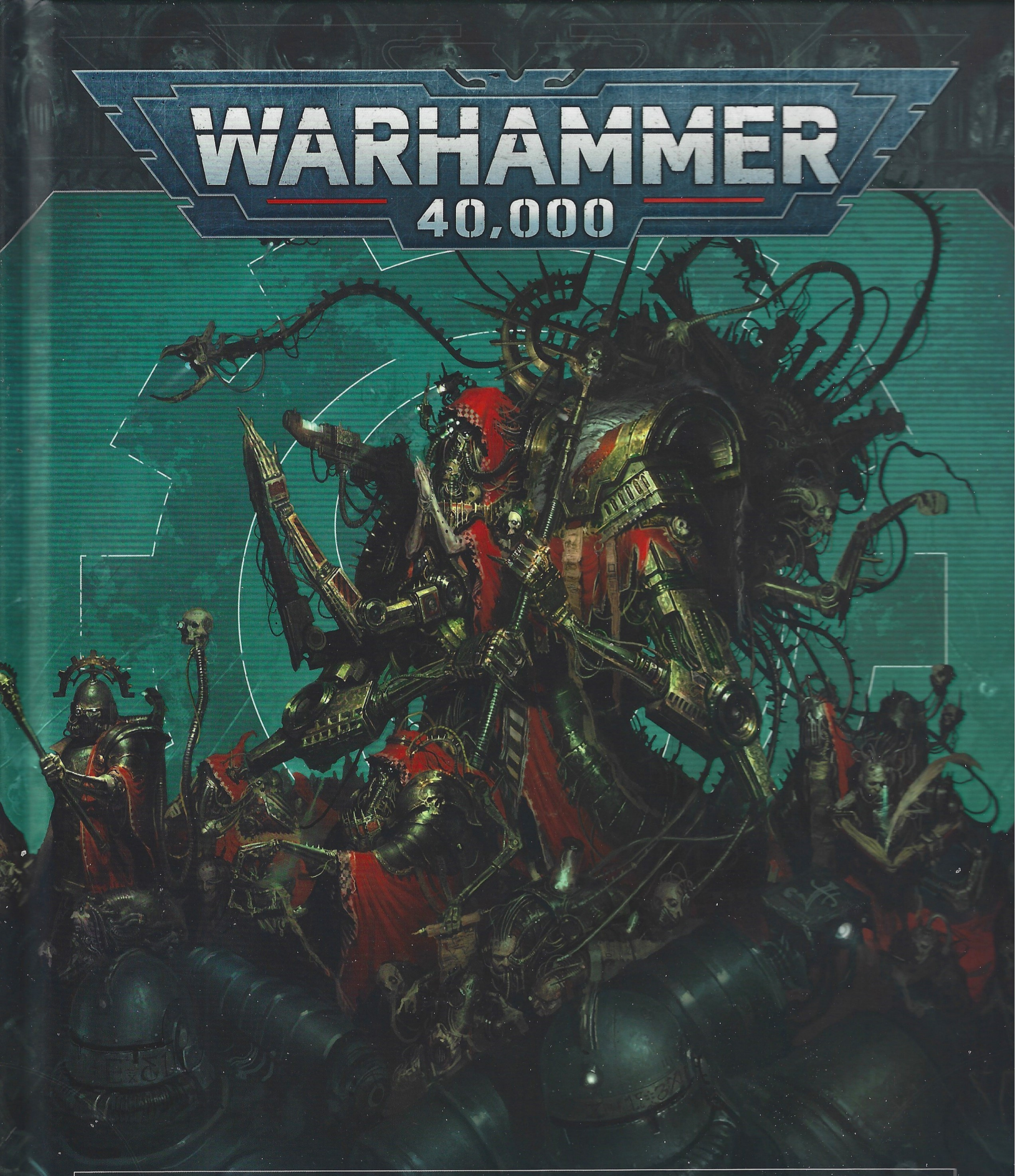
WARHAMMER 40,000



CODEX

ADEPTUS MECHANICUS



Adeptus Mechanicus

THE PRIESTHOOD OF MARS

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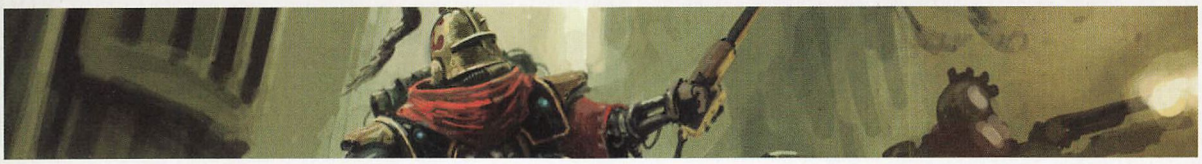
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Lieutenant Shuna Rhakis strode down the air-transport's rear ramp, gagging on the hot polluted air that hit her. She steeled herself as she strode from the landing pad. Distant detonations marked the battles of the Lord-Colonel's vanguard regiments against the world's xenos, battling aliens while the rest of the Imperial war machine was still being organised. The drone of the carrier's idling engines faded behind her as she walked, swiftly overwhelmed by an industrial din as she approached a command installation. It only vaguely resembled the strategic control bunkers of Rhakis' own regiment. Huge pipes emerged from its flanks to plunge into the ground. Cables, vents and mechanisms she couldn't name encrusted its walls.

Lieutenant Rhakis had seen nothing on the Valkyrie's final approach due to a blanket of engulfing fumes. A terse communication from the installation had informed the pilot that conditions at ground level required no rebreather, yet the orange-brown particles that fell like foul snow made Rhakis doubt that assessment. She glanced at the underside of the chemical cloud above her as she reached the installation's formidable entrance.

'Lieutenant Rhakis,' she said into a vox-receiver embedded into the doorway, hearing the hoarseness in her voice from the torrid air.

'Equerry to Lord-Colonel Klaister. To see–' Rhakis paused to remember the esoteric title. The Lord-Colonel's Adjutant Dignitium had explained to the lieutenant that precise recitation was expected by her hosts.

'To see Magister-Emeritus Skand, Gnosticarch of the Gymmeric Stacks. I request an audience under the provisions of the 3,203rd Imperial Guard Army's covenant with Mars. I carry a communiqué from the Lord-Colonel.'

The door's two halves met in broad, interlocking teeth and the skull and cog symbol of the Adeptus Mechanicus spanned the doors. As she waited, Rhakis picked a flake of oily rust off her formerly pristine uniform. She sneered at the residue it left, staining her bright staff jacket with a spot of reddish brown.

Rhakis felt the grind of massive machinery before she heard it. When the huge doors finally opened, it was with a waft of air that was even thicker and fouler than outside. A single servitor waited in a dim corridor. From an elaborate emitter bolted into its bare chest, a monotone rasped.

'*Follow this unit. Do not deviate. Do not temporise.*' The figure turned, lurching away at a brisk pace despite its lopsided gait. Rhakis marched to keep up.

The noise, heat and smell increased. Rhakis was led by the servitor into a huge vaulted space where ranks of clicking and whirring mechanisms rose above her. She could see more beneath her through a gantry over which she was led. Cybernetic thralls were wired into machines, murmuring unintelligible words.

A clatter above her drew Rhakis' attention. Only her training stopped her from gasping out loud. A seemingly mechanical creature, far larger than the lieutenant and with too many horribly long legs, clambered down the sheer face of mechanisms towards her. Rhakis took an involuntary step back. Only when it came near did she register that a cowled protuberance rearing up from the nest of legs was the upper half of a person. The thing's legs effortlessly adjusted to the floor, dripping with oily fluids. They contracted with puffs of exhaust until the robed figure loomed only a foot over her.

'Magister-Emeritus Skand,' Rhakis began, crisply offering the sign of the aquila. 'The Lord-Colonel sends his most–'

'*Unnecessary salutations,*' the Tech-Priest interrupted in an artificial voice. Within the shadows of Skand's cowl, Rhakis saw no mouth, only a mass of cables disappearing where mouth and nose might once have been, topped by a cluster of lenses.

'*Consider them received,*' Skand continued. '*Your presence was anticipated, but it is nonetheless a delay to my schedule. You are granted fourteen millicycles for your audience, while I commence Visual Inspection Kaptis X-IV. Attend.*'

Skand turned and swept down a corridor, his numerous metallic feet clattering over the rust-coloured floor. Rhakis followed, passing yet more servitors as well as Tech-Priests she assumed were Skand's underlings. The former wore slack expressions while they carried out their simple tasks. The latter ignored her as they conducted arcane rituals at cogitator banks, their voices buzzing like static.

Rhakis caught up with Skand as he mounted a pulpit-like contrivance. The pulpit faced a bulkhead, but as prehensile cables slithered from the Magister's robe and connected with the pulpit's dataports, the bulkhead shuddered and lifted. Rhakis was forced to board in an undignified scramble, barely making it before it rose on anti-grav impellors and exited the opening into nothing.

A fug of dun-coloured mist shrouded everything beyond the pulpit. Rhakis coughed violently. Skand's vocal emitter elicited a brief squall of noise

before he delivered another clipped command without facing her.

'The communiqué. Commence.'

Rhakis withdrew a dataslate from her jacket. She conducted the security rites before starting to deliver the Lord-Colonel's effusive message. Skand gave another irritated blurt. A metallic tendril plucked the dataslate from her hands, jabbing a needle into its casing. Within seconds, the Tech-Priest spoke again.

'The Lord-Colonel expresses his fervent wish that the Machine God's warriors be mobilised.' Skand paused, his next words far more clipped, as if they were spat in anger. *'Every asset, to the fullest extent and with greater urgency.'*

Rhakis remained silent. She had known the thrust of the missive. The mist parted before them and Skand at last turned to face her. She kept her face impassive as he leaned in, the scents of burnt resin, old oil and chemicals wafting from his cowl.

'Witness the mere sliver of might the Machine God has deemed necessary to eradicate these xenos.'

Rhakis felt the conveyance drop with a lurch and suddenly they were out of the obscuring fug. And she witnessed.

The Tech-Priests' command bunker was sited on a cliff edge overlooking the Yashnal Depression, a dried delta they had claimed for their mustering, naturally shielded by the cliffs. Her subconscious tried to latch onto these topographical features for sanity's sake, but the spectacle held her gaze.

Seen from thousands of feet up, the delta plain seethed with movement across the miles of its width. Phalanxes of infantry marched in angled polygons – their numbers so vast she could hear the staccato drumbeat of eerily synchronous footfalls. Huge trains of war engines in forms she had never seen before ground forward in the infantry's midst. The pulpit conveyance swept lower. Rhakis saw tanks stomping on huge mechanical limbs like crabs, barge-like vessels carried on shuddering waves of glowing exhaust and bipedal vehicles that reminded her of stalking ground raptors.

