuan creatures automatically lose D6 wounds but may survive; Super-heavy Vehicle may likewise survive but automatically lose D3 structure points.

Range	S	AP	Type
G 48-360"	n/a	n/a	Ordnance 1, 10" blast, One-shot, Primary

Ordinatus Prime

Huge mobile fortresses 10 metres or more in height and four or five times this in length. Too vast to go unnoticed they rely on a vast arsenal of secondary weapons for both attack and defence, in addition to four or more huge primary weapons.

Ordinatus prime are so long that in order to turn, they are constructed from articulated sections; that allow the vehicle to bend whilst turning.

Each of these huge sections is supported and driven by a pair of Baneblade track units, the foremost being the command section which bears a vast amount of secondary weapons systems, the central supporting four primary weapons, storage and workshop holds and the rear which houses the generatorium and dual batteries of anti-aircraft weapons.

Both front and rear sections are also fitted with assault ramps allowing access to and from the troop holds in their lower levels; these transport detachments of Skitarii troops and support armour.

	BS	Front	Armour Side	Rear
Ordinatus Prime	4	14	14	14

Unit: 1 Ordinatus Prime

Type: Super Heavy Tank

Structure Points: 9

Void shields: 6

Primary Weapons: The central section mounts four primary weapons chosen from those opposite or those listed on page 41, Ordinatus typically take four primary weapons of the same type or two each of different types.

Movement: A Prime moves a maximum of 5" per turn and virtually nothing can slow or stop it, each drive damage result or dangerous terrain failure will reduce movement by only 1", and difficult terrain is ignored. Any larger terrain feature in its way is simply blasted from existence by the vehicle's massed firepower.

All weapons including primaries that are able to fire may do so even if the Ordinatus moved.

Troop Holds: Each hold has a transport capacity of 30 models. A chimera may carry an extra 12 troops inside which do not count towards this limit. Troops and walkers disembark within 2" of the assault ramp, and may assault in the turn they do so. Chimeras exit at combat speed, but no faster.

- Chimeras count as twenty models
- Battle engines count as ten models
- Both robots and sentinels count as five models
- Infantry are counted as per their army listing

Scion Crew: (see page 41) A larger crew means you may attempt three repairs; note you may only roll **one** dice for each specific repair, so may not re-roll a failed repair attempt.

Defensive Turrets: Each section has four defence turrets, incorporating a main weapon and heavy flamer that may be fired in the shooting phase. Automatic sensor arrays on the flamer detect enemy bio-signatures attempting to assault; and create a curtain of fire around that area of the hull; each assaulting model suffers an automatic S5, AP4 hit, before resolving any attacks. If the turret is destroyed then both weapons are lost; and may not be repaired.

Anti-Aircraft Turrets: The rear section also houses two emplacements to ward off aerial attack; these are anti-aircraft mounts as per Apocalypse rulebook.

Quad Gun:

Range	S	AP	Type
48"	7	4	Heavy 4, Twin-linked

Hydra Autocannon:

Range	S	AP	Type
72"	7	4	Heavy 2

Icarus Lascannon:

Range	S	AP	Type
96"	9	2	Heavy 1

Roving Patrols: Four heavy servitors (see P16) patrol freely on each section the vehicles upper superstructure. These servitors move and target enemies as normal but they count as part of the Ordinatus; they cannot be targeted separately but may be chosen as a 'weapon destroyed' in which case they cannot be repaired.

Quake Cannon:

Range	S	AP	Type
G24-360"	10	2	Ordnance 2, 10" blast, Primary

Gatling Blaster:

Range	S	AP	Type
72"	8	3	Heavy 6, 5" blast, Primary

Apocalypse Missile Launcher: Fire as an Ordnance Barrage, using The Apocalyptic Barrage marker to determine the fall of its five shots but without scatter.

Range	S	AP	Type
G24-360"	7	3	Apocalypse (5), Primary

Sonic Disruptor: Sound waves create a resonance so aggressive that the target literally tears itself apart at a molecular level. By modulating the frequency the weapons effect is altered to attack differing target types. If two disruptors fire at the same target, they count as a single twin-linked weapon and class hits as Destroyer.