Skand drove his mount in a spiralling descent and Rhakis clutched its armoured edge. Aircraft shot past at speeds she would have sworn such clumsy-looking machines should not have been capable of, and flocks of winged figures like chimeric horrors darted at the edge of her vision. She and Skand tore through clouds of acrid incense that burned her eyes, through energistic currents that made her teeth itch and her skin crawl. She squinted backwards into the slipstream and saw pulsing glows and sparks emitted by unknown weapons.

Skand slowed the conveyance marginally and the roar of air was replaced with another noise. It became more deafening the lower their path took them. Meaningless chants rose up into the air along with shrieks as if from ruptured vox units and roars of static. They overlaid each other like surf on a beach; the noise made her feel nauseated.

They skimmed lower. Reverberations passed through her boots and along her arms, making her jaw ache. Closer to, she could make out squads and individuals. Baroque armour and filigreed weapons clutched in steel fingers flashed by just feet below. Hooded cabals of Tech-Priests led marching processions, lifting synthetic voices in what she assumed was the machine language of their cult. Armoured giants stomped along unnervingly precise lines. Packs of hideous Human-machine amalgams in one melding after the next stalked or clattered at their masters' whim.

Skand brought the pulpit to a halt amid a regimented congregation of servitors. Each was uniquely marred by the cybernetics forced upon them. They were stained by the dust kicked up by the passage of Skand's forces and the oily fallout drifting from above. As Rhakis stumbled from the pulpit onto solid ground, she saw her uniform was similarly stained.

From his mounted position, Skand turned to her without ceremony.

'The audience is concluded. The Lord-Colonel has my accedance to his request.'

Rhakis licked her lips before replying.

'I will bear your words to the Lord-Colonel, Magister-Emeritus.' Two servitors trudged towards her. 'My thanks for the return escort.'

'You misapprehend,' Skand replied. *'I have transmitted my reply securely, assuring the Lord-Colonel that I will mobilise my assets with immediate effect. All my assets.'*

The two servitors took hold of Rhakis' arms with painful grips. She cried out indignantly, staring at them. Neither looked at her. The one that retained a biological eye stared vacantly. Rhakis saw a faded regimental tattoo on its exposed neck.

'The Lord-Colonel will hear of this!' she blurted out, sickened by the fear in her own voice. 'The transport that brought me, the pilot…'

The Tech-Priest turned away, the flick of a mechadendrite dismissing the brief moment she had occupied his attention. Lieutenant Rhakis suddenly knew with certainty that the carrier had lifted off without her. She screamed as she was hauled away.

Disciples of the Machine God

MARS41

TO THE ADEPTUS MECHANICUS, DOUBT IS AS ALIEN AS THE XENOS HORRORS THAT ASSAIL MANKIND'S REALM. WHEN THE RULING CABALS OF HOODED AND BIONICALLY AUGMENTED TECH-PRIESTS COMMIT THEIR VAST ARMIES TO BATTLE, THEY HAVE ALREADY ENUMERATED EVERY PARAMETER. EACH VARIABLE HAS BEEN MEASURED AND ASSIGNED A PROBABILITY MATRIX. ALL THAT REMAINS IS TO EXECUTE THE PROTOCOLS OF WAR, WHICH ARE HANDED DOWN TO THE PRIESTHOOD'S SEMI-MECHANICAL FOLLOWERS AS DIVINE SIGNS, UNDENIABLE PROOFS OF THE MACHINE GOD'S POWER. TO FACE THE ADEPTUS MECHANICUS IS TO OPPOSE THOSE WHO HAVE ALREADY CALCULATED YOUR DEMISE.

FROM THEIR SOVEREIGN HOLDINGS ON INDUSTRY-CHOKED AND SMOG-WREATHED FORGE WORLDS, THE ADEPTUS MECHANICUS REACH OUT TO SCOUR THE DIM REACHES OF THE GALAXY FOR FORGOTTEN FRAGMENTS OF ARCHEOTECH FROM MANKIND'S PAST. THEIR TECH-PRIEST RULERS ARE RIGIDLY DOGMATIC AND REVERE TECHNOLOGY AS THE OBJECT OF THEIR DEVOTIONS. YET TRUE UNDERSTANDING OF THE ARTEFACTS THEY SEEK EVER GIVES WAY TO A GREATER PRINCIPLE: WORSHIP OF THEIR MACHINE GOD. VERBAL PROTOCOLS HAVE DEVOLVED INTO MURMURED CHANTS, RIGOROUS THEOREMS INTO RELIGIOUS DOCTRINE AND TECHNOLOGICAL REVOLUTION INTO STULTIFYING INERTIA. ENLIGHTENMENT AND PROGRESS HAS BEEN LONG BURIED BY THE FANATICISM OF THE TRUE ZEALOT.

THEY ASPIRE TO THE PURITY OF THE MACHINE, BUT THE ADEPTUS MECHANICUS RETAIN ALL THE FERVENT FAITH AND OBSESSIVE AMBITION OF THEIR HUMANITY.





The Adeptus Mechanicus are the custodians of Mankind's technological knowledge. With great reverence and elaborate ritual, robed priests oversee the fabrication, maintenance and repair of every device crafted by Mankind, and view the careful protection of every scrap of ancient information as their religious duty.

The Adeptus Mechanicus – its complex hierarchies of ruling Tech-Priests and their myriad followers – devote themselves to the divine trinity of the Machine God, the Omnissiah and the Motive Force: the source of all knowledge, the embodiment of wisdom and the animus that empowers all. In their eyes, technology and the act of its creation are sacred concepts worthy of adoration, while the corruption of these ideals is heresy that invites condemnation and death.

Mankind's technology is ancient. Much of it dates back to the dark time of legend before the Imperium, and it is through the Tech-Priests' religion – the Cult Mechanicus – that Humanity still retains fragments of this knowledge. The faith of the Cult Mechanicus is founded on dogma and rote, repeated maniacally without change over more than ten thousand years, while true understanding of many of their practices has long since vanished under a smothering blanket of ritual and half-remembered mummery. Priests soothe the intractable machine spirits of cogitators, reignite the fiery hearts of recalcitrant generatoria and forge the materiel used by the Imperium's armies as much with sprays of holy incense and binharic chants as with technical skill. To the Adeptus Mechanicus, the production and maintenance of the machine is indivisible from their theology, and even

the most mundane process is performed with all the ceremony of a rite millennia in its practice. Tech-Priests declaim the hand of the Machine God in every aspect of Human technology, in the fundamental forces of the universe and in their own ability to comprehend such concepts.

Such knowledge is precious; the Adeptus Mechanicus jealously guard their power and influence in a carefully choreographed balance with the Imperium's other great powers. Without the forges and specialist knowledge of the Tech-Priests, however fragmented and ill-used, the Imperium would swiftly fall and without the incomprehensibly vast resources and military might of the rest of the Imperium, the Adeptus Mechanicus would crumble and vanish. Both benefit hugely from a sometimes strained yet irrevocably connected dependence.

WORKS OF DIVINITY

Through the sweat of legions of slave labour, the augmented strength of unthinking cyborg thralls and the power of monolithic forge temples do the Adeptus Mechanicus create everything from pioneer ploughshares to Ramilies-class star forts. Simple black powder explosives in use on feudal mining worlds, hololithic strategium projectors, manufactorums bigger than city states and God-Engines that can level such conglomerations in a single, apocalyptic salvo – all fall under the auspices of the Adeptus Mechanicus. Through ancient covenants with the Emperor himself, the adepts of the Cult Mechanicus have a monopoly on and jurisdiction over the use of all technology. To alter a machine's prescribed operation or structure, to interfere with its inner workings without the proper theological ministrations only a Tech-Priest is privy to, are just some of the crimes for which the Adeptus Mechanicus is privileged to administer punishment. Lobotomised servitors – men and women who ran afoul of the Tech-Priests – are a common sight throughout the Imperium. These unthinking creatures, heavily modified with bionic replacements, perform menial and repetitive tasks of every kind, and their unhealthy pallor and slack jaws are a potent reminder of the dangers of crossing the Adeptus Mechanicus.

COHORTS AND LEGIOS

The Tech-Priests do not exert their influence solely by their integration in the Imperium's other institutions. The Adeptus Mechanicus retains the right to raise standing armies of its own. Their ranks are the iron fist that enforces the Tech-Priests laws and defends the sacred forge worlds. They also project the Adeptus Mechanicus' power out into the galaxy on pious quests to unearth traces of Humanity's technological legacy.

The numberless cohorts of the Skitarii Legions are the cybernetic heart of the Tech-Priests' military might. They are the foot soldiers of the Cult Mechanicus, fully devoted to the faith, and heavily modified by their masters with bionic enhancements, their neural cortexes inloaded with martial protocols. To witness them marching to war is akin to seeing a bizarre and grotesque religious procession conducted with scientific precision. They are a macabre mix of living tissue and mechanical augmentation, responding immediately to the broadcast imperatives of their superiors.

The Skitarii do not crusade alone in the name of the Machine God. The hulking automatons of the Legio Cybernetica crush the unwary beneath their tread and stitch incandescent trails of burning phosphor through the enemy ranks. The Centurio Ordinatus marshal leviathan war machines that each bear unique munitions of incredible power. The Ordo Reductor specialise in siege warfare and worship the Machine God in its aspect as the unmaker, the Auxilia Myrmidon are a caste of destruction savants and the Collegia Titanica set the ground trembling with the strides of their God-Engines.

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THE REALITY CAGE

The Tech-Priests of Venatoria are rumoured to have created cagefields of pure law and reason that magnify the material dimension's inherent resistance to the energies of the warp. Forbidden to test the resultant technology in realspace, the Tech-Priests lead an invasion fleet into the Ocularis Terribilis. Three Venatorians make it back alive to their forge world. Obsessed to the point of mania, they devote the rest of their lives to the creation of a reality bomb that they believe will seal the Eye of Terror forever more.

The Tech-Priests' test run, staged upon the ragged edge of the rift known only as the Maelstrom, ends in terrifying disaster. Twisted message fragments escape the region, unholy amalgams of psychic transmission and binharic screed that bleed outwards from the testing site. What sanity can be parsed from them speaks of ravaging traitor warbands, perfidious xenos raids and illogical manifestations of unreality.





'We know every fleeting life form is a cog in the grand mechanism. Cast off your weak flesh and accept the glory of the Machine God. We know mortal frailty pales before the secrets revealed to the faithful, and with the wisdom of creation at our fingertips there is no prize beyond our acquisition.'

- Declaration of the Trimechirate of the Eternal Forge



KEEPERS OF DIVINE LORE

The ruling caste of the Adeptus Mechanicus are the Tech-Priests. They direct the mammoth endeavours of fabrication upon which the Imperium depends and lead the followers of the Machine God in unforgiving crusades of ruthless acquisition. The Tech-Priests hoard Mankind's legacy of knowledge, seeking an ever-closer union with their deity.