Mode	Range	S	AP	Type
High	24-120"	10	2	Ordnance 1, 5" blast, 2D6 armour penetration, Primary
Med	24-120"	9	3	Ordnance 1, 7" blast, 1D6 armour penetration, Primary
Low	24-120"	8	4	Ordnance 1, 10" blast, 1D3 armour penetration, Primary

SUPER HEAVY SUPPORT

REPAIR PLATFORM 100 POINTS

Page 37

	WS	BS	S	T	W	I	A	Ld	Sv
Platform	3	3	4	5	3	3	3	8	3+

Composition:

- 1 Repair Platform

Unit Type:

- Jet pack Infantry

Wargear:

- Mechanicus Power Axe
- Servo Arm
- Jet pack
- Heavy bionics
- 2x Slaved servitors with Servo Arms

Special Rules:

- Titan's shadow
- Assigned
- Dismissed
- Blessings of the Omnissiah

Options:

- None

KNIGHT TITAN 380 POINTS

Page 38

	WS	BS	S	Front	Armour Side	Rear	I	A
Knight	3	4	6	13	12	11	2	2

Composition:

- 1 Paladin Knight Titan

Unit Type:

- Super Heavy Walker

Force Org usage:

- 1x Heavy Support slot & 1x Fast Attack slot

Structure Points:

- 2

Void Shield:

- 1

Special Rules:

- Icon of Mars
- Swift Footed
- Chain Reaction

Wargear:

- Turret Battle Cannon
- Power Fist
- Searchlight

OPTIONS:

- You may upgrade the Paladin to one of the following:
 - Errant** (Thermal cannon & Chain Blade) 30pts
 - Lancer** (Power Lance & Power Fist) free
 - Baron** (Inferno Gun & Power Glaive) 20pts
 - Warden** (Knight Cannon & Promethean Bolter)..... 20pts
- You may take the following upgrades:
 - Extra armour 30pts
 - Thermo-plas Armour 60pts

SUPER HEAVY TANK 380 POINTS EACH

Page 39

	BS	Front	Armour Side	Rear
Super Heavy Tank	4	14	14	12

Composition:

- 1 Baneblade Variant

Unit Type:

- Super Heavy Tank

Force Org usage:

- 2 Heavy Support

Structure Points:

- 3

Transport:

- 40 models ONLY if Vulcan Mega Bolter is chosen as primary weapon

Wargear:

- Searchlight
- Smoke Launchers

Each sponson is armed with both a Lascannon and a Twin-linked Heavy Bolter

OPTIONS:

- T/L Heavy Bolters upgrades:
 - T/L Heavy Flamers .. free
 - T/L Multi-meltas 30pts
- Lascannon upgrades:
 - Targeter free
 - Plasma Cannon 20pts

MAIN TURRET OPTIONS:

- You may take one of the following primary weapons included in the points cost:
 - Baneblade Cannon
 - Hellhammer Cannon
 - Siege Cannon
 - Double Barrelled Battle Canon
 - Volcano Cannon (tank)
 - Plasma Blast Gun
 - Vulcan Mega Bolter
- You may take the following hull weapons:
 - Demolisher Cannon 40pts
 - Twin-linked Heavy Bolter 20pts
 - Twin-linked Assault Cannon 30pts
- You may take the following upgrades:
 - Extra armour 30pts
 - Void Armour 60pts
 - Dozer blade 30pts
 - Stalker 50pts
 - One pair of side sponsons 80pts
 - Second pair of sponsons 100pts

SUPER HEAVY SUPPORT

WARHOUND TITAN 750 POINTS

Page 40

	WS	BS	S	Front	Armour Side	Rear	I	A
Warhound	2	4	10	14	13	12	1	1

All Warhounds mount two of the following primary weapons, included in the cost; you may take the same option twice if you wish

Composition:

- 1 Warhound Titan

Void shields:

- 2

- Double Turbo-Laser Destroyer
- Plasma Blast Gun
- Inferno Gun
- Vulcan Mega-bolter

Unit Type:

- Super Heavy Walker

Structure Points:

- 3

Special Rules:

- Agile
- Reactor Meltdown
- Icon of mars

Force Org usage:

- 3x Heavy Support slots

ORDINATUS MINOR 500 POINTS

Page 41

	BS	Front	Armour Side	Rear
Ordinatus Minor	4	14	14	12

SECONDARY TURRET OPTIONS:

- You may take one of the following
 - Battle Canon 50pts
 - Baneblade Cannon 80pts
 - Vulcan Mega Bolter 70pts

Composition:

- 1 Ordinatus Minor

Void Shields:

- 2

Unit Type:

- Super Heavy Tank

Wargear:

- Smoke Launchers

PRIMARY WEAPONS OPTIONS:

- You must take one of the following
 - Melta Cannon 120pts
 - Laser Blaster 150pts
 - Plasma Destructor 160pts
 - Volcano Cannon (Titan) 150pts
 - Vortex Missile 140pts

Force Org usage:

- 2 Heavy Support

- You may take the following upgrades:

- Extra armour 30pts
- Dozer blade 25pts
- Stalker 85pts

Structure Points:

- 4

ORDINATUS PRIME 3500 POINTS

Page 42

	BS	Front	Armour Side	Rear
Ordinatus Primus	4	14	14	14

Composition:

- 1 Ordinatus Prime

Defensive Turrets: four on each vehicle section; with twin-linked Heavy Bolters and defensive heavy flamer

Unit Type:

- Super Heavy Tank

- T/L Heavy Bolters upgrades:
 - T/L lascannon 20pts
 - Heavy Plasma Cannon 55pts

COMMAND SECTION TURRET OPTIONS:

- You may take one or two turrets armed with any of the following primary weapons:
 - Battle Cannon 50pts
 - Baneblade Cannon 80pts
 - Volcano Cannon (Tank) 80pts
 - Plasma Blast Gun 90pts
 - Vulcan Mega Bolter 70pts

Force Org usage:

- 6 Heavy Support

Patrol Servitors: four on each vehicle section; with Twin-linked Heavy Bolters

- T/L Heavy Bolters upgrades:
 - T/L Missile Launcher ... 15pts

Structure Points:

- 9

Anti-aircraft Turrets: two on the rear vehicle section only; with Twin-linked Autocannon

Void Shields:

- 6

- T/L Heavy Bolters upgrades:
 - Quad-gun 20pts
 - Hydra Autocannon 30pts
 - Icarus Lascannon 40pts

PRIMARY WEAPONS OPTIONS:

- You must take four of the following weapons for each central section; you may take one option four times, or two options twice
 - Melta Cannon
 - Laser Blaster
 - Plasma Destructor
 - Volcano Cannon (Titan)
 - Vortex Missile
 - Sonic Disruptor
 - Apocalypse Missile Launcher
 - Gatling Blaster
 - Quake Cannon