Within the continuum of the Human species – its extremities warped by genetic aberration and psychic renaissance – few appear as divorced from the common stock of Mankind as the Tech-Priests of the Cult Mechanicus. As acts of worship, they routinely replace what they see as fallible flesh with bizarre mechanical augmentation, seeing it as a way to move closer to the Machine God, and toward perfection. Bionic limbs, artificial appendages and cybernetic organs in great profusion and variety render the majority as biomechanical horrors, barely recognisable as Human. Some Tech-Priests sport skittering, multi-jointed legs or crawling track units as more efficient locomotion, while gilded armatures glistening with blessed dispersal fluids replace or supplement their arms. Their methods of communication can seem as inhuman as their appearance. Tech-Priests speak a number of strange dialects that blend the machine tongue with those of the wider Human species. These include binharic cant, Lingua Technis, hexamathic code, noospheric bleed and Novabyte. Few outside the Tech-Priests' orders can comprehend them, and then only with specialist augmentation. To Human ears they are a squall of mechanical blurts, hisses and crackles, but they also transmit on frequencies well beyond biological detection. These languages are replete with internal self-references and fragments of ancient tongues once spoken by the Machine God's chosen in Mankind's ancient past.

Tech-Priests find little use for ambiguous, emotional interactions. Thus, many do not hesitate to embrace multi-lensed optics, rebreather arrays, olfactory modules and cranial implants that end up obscuring or replacing their face. Some even dispense with their head entirely, their organic brain instead supported in crystal jars linked by complex neural interfaces.

Just as Tech-Priests' forms are complex and varied, so too is their meritocratic organisation and hierarchy. Throughout the Imperium, individuals undertaking roles as Enginseers, Lexmechanics, Technoshamans and Noospheric

Spectocrats can be seen upon many worlds and ships, accompanying Mankind's armies and tending to their engines of war. The Tech-Priests' ranks become more esoteric and inscrutable deeper inside the Adeptus Mechanicus' theocratic layers. Each forge world is led by a Fabricator General, the most technically adept and knowledgeable among their kind. Under this august individual is the world's Fabricator Locum, the masters of the forge temples, overseers of bionically augmented thralls and a dizzying array of others that can be called upon for their unique knowledge. The term Tech-Priest covers many thousands of roles, specialities and titles that are bestowed or adopted in a shifting matrix of power, some unique to their forge world or espoused only within a single subcult. Genetors probe the mysteries of the biological, creating strange cybernetic creature-amalgams and slaughtering xenos beyond number to uncover their alien frailties. Artisans create wondrous devices of archaic beauty and deadly effect, their ornate weapons and filigreed wargear highly coveted throughout the Imperium. Magi of countless kinds plumb the depths of increasingly narrow ravines of arcane know-how, heedless of the cost in their thrall-servants' lives, while Logi dig with acquisitive intensity through the physical and abstract strata of the universe, with pure information as their goal.

While those Tech-Priests in service to senior magisters are bound to their master's obsessions and intrigues, more powerful adepts have few limitations on the avenues of holy knowledge they pursue. Tech-Priests Manipulus shape and wield the Motive Force – that aspect of the Machine God that grants vitality to all things, mechanical and biological. Others focus on the disciplines of metallurgy, alchemical synthesis, psychic resonance, gravitic theodominance and countless more that all contribute to the grinding Imperial war machine.

Tech-Priests do not shy away from the horrors of war. The demonstration of the Machine God's primacy in the universe and the application of their destructive, theological devices are an opportunity to be grasped with fervour. Many replace more delicate mechanical appendages with war forms, steel shod bionics fitted with esoteric weaponry. The most senior adepts, in charge of calculating grand strategies and directing the zealous forces under their command, will adopt the title of Dominus. They will bend their considerable mental prowess and all the computational and logistical resources at their behest to the complete annihilation of the foe. Though the title is commonly temporary, some Tech-Priests choose to remain a Dominus, addicted to the superiority and divine power such a position grants.

The intricate web of shifting religious, political, technological and philosophical leanings within the Adeptus Mechanicus is bewildering to those outside the priesthood. Yet even as subcults, movements and schisms are in constant flux, certain Holy Orders are commonly recognised on the majority of forge worlds. Tech-Priests who subscribe to their broad tenets, while experts in sometimes wildly divergent matters of Cult doctrine, will strive to apply their knowledge in an established form. With the great power and autonomy that especially resourceful Tech-Priests can accumulate, some even invent tyrannical honorifics for themselves.



MAGI

Prime Hermeticon
Lord Dogma
Mechae Moribundus
Invictus Acquisitor
Gerontocrat
Data-predator



GENETORS

Magos Biologis
Arch-chymist
Grand Parasite
Metasurgeon
Corpus Illuminator
Genetor Extremis



LOGI

Lexico Arcanus
Bibliophiliac
Hyper-rationalist
Monitor Malevolus
Info-executioner
Biocogitatus



ARTISANS

Forge Lord
Mechasapient
Praetor Electroid
Cybersmith
Technoarcheologist
Necromechanic

SKITARII LEGIONS

On limbs of hardened alloy march the cohorts of the Skitarii. They are soldiers of the Machine God and form the armies that answer to the Tech-Priests of the Cult Mechanicus. They glory in their augmented forms, granted the knowledge by their masters that each calculated kill and every grinding victory is achieved under the unblinking gaze of their deity.

The Skitarii are warriors made. Many were once part of the numberless pools of forcibly indentured labourers, or else vat-grown in mass flesh farms. No matter their origin, those who serve their forge world as Skitarii are zealously loyal and fanatically devoted to the Cult Mechanicus. Their masters refashion their bodies, replacing fallible ligaments and flesh with titanium servo-motors and bionic musculature. The Skitarii see the Tech-Priests as prophets and intermediaries, each binharic order issued from on high as a holy commandment calibrated to stimulate awe and reverence.

Units of Skitarii operate under the leadership of their primary warrior, typically an Alpha or Princeps. Together these units comprise a maniple, an organisational unit within the forge world's military. Maniples are constituent parts of cohorts that in turn are part of macroclades. Maniples are assigned an identifying sigil drawn from the archaic and inscrutable symbology to which the Adeptus Mechanicus is heir. Through an interlocking system of cohorts and the even larger macroclades, each maniple, unit and individual Skitarius understands their place within the hierarchy of their forge world's military might.

While command at the higher levels is orchestrated with mechanical precision by individual Tech-Priests, Skitarii are not mindless automatons. Experienced Skitarii Marshals conduct independent operations along parameters defined by their masters. They utilise inloaded tactical schematics, meticulous planning and intuitive leaps of logic to respond to local divergences of kill ratios and geospatial positioning. Rapid reassessment of enemy capabilities enable individual units to outwit those who believe they have the better of the Machine God's faithful. The information acquired is broadcast back along the nodes of command, informing hundreds of decisions per second, and is implemented to crush the enemy. When facing a lost cause, and even unto death, Skitarii continue to transmit stacks of data back to the Tech-Priests, harvested by multi-spectrum analysers, auto-filter optics, vox synthesisers and echolalic reverberators. The adepts of the Machine God care not if a hundred, a thousand or a million of their fanatical warriors fall in battle. The Skitarii are tools to be employed in the destruction of Mankind's enemies, a worthy sacrifice to absolute dominion. The data acquired by these fallen soldiers provides yet more knowledge of the foes' weaknesses, and feeds the grim computation of Adeptus Mechanicus strategy.

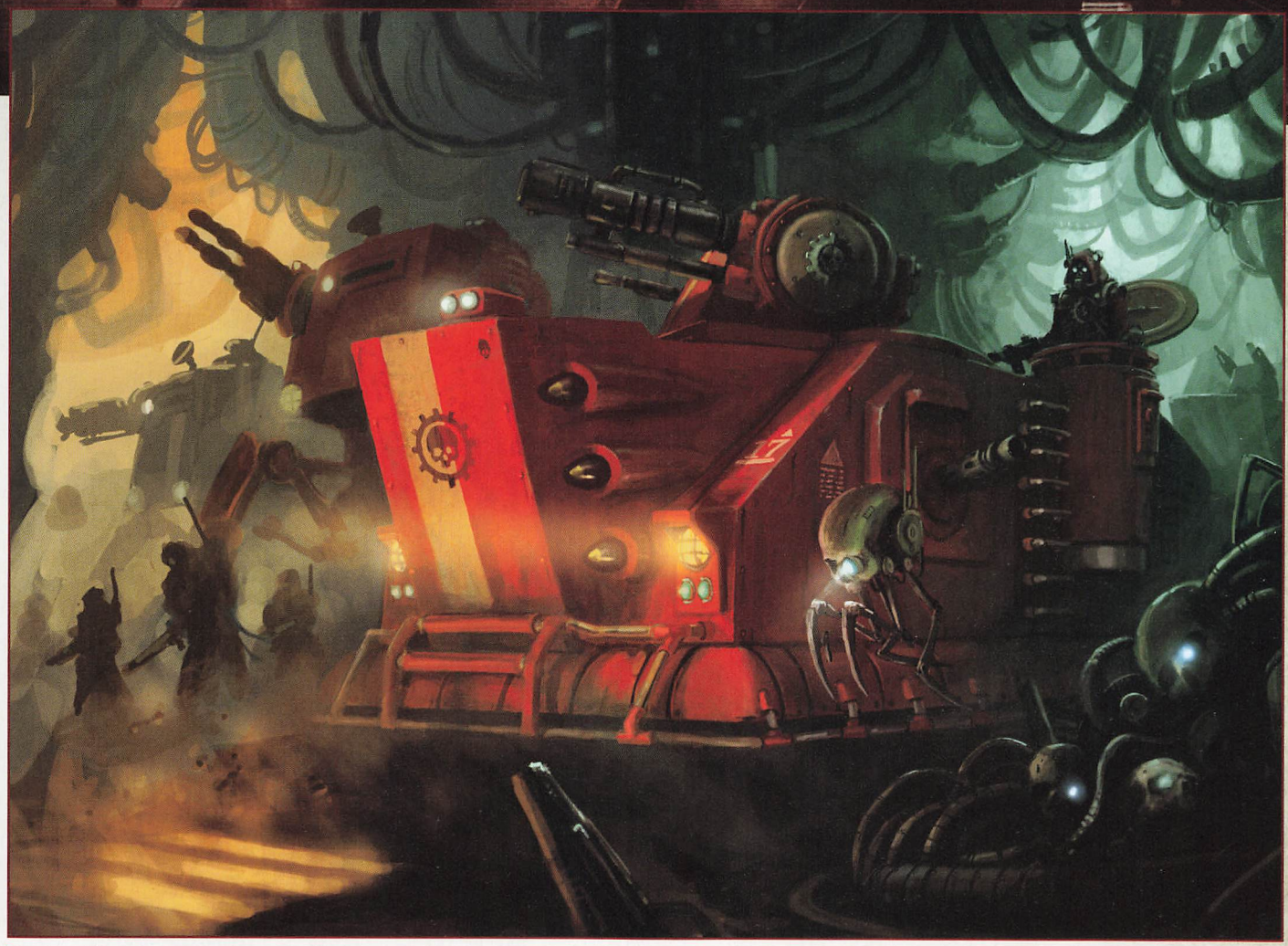
As carefully crafted weapons, a forge world's Skitarii fulfil as broad or as specialised a role as the Tech-Priests require of them, bearing the arcane technologies of their religious orders to war. Rad-saturated Vanguard are front-line troopers who weaponise the debilitating aura that infuses them, advancing relentlessly and rendering the battlefield as inimical to life as the Grystpits on Mars with volleys of irradiated carbine fire. Those promoted from the infantry maniples may be allocated to the Serberys corps, long range outriders or aggressive line breakers mag-locked atop loping, mechanical cybercanids.

Many Skitarii are refashioned into more particular forms, either as necessity or dogmatic tradition dictates. The Sicarians are warrior-clades comprised of hyper-aggressive and sinister combatants. Some, codified as Ruststalkers, hunt as gladiatorial assassins, their transonic blades and claws fused permanently into their bionic appendages, while Infiltrators pick their way stealthily across the most abused of landscapes, emitting multi-sensory white noise to confuse and disable their prey. Perhaps strangest of all are the Pteraxii, routinely implanted with limb-stumps that plug into hyper-reactive, membranous wing packs or

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THE RUST FIELDS WAR

In their greed to claim resources for their factorums, a coalition of forge worlds led by Mars and Graia sends mining fleets to exploit the vast belt of asteroids known as the Rust Fields. Its interior has never been explored, but the fringes alone promise all manner of metals, minerals and chemical deposits in a tumbling horizon of asteroids that spans three sectors. Soon after delving operations are begun, however, it is discovered that Ork tribes infest the Rust Fields' interior. The Martian and Graian macroclades assume the Orks to have already dominated the region's heart and set to their extermination in a war of acquisition. In truth, the Orks have waged a territorial war with Kin of the Trans-Hyperian Alliance for generations. Kin and Orks alike are stirred into outward aggression, and untold numbers of additional Imperial forces pour into the region as the Adeptus Mechanicus fights to retain its foothold.





the control systems of aerial gunships. They undertake purgation missions in orbital docks and the dark, girded rafters of manufactorums, but hungrily turn their weapons upon more dangerous prey at their masters' command.

CREATING CRUSADERS

As with so much of the Cult Mechanicus' esoteric trade, the truths of the Skitarii's creation are kept a close secret. Some are vat-grown or cloned, whilst others are repurposed from mind-wiped convicts or warriors handed over as punishment for failure or desertion. Others once toiled amongst their forge world's innumerable serf labour populations, men and women already indoctrinated with reverence for the Machine God of their Tech-Priest masters and who see such apotheosis as the greatest of ennoblements. Regardless of origin, all find a fanatical faith in the Omnissiah soon after their inception. It is then that their true transformation begins.

With few exceptions, Skitarii have pallid bodies of puckered flesh and sutured cybernetics. Ceramic valves and adamantium sockets stud their hard knots of sun-starved and translucent muscle. In imitation – so some Tech-Priests believe – of the ancient cohorts that first ground their limbs to stumps upon the dunes of Mars, the Skitarii's lower legs are replaced with prostheses of inviolate alloy. Even the brains of these warriors are grotesque hybrids of grey matter and twisting neurocircuitry. The considered the most blessed pass a point called the Crux Mechanicus, their body more machine than flesh. Those that reach this stage of mechamorphosis are known as Skitarii Alphas. Some go on to attain the rank of Alpha Primus or that of Marshal – overseers who can operate independently for years if necessary, as solid and reliable as the titanium that replaces their flesh.

One who looked for consistency in Skitarii augmentations would be sorely disappointed. A soldier of the Adeptus Mechanicus may have a punch card skull slot and leather bellows for lungs, whilst at the same time housing quantum bioware in his brain. It is often said that were one of these enhanced warriors to be rendered down, traces of nearly every element known to its masters could be found somewhere in the remains. The Tech-Priests know this to be no exaggeration, for dissection is but one of the dark fates a Skitarius might undergo in order to satisfy their masters' predatory curiosity.

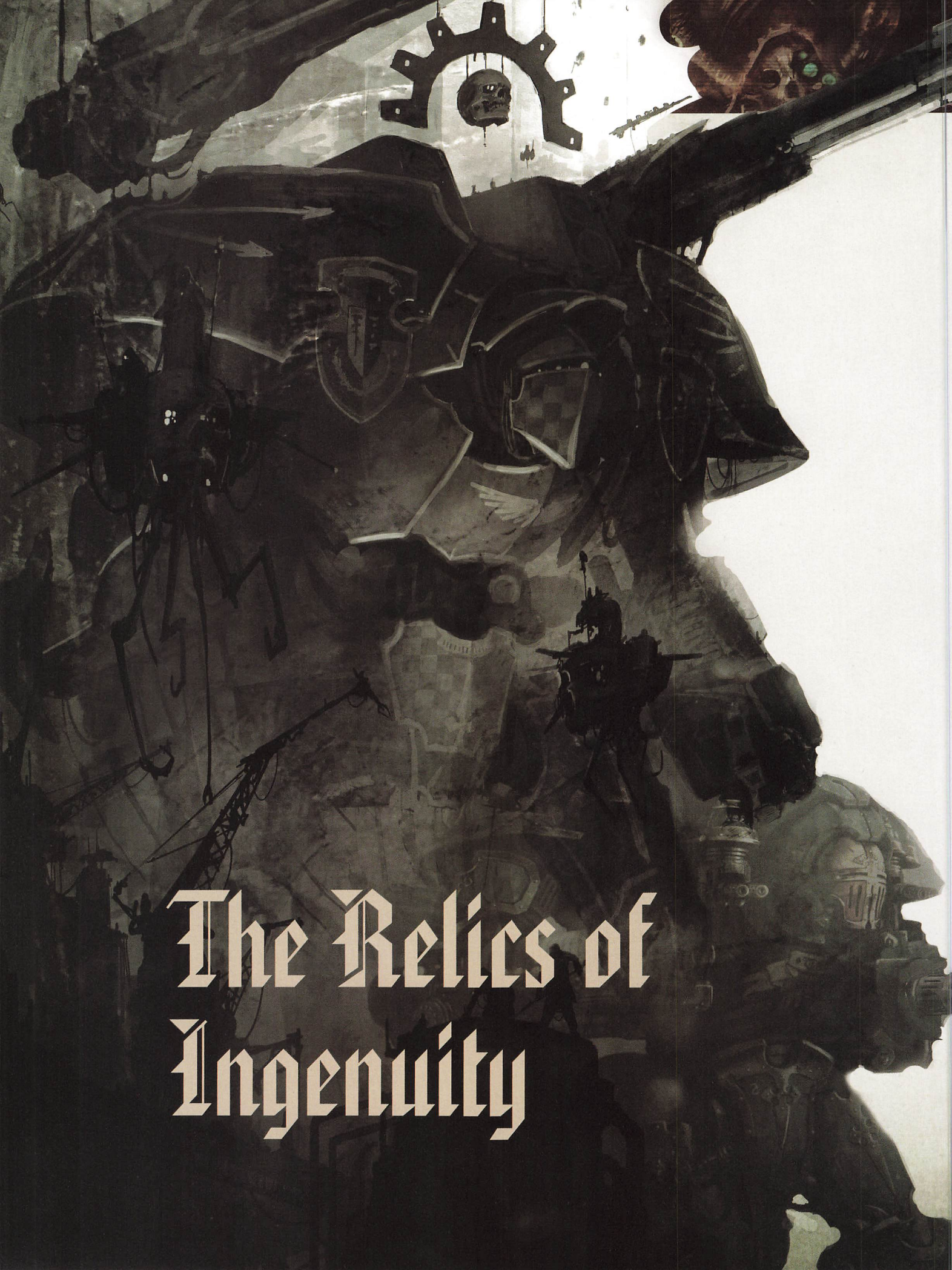
VT983-KV//1545TO-0-8 TO PUNISH THE USURPER

Upon the world of Knuthor, feral Humans worship their Ork slavers as prophets of the primitive deity King Thug. When the forge world of Graia learns one of the Orks' orbital roks is built around an Ark Mechanicus, it sends forth its legions. Within a year, both xenos and Human alike have been scoured from the planet, and the salvaged pieces of the Ark Mechanicus born reverently back to Graia.

Transmissions from the returning triumphant procession cease as they near Graia. Binharic psalm-echoes picked up by listening stations piece together observations of a drifting fleet. At its heart is an agglomerate mass of wreckage and frozen rock, studded with ship fragments bearing Graia's sigil.







The Relics of Ingenuity

THE ARCANE AND THE ANCIENT

The Tech-Priests' strange rites, biomechanical servants and ability to work incomprehensible devices make them figures of awe and fear throughout most of the Imperium. Strange creations lumber forward at their command, energies that primitives consider magical are summoned and technologies from ages best forgotten are unleashed in destructive tempests.

The Adeptus Mechanicus draw upon millennia of surviving Human technology and the mysteries of their own arcane religion to create not only slab-sided battle tanks, huge capacitors and city-sized vessels, but far stranger and more sinister creations. Servo-skulls crafted from the craniums of loyal Imperial subjects hover on anti-grav thrusters. Gene-cloned familiars packed with advanced sensory suites perch in the shadows while entirely mechanical cyber-constructs growl through vox-grilles at their side. In their creation, Tech-Priests employ scarce metals, carboniferous fibroids, bone, infraglass, seventh phase helionite and rarer substances in their efforts to duplicate the construction formulae set down by their predecessors. Many creations are known only within the closed orders of the Cult Mechanicus, while some are granted as gifts to staunch allies.

SKORPIUS TANKS

The majority of forge worlds exist as toxic wastelands – the result of millennia of industrial overproduction and abuse – and the Skorpius-pattern chassis was developed to traverse these planets' acidic bogs. Beneath a pressurised skirt of toughened nanofibre, alchemical gas is atomised by half-forgotten processes, creating forward impulse and belching a backwash of fumes.