SUMMARY

TROOPS	WS	BS	S	T	W	I	A	Ld	Sv	Page
Archmagos	5	5	4	4	3	4	3	10	2+	5
Artisan	2	3	3	3	1	3	1	7	5+	6
Adesii Ventron	5	4	5	4	3	4	4	10	3+	19
Basic Servitor	3	3	3	3	1	3	1	7	4+	11
Battle Servitor	3	4	5	5	3	3	3	7	4+	16
Centurion	4	5	3	3	2	3	2	9	4+	7
Chronis H'Vaylan	6	5	4	5	4	4	3	10	2+	19
Classiarii	4	4	3	3	1	3	2	9	4+	10
Combat Servitor	4	3	3	3	1	3	2	7	4+	11
Dor'silan Tam	5	4	4	4	3	4	2	10	2+	20
Electro-Priest	4	3	4	3	1	3	2	9	4+	8
Explorer	4	4	3	4	2	4	2	9	2+	5
Gun-Servitor	3	4	3	3	1	3	1	7	5+	11
Hypaspist	3	4	3	3	1	3	1	7	4+	10
Lex-Mechanic	2	5	3	3	1	3	1	7	5+	6
Magos	4	4	3	4	2	4	2	9	3+	5
Menial	2	2	3	3	1	3	1	5	6+	11
Petra Solsen	5	4	4	3	2	3	2	9	4+	20
Praetorian	4	4	5	5	2	3	2	8	3+	8
Repair Platform	3	3	4	5	3	3	3	8	3+	37
Robot	4	4	5	6	2	2	2	10	2+	16
Sagittarii Team	3	4	3	3	2	3	2	7	4+	16
SAM-220	4	4	6	7	4	2	4	10	2+	21
Secutor	4	4	4	4	2	4	2	9	2+	9
Servo Skull	2	2	2	3	1	3	1	7	4+	6
Signifier	4	4	3	3	1	3	2	9	4+	6
Skull Swarm	2	3	2	3	3	4	3	10	4+	15
Target Servitor	3	4	3	3	1	3	1	7	4+	17
Tech-Priest	3	3	3	3	1	3	1	8	3+	6
Tribune	5	5	4	3	3	4	3	10	4+	7
Venator	3	4	3	3	1	3	1	8	4+	14
VEHICLES	BS	Front		Side		Rear		Page		
Battle Tank	4	14		13		12		18		
Chimera	4	12		10		10		12		
Mass Crawler	4	14		13		12		13		
Ordinatus Minor	4	14		14		12		41		
Ordinatus Primus	4	14		14		14		42		
Super Heavy Tank	4	14		14		12		39		
Termite	2	12		12		-		12		
Valkyrie	4	12		12		10		13		
WALKER	WS	BS	S	F	S	R	I	A	Page	
Castellan	5	3	5	11	11	10	5	3	9	
Conqueror	4	4	5	12	12	10	4	2	9	
Crusader	3	5	6	13	12	11	3	1	9	
Knight	3	4	6	13	12	11	2	2	38	
Sentinel	3	4	5	11	10	10	3	1	14	
Warhound	2	4	10	14	13	12	1	1	40	
ORDNANCE	Range	S	AP	Type					Page	
Apocalypse Launcher	G 24-360"	7	3	Apocalypse (5), Primary					42	
Battle Cannon	72"	8	3	Ordnance 1, Large Blast					18	
Baneblade Cannon	72"	9	2	Ordnance 1, 10" Blast, Primary					39	
Demolisher Cannon	24"	10	2	Ordnance 1, 5" Blast,					18	
Double Barrelled Battle Cannon	72"	8	3	Ordnance 2, 5" Blast, Primary					39	
Hellstrike Missile (one shot each)	72"	8	3	Ordnance 1					13	
Hellhammer Cannon	36"	10	1	Ordnance 1, 7" Blast, Primary					39	
Heavy Plasma Cannon	36"	7	2	Heavy 3, 3" Blast					18	
Inferno Gun	Template	7	3	Assault 1					40	
Knight Cannon	72"	8	3	Heavy 7" Blast					38	
Melta Cannon	72"	10	1	Ordnance 1, 10" blast Melta Primary					18	
Plasma Blast Gun									40	
Rapid	72"	8	2	Ordnance 2, 7" Blast						
Full	96"	10	2	Ordnance 1, 10" Blast						
Plasma Destructor									41	
Rapid	72"	8	2	Ordnance 3, 7" blast						
Full	96"	10	2	Ordnance 2, 10" blast						
Power Lance	60"	9	2	Heavy 1					38	
Promethean Bolter	48"	6	3	Heavy 8					38	
Quake Cannon	G 24-360"	10	2	Ordnance 2, 10" blast, Primary					42	
Siege Cannon	48"	10	2	Ordnance 1, 5" Blast Primary, Destroyer					39	
Sonic Disruptor									42	
High	24-120"	10	2	Ordnance 1, 5" blast 2D6 armour, Primary						
Medium	24-120"	9	3	Ordnance 1, 7" blast, 1D6 armour, Primary						
Low	24-120"	8	4	Ordnance 1, 10" blast 1D3 armour, Primarv						

ORDNANCE	Range	S	AP	Type	Page
Thermal Cannon	36"	8	1	Heavy 1, 3" blast, Melta	38
Volcano Cannon (Tank)	120"	D	2	Ordnance 1, 5" Blast Destroyer, Primary	39
Volcano Cannon (Titan)	240"	D	2	Ordnance 1, 10" Blast Destroyer, Primary	41
Vortex Missile (One-shot each)	G48-360"	n/a	n/a	Ordnance 1, 10" blast, Primary	41
WEAPONS	Range	Str	AP	Type	Page
Assault Cannon	24"	6	4	Heavy 4, Rending	22
Assault Laser	18"	4	6	Assault 3	8
Autocannon	48"	7	4	Heavy 2	22
Blast Cannon	36"	7	4	Heavy 8, Rending Twin-linked	21
Conversion Beamer					17
	Up to 18"	6	-	Heavy1, Blast	
	18" to 42"	8	4	Heavy1, Blast	
	42" to 72"	10	1	Heavy1, Blast	
	Over 72"	-	-	Automatics Miss	
Double Turbo-Laser Destroyer	96"	D	2	Heavy 2, 5" Blast, Destroyer	40
Flamer	Template	4	5	Assault 1	22
Gatling Blaster	72"	8	3	Heavy 6, 5" Blast Primary	42
Gatling Cannon	24"	5	-	Heavy 20	18
Grenade Launcher					22
Frag	24"	3	6	Assault 1 blast	
Krak	24"	6	4	Assault 1	
Chaff	24"	2	-	Assault 1 large blast*	
Hand flamer	Template	4	5	Assault 1	22
Heavy Bolter	36"	5	4	Heavy 3	22
Heavy Flamer	Template	5	4	Assault 1	22
Heavy Stubber	36"	4	6	Heavy 3	22
Helix missile Launcher					20
Triple Frag	48"	4	6	Heavy 1 Large Blast	
Triple Krak	48"	8	3	Heavy 3	
Hellfury Missile (one shot each)	72"	4	5	Heavy 1, Large Blast,	13
Inferno Pistol	12"	8	1	Pistol, melta	23
Meltagun	12"	8	3	Assault 1, Melta	23
Missile Launcher					22
Frag	48"	4	6	Heavy 1 Blast	
Krak	48"	8	3	Heavy 1	
Multi-laser	36"	6	6	Heavy 3	22
Multi-melta	24"	8	1	Heavy 1, Melta	23
Nova Cannon	36"	6	4	Heavy 1, Large Blast	18
Plasma Blaster	24"	7	3	Rapid Fire, Gets Hot! Twin-linked	23
Plasma Cannon	36"	7	3	Heavy 1, Blast, Gets Hot!	23
Plasma Gun	24"	7	3	Rapid Fire, Gets Hot!	23
Plasma Pistol	12"	7	3	Pistol, Gets Hot!	23
Rapier laser destroyer					17
Single Shot	60"	10	1	Heavy 1	
Sustained	36"	6	6	Heavy 4	
Rivet Gun	12"	4	-	Assault D6	11
Sniper rifle	36"	X	6	Heavy 1, Sniper	23
Storm Bolter	24"	4	5	Assault 2	22
Storm Stubber	18"	4	6	Assault 3	23
Symbol of the Wheel	24"	5	3	Assault 3	19
Thunder-fire cannon					17
Surface	60"	6	5	Heavy 4, Blast	
Airburst	60"	5	6	Heavy 4, Blast, Ignore Cover	
Subterranean	60"	4	-	Heavy 4, Blast, Tremor	
Thud Gun	G12-48"	6	6	Heavy 4 Blast	17
Turret Autocannon	48"	7	4	Heavy 2, Co-axial	39
Turret Heavy Bolter	36"	5	4	Heavy 3, Co-axial	39
Twins of Rahl	36"	8	1	Heavy 1	19
T/L Assault Cannon	24"	6	4	Heavy 4, Rending Twin-Linked	39
T/L Heavy Bolter	36"	5	4	Heavy 3, Twin-Linked	39
Vanquisher Cannon	72"	8	2	Heavy 1, 2D6 armour	18
Vulcan Mega-bolter	60"	6	3	Heavy 15, Primary	40
Welding Torch	Template	3	6	Assault 1	11
TELEPORT	Range	Str	AP	Type	Page
Fire Storm Canister	-	6	4	5" Blast, Ignores Cover	15
Melta-charge	-	8	1	3" Blast, 2D6 armour	15
Frag Bomb	-	10	2	5" blast, Pinning	15
Vortex Warhead	Special			5" blast, ignores all saves	15
ANTI AIRCRAFT	Range	Str	AP	Type	Page
Quad-gun	48"	7	4	Heavy 4, Twin-linked	42
Hydra Autocannon	72"	7	4	Heavy 2	42
Icarus Lascannon	96"	9	2	Heavy 1	42