Bristling with heavy weapons, Skorpius Disintegrators are fast-moving battle tanks. Whether individually supporting advances or thrusting forward in dozens-strong tides, Skorpius Disintegrators keep up a blistering rate of fire and deadly payloads. Salvoes of missiles are launched in pre-programmed waves, and the heavy clunk of reloading is heard even before the first detonations. The tank's primary armament varies. Some carry a belleros energy cannon, its arcing projectiles using the same hyper-reactive gas as the hover drives, but super-heated and reinjected; the projectile explodes on impact in a seething, spectroscopic energy blast. Others bear a ferrumite cannon, whose thudding, solid-core shells become molten spears upon contact, flash-heating whatever they impale.

More radical Tech-Priests risk the wrath of the Skorpius Dunerider's machine spirit by using the rugged vehicle for long-range transport. More often, lines of Skorpius Duneriders travel behind marching cohorts of Skitarii, the warriors' optics eerily glowing through the vehicles' fumes as they advance in lockstep.

Skorpius Duneriders are calibrated for the swift delivery of front-line assets into the heart of battle. In clouds of dust and tendrils of chemical smoke, they sweep upon enemy defences or into designated fire points. Their armoured ramp slams down and from within stride the cybernetic and heavily augmented warriors of the Machine God, while the Skorpius Dunerider pours heavy-calibre shot into the foe from its cognis heavy stubbers.

AIRBORNE ASSETS

One of many specialised castes of cyborg warriors available to the Adeptus Mechanicus, the Pteraxii are optimised for instinctive reaction and agility. Pteraxii's reflexes are accentuated by paring back elements of cogitation that impede their primary function. Implanted with additional limb-stumps – scapuli superior – on their back, a flight pack of thrusters and reactive life surfaces is connected to them. The flight packs become part of the Pteraxii, who serve in several roles.

Sterylizors, for example, are honed for aggression, and their legs end in vicious, spur-like talons. They scour cavernous forge temples free of technosites and cyblight infestations and Tech-Priests do not hesitate to turn the Sterylizors' phosphor torches on intelligent adversaries. Skystalkers, meanwhile, find optimal vantage points from which to pick off their targets – whether isolated battlefield marks or feral psyber familiars and servo-cherubim – with flurries of razor-sharp flechettes.

The Archaeopter is a workhorse not only of the toxic Martian skies, but of distant worlds at the forefront of the Tech-Priests' expansion for millennia. It is an agile, fixed-wing aircraft. Piloted by a member of the Pteraxii caste whose legs and scapuli superior are hardwired into its controls, the nano-carbon fibre-weave of the Archaeopter's wings is capable of morphing – a property it shares with Pteraxii flight packs. This affords great manoeuvrability and enables it to operate within changing pressures.

The Archaeopter's ancient design was eventually deemed holy enough to accommodate subroles. Archaeopter Transvectors undertake explorator duties, as well as delivering teams of lethal operatives behind enemy lines or into the heart of battle. From an ordnance selector,

ONAGER DUNECRAWLERS

The Onager Dunecrawler is a walker-engine akin to a multi-legged battle tank. It easily negotiates dangerous battlefields as it brings its arsenal to bear, its hull bristling with heavy weaponry of archaic design. Dunecrawlers can blast apart squadrons of aircraft, punch holes in traitor battle engines or atomise enemy commanders in beams of blue light. The engine owes its origins to the Mars Universal Land Engine, fashioned by the famed technoarcheologist Arkhan Land. Intended as a workhorse that could escort its masters across the inhospitable wastes of Mars in relative safety, the machine proved so successful it was inevitably repurposed as a weapon of war – though only after many centuries of careful religious discussion and rigorous scriptural interpretation.

To its enmeshed crew and Skitarii, the Dunecrawler is no mere weapon, but a walking reliquary of sacred technologies protected by the hand of the Machine God. Overlapping Emanatus force shielding fields disperse hostile energies into the atmosphere, and incoming projectiles are transmuted into little more than flashes of light and tangs of ozone.



MECHANICUS PISTOLS

Powerful sidearms employing esoteric technologies are carried by many followers of the Machine God. The designs behind them may be ancient, but these pistols are churned out in huge numbers every hour from the smoke-filled bowels of forge worlds. Arc pistols and radium pistols – or the longer and more elaborate radium serpentas – use the same lethal energies as radium carbines and arc rifles. Phosphor blast pistols shoot spheres of blinding white fire while antique-looking archeo-revolvers fire solid shot. Stranger still are eradication pistols that discorporate the foe and gamma pistols that fire searing beams of fierce radiation.

Archaeopter Fusilaves drop payloads of ground-penetrating, tectomagnic bombs that cause seismic shock waves, while Archaeopter Stratoraptors saturate the foe with fire from their fearsome array of armaments.

IRONSTRIDER ENGINES

Servitors are also permanently integrated into many of the Adeptus Mechanicus' more complex devices. The motive engines ridden to war by the corps of Sydonian Dragoons and Ironstrider Ballistarii are fitted with a mono-task servitor that serves as a steering conduit. The Ironstrider engine they form a part of is a stilt-limbed combat walker perfected by the Tech-Priest Aldebrac Vingh. The limbless and sightless servitor exists as an interface between the commands issued by the Skitarii warrior mounted on top and the near-perfect perpetual motion dynamo at the engine's core.

Sydonian Dragoons operate as swift-moving shock troops, wreathed in clouds of ochre incense as they mount deadly charges with their pronged taser lances. Their ranks often comprise the most zealous of a forge world's Skitarii, and are viewed by others of their cohort as chivalric hunters, marking their quarry with radiating shot so they can track them down no matter where they run. The Ironstrider Ballistarii are also constantly on the move, stalking the fringes of their maniple to find ideal firing positions and then moving again before the enemy can retaliate. Their pilots are marksmen beyond compare, often drawn from the ranks of veteran Ranger units. Steadied by gyroscopic stabilisers, Ironstrider Ballistarii form stable firing platforms for their powerful cognis heavy weapons with which they hunt enemy vehicles and commanders.

ELECTRO-PRIESTS

Congregations of Electro-Priests embody many of the arcane and fanatical aspects of the Cult Mechanicus. All are devoted to the Motive Force, the aspect of the Machine God that adepts of the Adeptus Mechanicus preach is the spark that drives all systems, biological and mechanical. It is the fire that leaps from neuron to neuron and the illumination that reignites cold reactor cores. The Motive Force runs like a current through the bodies of Electro-Priests, channelled by electoos and amplified by their fervour so that their bodies crackle with power. Implanted under the skin of Electro-Priests, electoos connect their entire nervous system, sending bio-electric pulses potent enough to incinerate incoming projectiles. An example of the less obvious, but no less bizarre technologies to emerge from the forge temples of the Adeptus Mechanicus, electoos can be made to be nearly invisible. Alternatively, they can be made to radiate vibrantly through the flesh of those who bear them, serving as proud brands bestowed by the Machine God. These subcutaneous circuitries range from small metallic wafers, to silvery streams of motile nano-servitors and even full-body networks. Simple versions are worn by every one of the Machine God's worshippers and can be remotely accessed to provide a wealth of identifying and hierarchical data. Few rival the extent and complexity of those borne by the Electro-Priest brotherhoods.

How this holy resource is employed is at the heart of an antagonistic schism among the Electro-Priests. Those of the Corpuscarii faction believe in spreading the light of the Machine God's bounty. They advance while chanting binharic litanies, building up the energy within their bodies and discharging it in gouts of power from their electrostatic gauntlets. These electrocuting bolts grant unbelievers one ecstatic moment of enlightenment before burning them from the inside out. Their rivals among the Fulgurite brotherhoods see such

discharges of electrical power as wasting the Machine God's finite favour. They consider it a vile sin, and it is one they see also in their deity's enemies, whose very existence fritters away the holy Motive Force. Rather than slaying from afar, Fulgurites smite their enemies face-to-face with long-hafted electroleech staves. These draw the energy from those they strike and store it in capacitor cells on the Electro-Priest's back. In the wake of the Fulgurites, enemy vehicles are left cold and dead, while once-living creatures lie motionless, their nervous system and organs stilled forever.

LEGIO CYBERNETICA

When the automatons of the Legio Cybernetica go to war, the ground shakes with the thunderous stamping of their robotic feet. The air is filled with praise-blurts glorifying the Omnissiah emitted from rasping vox, and psalm-programmes grind loud over the din of war. They are the Ever-Faithful, each an ancient servant of the Machine God.

KASTELAN ROBOTS

Kastelan Robots are possessed of immense physical might and rugged stamina, and harbour no sense of doubt or weakness. Each is an unliving giant, assigned a specific war-purpose by its Datasmith master. These mighty constructs have fought the Imperium's foes since the founding of the Mechanicum, and many forge worlds claim to have examples that have served them for millennia before this. This is within the realms of possibility, for the technology used to produce such powerful constructs predates the Imperium of Man. Yet the secrets of their creation are now all but lost, and so the resanctified portions used to maintain those that survive mean a great many bear elements that are surely well over ten thousand years old.

The bulk of Kastelan Robots alone allows them to weather enormous storms of heavy fire with impunity, but they are also equipped with devices that emit invisible, thrumming repulsor grids using technology from a bygone age. The surrounding cages of force cause most incoming fire to fizzle out against the unseen barrier, but should attacks strike the grid at the right angle, they will deflect back at the firer as if cast back by the vengeful hand of the Omnissiah himself.

Kastelan Robots fight in maniples – self-contained units that are sub-divisions of the legion – composed of between two and six automata. In battle they follow carefully programmed battle protocols, though they can only follow one at any given time. Should the protocol need to change, a specialist Tech-Priest such as a Cybernetica Datasmith can adjust the program even during the fury of intense firefights. Should no one change the protocol a Kastelan Robot is following, it will follow that protocol ad infinitum until its power reserves are exhausted – which might take weeks of relentless fighting – or until it is destroyed. It is not unheard of for a maniple of Kastelan robots to stride into a lake of highly corrosive industrial run-off or go about reducing a city to ruins even when the last foe has been purged from it, all because it is following protocols no longer applicable to the situation.

Some maniples of Kastelan Robots appear to have spent millennia following strange directions and protocols programmed into them by masters thousands of years dead. These ancient machines call no forge world home, and are instead itinerant. They often arrive in battle, unheeded, their appearance taken as a sign of the Machine God's favour. Constructs such as 13-Tor, known as the Automongrel of the Grainan Stellar Drawbridge, and Dostoyon Vladimus 12, the Iron Ghost of Farewell Secundus, fight until battle is won, seemingly receptive to directives from Tech-Priests. Afterwards, they disappear again, not seen perhaps for centuries.

There are a number of battle protocols that a maniple can be programmed to follow, such as that of the Conqueror. When this is activated, the Kastelan Robots advance towards the foe, their stride turning to a loping run. They close upon the enemy with remarkable speed and become battering rams. Their barrel-sized fists swing like wrecking balls, pulverising flesh, crushing armour and punching through ferrocrete with equal ease. When the Protector protocol is activated, the Kastelans become bastions of firepower, turning their heavy weaponry upon the foe, re-routing blessed subroutines from rapid locomotion to precision bombardment. These automata can also be equipped with phosphor blasters in place of powered fists, perfect for those Tech-Priests who require enormous firepower. When armed in this way, and once the applicable ballistics subroutines have been triggered, the robots pour a storm of incandescent, glowing shot into the enemy. The burning white spheres cling tenaciously to their targets, sizzling wildly as they burrow through armour and melt into flesh.

In millennia past, the robots of the Legio Cybernetica numbered enough to lay waste to entire alien empires – but these days are thought to be no more. Many of the hallowed machines have been lost to time, and the secrets to replacing them have been all but forgotten. Because of this, it takes a Tech-Priest of

THE MIND IN THE MACHINE

The Legio Cybernetica's origins lie with the tech-savants who first experimented with artificial life in the Dark Age of Technology. These highly curious individuals built great hosts of automata and gave them the power of independent thought. This was a terrible mistake, one that led to awful consequences for the whole of Humanity. From that point on the use of the dreaded silica animus was outlawed forever. Those who dared attempt to resurrect this technology were tortured until death, but this did not stop others from attempting to utilise the technology to make thinking machines, believing they could avoid the mistakes of Mankind's past. Some attempted to design constructs with the minds of loyal beasts. Others went a darker route, blending their machines with essences from the empyrean. All these attempts led to disastrous consequences. Fragmented accounts and rotting datastacks suggest that Warmaster Horus cared not for the potential damage these engines could cause, sponsoring their insane creators and winning them over to his side. These depraved individuals became a part of the Dark Mechanicum, an intentionally indefinite moniker for those hereteks spoken of only by the Priesthood of Mars, and even then in whispered code. Yet the fear and dark legend of armies of thinking-machines persists throughout the Imperium.

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THE NULLIVAR PROOF

The sudden appearance of an ancient Cult Mechanicus signal arouses concern and interest alike on the fringes of the Great Rift near the galactic core. Reports from the first Explorator fleets to reach the region describe the miraculous eruption into realspace of an entire world, a rogue planet whose energy signatures are those of a fully active forge world. No record of the planet is known, and its signals are of the most ancient registers of binharic.

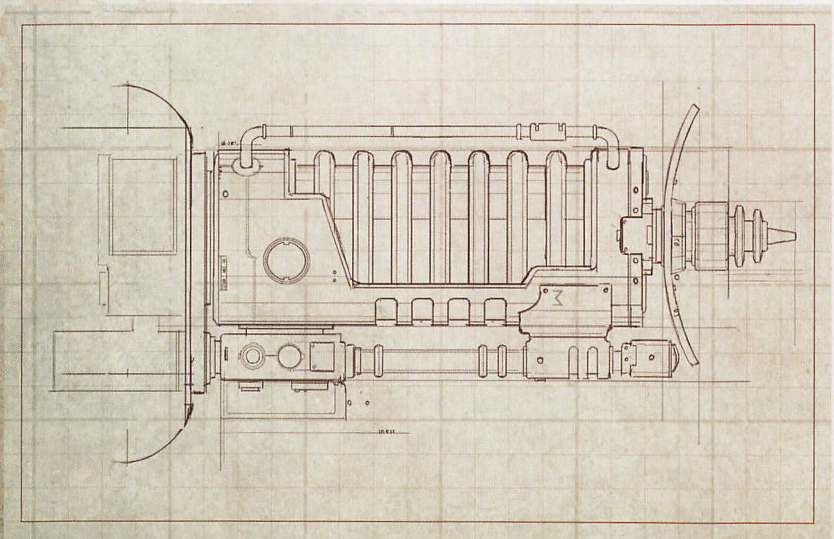
Wild theorems abound that this could be the fabled forge of Nullivar, thought lost since before the Great Crusade. Desperate fleets from a dozen forge worlds race to test the hypothesis and to lay claim to what treasures may survive from ages past. Shadowy xenos fleets are converging on the region, too. But Nullivar's masters are not dead, and they have plans of their own, crafted over ten millennia of exile.

surpassing rank to authorise their use in battle, and forge worlds will sanction extreme expense to recover those Kastelans that have fallen in battle – from sending in waves of Skitarii to cover the extraction of their fragments to funding an Explorator Crusade to quest after rumours of an intact specimen. Yet these machines continue to fight on the front lines of the most crucial wars. To the Tech-Priests who consider the flesh to be weak, commanding these constructs is like commanding the angels of the Omnissiah himself.

CYBERNETICA DATASMITHS

Cybernetica Datasmiths are a specialist rank of Tech-Priest that program the robots of the Legio Cybernetica at the maniple level, and are expected to do so even during the most furious fighting. They are thus equipped with a wide array of weapons and arcana from their forge world's arsenals. Their gamma pistol fire beams of ionizing radiation that can reduce a Human to ash, burn holes through fortress walls or reduce the armour of battle tanks into a ferrous ooze. Many Datasmiths also bear prehensile dataspikes, which can steal the secrets of enemy machines within heartbeats of being stabbed into the engines' cortices. With this powerful wargear, Cybernetica Datasmiths can defend themselves and still continue their vital work of overseeing their robotic charges.

For ten thousand years, the robots of the Legio Cybernetica have obeyed their masters – save for those few units with irreversibly fixed protocols. They are not controlled by the bio-plastic cerebra and nerve-like tendril webs of Mechanicum constructs, but by sanctified doctrina wafers: fusions of biomatter and electronics often in even shorter supply than the robots themselves. No bigger than the cards of the Emperor's Tarot, these slivers of necromantic wetware are entrusted to those Cybernetica Datasmiths that accompany the robot maniples to war. These wafers are inserted into a dataslot hidden behind a robot's chestplate, and the wafer's command protocol dictates every action of its host's behaviour. Should a Datasmith wish to change the behaviour of their charges, they must manually exchange the wafer currently inserted into a robot's dataslot for another. It follows naturally that this poses a risk. If the Datasmith has been slain, or if a wafer or the dataslot becomes damaged, the robot's protocols may be irreversible. This limitation hampers the flexibility of robot maniples who may not be able to adapt to fluid battle plans. Both of these the Cult Mechanicus accepts. Hardwiring independent thought into battle automata is strictly forbidden by the Crimson Accords of Mars, laws older than the Imperium itself.



SERVITORS

Servitors are meldings of living Humans with typically simple mechanical augmentations. They are made by Tech-Priests to fulfil mundane and basic tasks, not only in their creators' own holdings, but throughout the Imperium, in servile roles beyond count. They are among the most ubiquitous tools wrought by the Adeptus Mechanicus and the most frequently seen examples of the Tech-Priests' more macabre skills by ordinary Imperial citizens.

FITTING FORM TO FUNCTION

Every servitor is made for a purpose. This could be to hew ore at mine faces or to haul heavy loads. Some pilot simple vehicles, effect basic repairs, fetch and carry more complex tools for their masters, or operate much grander mechanisms than themselves. There are classes that are armed and given guardian or predatory subroutines, and others employed as living calculators. Repetitive or uncomplicated roles, or those deemed beneath everyone else – or too dangerous – are given to servitors. The Human that forms their core is shorn of anything that would hamper the fulfilment of that purpose. Extraneous digits or limbs that may snag in holy mechanisms; hair that could ignite, made dry by malnutrition; free will and imagination that might burden the unit with caution, and thereby inconvenience its operation: all are removed.

Where the servitor's purpose requires it, the once-person will be blessed with one or more forms of augmentation. Some may be very basic: inch-thick metal slats extending from the stumps of upper arms, for example, to carry anything from slabs of red-hot rebar to holding open a data-tome while their master reads from

it. Others may bear manipulator digits that sprout from their wrist like a nest of callipers for delicate operations or have entire limbs replaced – or added to – with giant servo-armatures, as capable of manoeuvring a plascrete conduit into place as of crushing an enemy's skull. Their augmentations may be geared solely towards brute force with piston hammers, lifting rigs and sulphrite welders or fitted along more technical routes with calibrators, probes, data-cables and more. They might be grafted with noospheric detectors, ocular implants or more sophisticated sensory suites where needed. Conversely, a servitor required solely to depress an activation rune – once every few micro-cycles, without break, for the remainder of its existence – may only merit an adamantine fingertip and reinforced arthroferrous joint to extend its operational usefulness as long as possible.

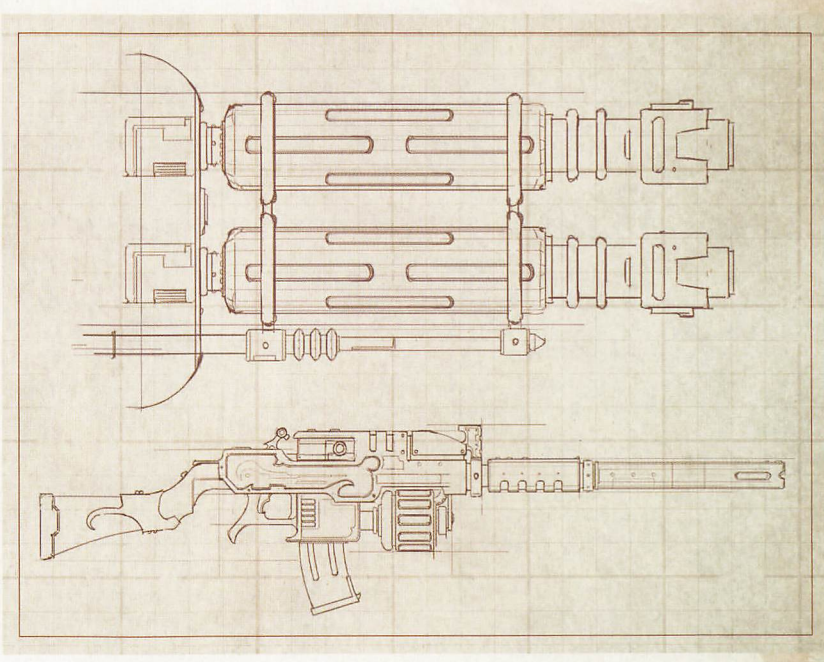
Only the most specialised servitors are endowed with more than a handful of additional systems. Many have their original flesh pared further and further back where it is simply inconvenient. Those required to pilot mobile units such as macro-cranes or mass haulers, operating fixed machinery or serving as door activators, have no need of legs when wired permanently into place. The bulk of a Human's chest cavity might take up space better suited to further hallowed mechanisms and so be replaced by an efficient multi-pump serving as heart and lungs. Some servitors are reduced to brain stems or even lesser cerebral portions where circumstances are deemed appropriate, such as when serving as guidance-meshes in certain forms of ordnance.

RAW MATERIALS

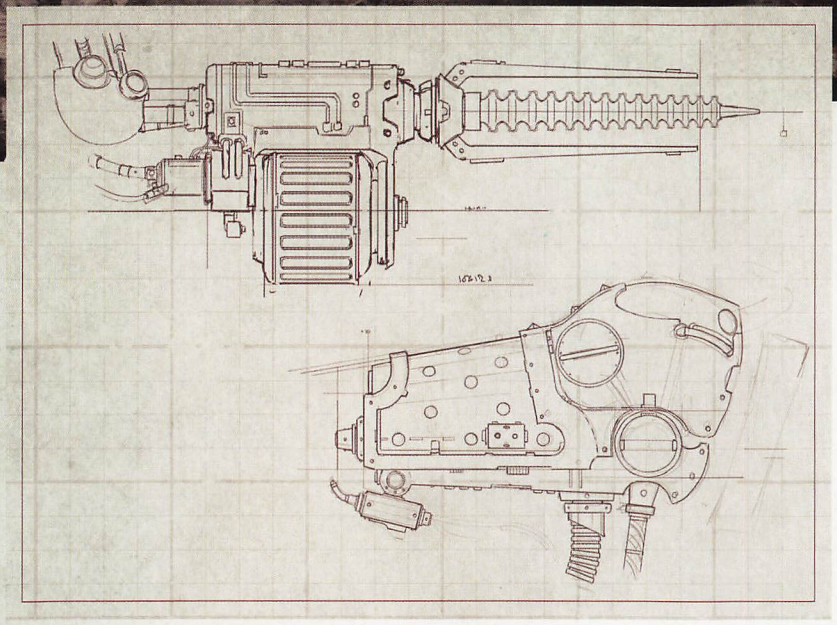
The careful and reverent reclamation of a fallen servitor's mechanical components stands in sharp contrast to the ready destruction of its damaged flesh. Even where it is possible, the repair of a servitor's biological components is rarely seen as efficient. The conditions in which servitors are put to work ensures that their flesh deteriorates quickly. Only in exceptional circumstances would anything be done to prevent this. Whether servitors are expected to survive a day, a month, or longer, their creators know that there is an endless supply of replacement material to build another.

The Creation Rites of Manifest Indenture lay down screed-covenants for the making of servitors, but they vary greatly not only from forge world to forge world, but from one temple to another and from one idiosyncratic Tech-Priest to the next. A number of servitors are built upon a base of vat-grown bodies of flesh and blood, typically Human but occasionally creatures of other lineages. These fully grown men and women are produced in large-scale batches on most forge worlds, matured in bubbling casks of artificial gene-gruel. The ready supply of naturally born Humans from many other sources, however, means that few forge worlds ever rely solely on growing such anthrostratum as some term it.

Many other servitors were once criminals accused of any one of the Imperium's byzantine and ruthlessly enforced laws – from low-born black marketeers, to outmanoeuvred members of the political elite, or Inquisitorial enforcers who saw too much. Others are those who fall foul of the Cult Mechanicus' own oppressive codes against tech-heresy. Some institutions or planets have long-standing agreements with forge worlds in their vicinity, handing over prisoners condemned under a wide variety of jurisdictions and for countless crimes. The Ecclesiarchy, the Adeptus Arbites and planetary governors are just some of those who generate large numbers of soon-to-be servitors. Some of the freshly converted thralls return to those who judged them, serving both as unthinking slaves and visible warnings to others.



Still other servitors were once people in the wrong place at the wrong time, taken, screaming, and remade to serve. Deserted frontier towns and emptied hab-blocks are frequent discoveries after one of a forge world's Explorator fleets pass through a system. Few of those the Adeptus Mechanicus harvest are missed, and its political power means those who are will rarely be avenged. Tales also abound of individuals throwing themselves before a procession of Tech-Priests, begging to be reforged into a servitor. Some are religious



zealots, either adherents to the Cult Mechanicus already or hoping to serve the Emperor in as ascetic or humble a manner as possible. Some instead seek escape from the misery and fear of Imperial life and believe that, once changed by the Tech-Priests, memory and pain will be blessedly erased.

Whatever their origin, they are given a chance to provide the Imperium with a more useful servant. Each individual is mind-wiped, chemically and surgically lobotomised so that their memories and personality are a blank slate – in theory at least, for there are harrowing tales of servitors retaining vestiges of consciousness without any means of communicating the horror of their new existences. Besides the mechanical components surgically implanted into – or riveted onto – their bodies, most servitors are fitted with cranial receptors to enable them to process their new masters' commands and neural implants containing routine instructions.

Servitors owned by some nobles outside the Cult Mechanicus have been known to have their exposed biological parts acid-scrubbed clean, or chemically tinted to match heraldic or mercantile colours. Some are even perfumed to mask the smell of their rancid flesh. For the vast majority, though, what skin remains on the former person is soon corpse-grey and ingrained with filth. Most are fed parenterally with recycled nutrient slurry of such low quality that it is only marginally more beneficial than it is toxic. Musculature and internal organs are slowly irradiated, poisoned or necrotised by the foul or dangerous conditions they are kept in. In especially grim environs, servitors are gnawed upon by desperate vermin, the cybernetic units either desensitised to the pain or else, tragically, never having been programmed to drive such carrion-eaters away.

AN INTRINSIC COMPONENT

For millennia, servitors have been a ubiquitous element in the workings of the Imperium. Wherever Humans live, work, fight, worship or congregate in appreciable numbers, there are also servitors. They can be found on the decks of Imperial starships or in the corridors of Administratum bureaux, cleaning pews in Ecclesiarchal cathedrums, dispensing nutrient rations in underhive sprawls or straining macro-sewers for corpses.

The servitor complement of even a single forge world typically numbers in the tens, or even hundreds, of millions, outnumbering Skitarii and Tech-Priests many times over. Especially ancient or powerful forge worlds, such as Mars itself, are supported by several times that number. Servitors operate in the Tech-Priests' forge temples, manufactorums, dockyards, refineries, generatoria, mines and numerous other sites. They work in vast congregations, swarming labour gangs, small clades or as lone units in all manner of roles.

Tech-Priests view servitors as far beneath their Skitarii servants. They are naught but tools. Even less than that, for while their mechanical components – as basic as they may be compared to the most advanced bionics – are reverently viewed as creations forged with the holy inspiration of the Omnissiah, servitors themselves are merely the framework on which to affix them. Though most servitors are implanted with basic instructions and some may retain a semblance of instinct, they must be constantly given fresh directives to operate efficiently. Without supervision and input, servitors fall back on limited basic programming. Some can continue to function in this manner, though poorly, while others may stall in recursive loops of logic and stand slack-jawed and motionless until discovered and given fresh directives or left to atrophy and rot. There are also tales of servitors mindlessly carrying out their final directive without end: digging useless mineshafts for miles, continuing to hammer at production lines which have ceased to run or polishing an adamantine panel until they have abraded a hole through it.

With few exceptions, all servitors are constructed by devotees of the Cult Mechanicus. That a single arm of the Imperium potentially has a widespread raft of programmed agents, embedded at every level, occasionally sparks concern among some charged with preserving a status quo between the Imperium's various blocs. The fear of huge swathes of servitors ceasing operation and initiating economic collapse or else of synchronously turning their dead gaze and all manner of industrial tools on those they are meant to serve could

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RAIN OF FIRE

In the years after the Battle of Macragge, a splinter fleet of Hive Fleet Behemoth was steadfastly fought off at the Skitarii-held Daugel Helix. The Cohort commander is said to have compiled the details of their victory, that others in thrall to the Omnissiah may draw upon their hard-won wisdom. The triumphalist data-codex was sent to the nearby forge world of Accatran, where it was swiftly filed away in the Archive Anomalis and forgotten. In recent years, the Archive's keepers have detected a dangerous growth of data-nodes spreading among their systems. The detailed knowledge within the data-codex, based upon mnemonic inloads from surviving Skitarii, appears to be tainted with a xenos virus: one that has begun to emit a pulsating signal.

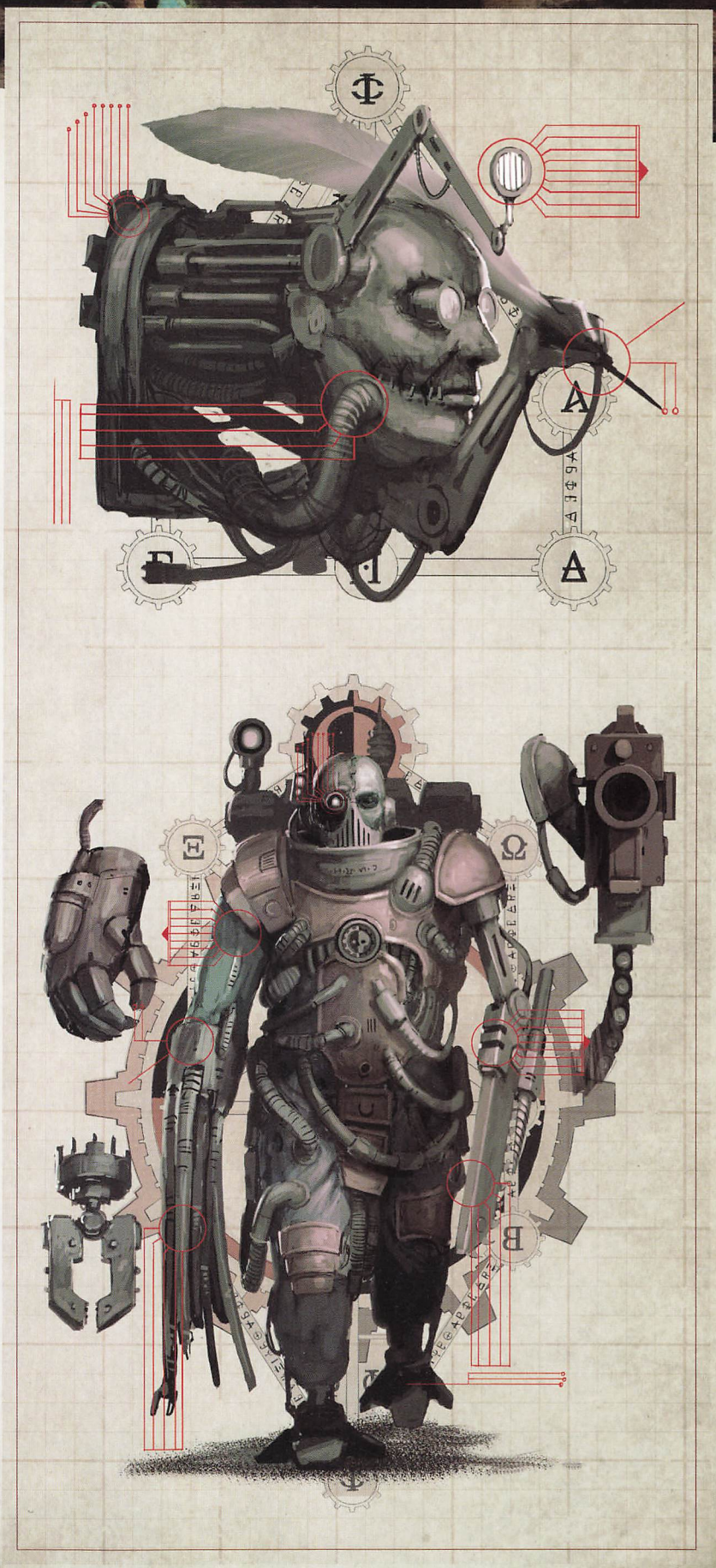
trigger mass panic if spread. Wiser and saner observers know lurid fears on such apocalyptic scales to be baseless for countless reasons, not least the Tech-Priests' own fractured politics. This does not stop individual Tech-Priests and some clandestine institutions from capitalising on servitors' status as near-invisible parts of everyday life. Lone units have been programmed to operate parallel roles as saboteurs, eavesdroppers or crude assassins, the very fact of their mundane appearance making them easy to infiltrate onto Human worlds.

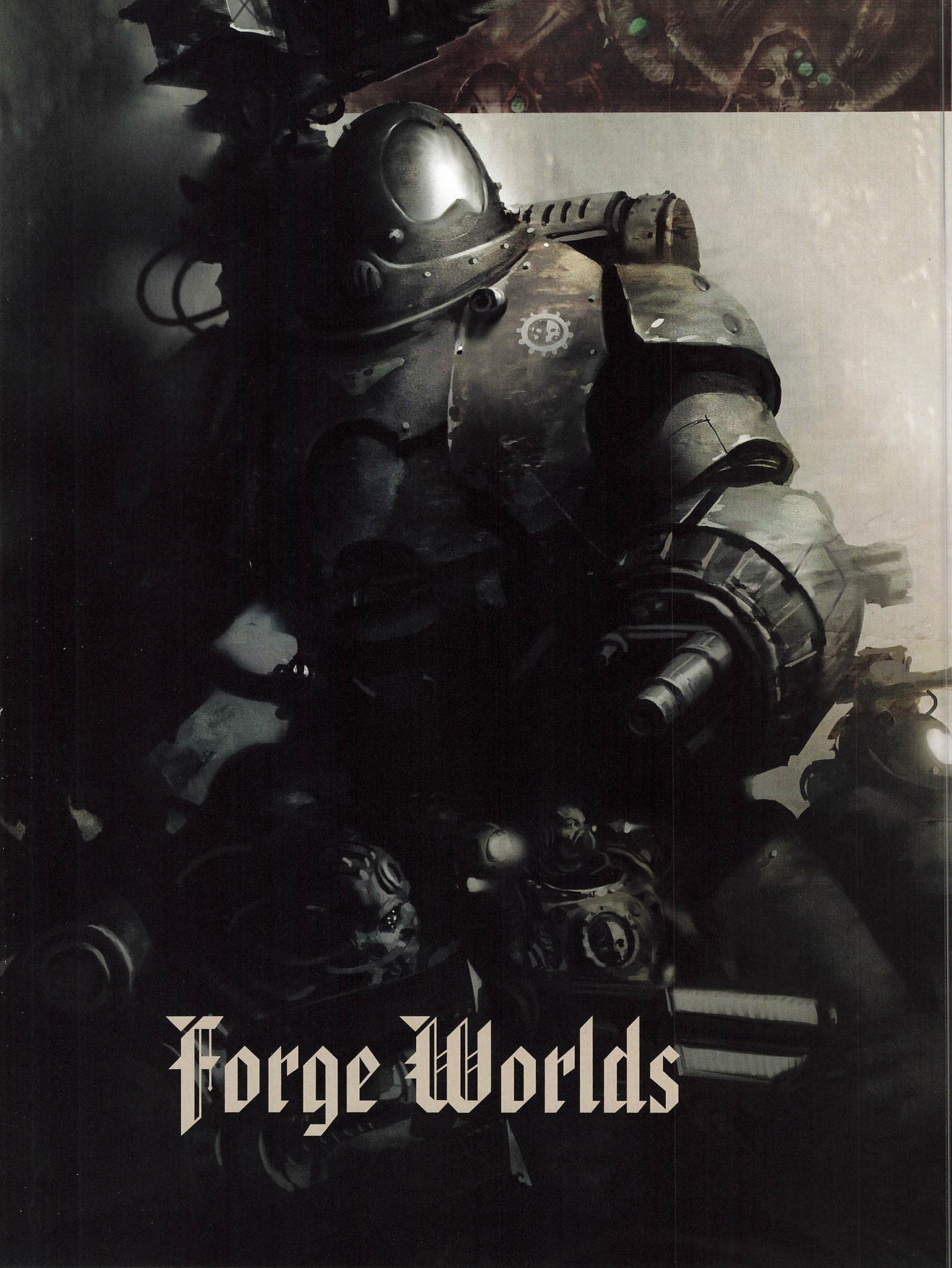
SERVITORS AT WAR

A forge world's servitors accompany macroclades of Skitarii and their Tech-Priest masters to war in large numbers, supporting endeavours of eradication and acquisition just as they do those of ferocious industry. They erect battlefield redoubts, repair damaged war engines, serve as walking heavy weapon mounts or are wired in as auxiliary vehicle interfaces, as well as forming retinues for the Tech-Priests themselves.

In the case of battle servitors, such as those of the Kataphron class, many specimens are bisected at the hips and fitted with industrial track units capable of grinding over the harshest of terrain. Kataphron Breachers are among the largest and most potent of these living weapons, each augmented with additional, vat-grown flesh grafts. They are heavily armoured, designed to break apart enemy battle lines and fortifications while ignoring the small arms fire of defenders. Once their proximity clarions chime, they return fire with bolts of holy energy and wrenching gaol-fields from heavy arc rifles or torsion cannons before crushing the remaining foes with their piston-driven claws.

In contrast, Kataphron Destroyers bear few close combat attachments, and are instead equipped with additional devastating firepower. As mobile weapons platforms, they mount giant cannons of ancient design that can crush or incinerate their masters' foes, alongside secondary weapons that spit roaring gouts of flame or streams of incandescent phosphor. Tech-Priests often surround themselves with whole clades of Kataphron battle servitors, and endless numbers of them are created day and night on every forge world. They are all ultimately tools to be expended by the Adeptus Mechanicus with no more thought than a soldier would empty a gun clip. After battle, damaged units are recovered for re-use, the powerful weapons and sturdy chassis re-sanctified. Any remnants of the Human at their core are unceremoniously dumped before being replaced by another hapless auto-volunteer from amongst the Tech-Priests' seemingly endless supply.





Forge Worlds

Greatest amongst the forge worlds is Mars, the Red Planet. Situated in the Sol System, it is the seat of the Cult Mechanicus' highest power. Mars is the fulcrum upon which the religious, political and military might of the Tech-Priests turns, its importance to the Imperium second only to its sister world, Holy Terra.

Mars is the original forge world, a planet given over in ages past to holy industry on an unprecedented scale. Ancient holo-reliquaries paint a picture of an isolated and terrifying era. Long before the Imperium, civil wars and disasters left Mars an irradiated wasteland. A surviving culture underground relied heavily upon their remaining technology, so much so that its use and maintenance became ritualised. Technology became synonymous with life, their Machine God with Human survival.

Deserts of ferrous particulates blow along the fringes of vast accretions of chem-stained metropolises that encompass entire tectonic plates. Crackling capacitor banks the size of cities churn the thick and spoiled atmosphere, creating localised storms so persistent they are named as fixtures on ancient maps. Pollutants billow from stacks emblazoned with technoglyphs and crenelated with emitters that blare binharic canticles in praise of the Machine God. The ceaseless din of divine creation reverberates through the ground while plumes of cinders and sparks gush from huge, volcano-like vents. This is the perfection wrought by the Adeptus Mechanicus, and Mars' pre-eminence has seen its likeness remade in praiseworthy imitation time and again across the galaxy.

Tech-Priests throughout the Imperium are referred to collectively as the Priesthood of Mars. It is considered the holiest place of pilgrimage for adepts of the Cult Mechanicus, who are moved to rapture by the solar collector fields of Arcadia, the spiralled glory of Tantalus Hive and the rearing majesty of Olympus Mons, wherein resides the Fabricator General of Mars. As political and religious ruler of the Red Planet, the Fabricator General is ex officio head of the Adeptus Mechanicus, and holds a permanent position as a High Lord of Terra.

All forge worlds owe nominal fealty to Mars, and its ruler is vested with a divine right over all others, judging on matters of doctrine and legitimising contentious articles of trade. Few, however, slavishly submit to the Red Planet's superiority. Discoveries of ancient techno-arcana are often hidden rather than revealed to Martian eyes, schisms in theology and competition for resources can mar relationships for centuries and on occasion small wars have even broken out. Neither is Mars itself a homogenous, unitary domain; sub-sects conduct treasonous research or plot for power, hacking rival power wells, annexing territory or appropriating assets. Most forge worlds, though, solemnly respect the Red Planet's historical primacy. Many include elements of its ruddy livery in their own attire as a tacit recognition of this power – whether genuinely felt or not – and Mars is viewed as speaking with the authority of the Machine God. Thus, its Fabricator General is well versed in complex and aggressive factionalised interests, making their position on the council of High Lords relatively secure against assassination, coercion and deception.

AN ANCIENT ORDER

The Cult Mechanicus predates the unification of Terra, though by how long remains a matter of fierce debate. It is tentatively accepted that the surviving of a technologically adept diaspora solidified their faith – and their hold over Mars – as the darkness of the Age of Strife receded. The horrors of that era, when so much data was destroyed and so many technologies lost to Mankind, haunt the Adeptus Mechanicus to this day. Oblique references to lost works in the most ancient of Mars' data-stacks hint at the despatch of missions to Terra and beyond. From the cradle of Humanity, the Tech-Priests took what they needed; shards of archeotech and slivers of archived data from Mankind's lost past, while techno-barbarian tribes warred over its surface.

By the time the Emperor quashed his rivals and bound Terra under his leadership, Mars was fully indoctrinated as a theocratic civilisation that worshipped the Machine God. The Emperor's first step to reclaim the galaxy with his Great Crusade was to forge an alliance with the Tech-Priests, and with it the Mechanicum was born. In exchange for their unalloyed aid in providing weapons and wargear for his armies, and ships in which to carry them to the stars, the Emperor promised the Mechanicum access to the ancient data and esoteric machineries discovered on the worlds he would conquer.

Fully integrated into the Imperium, the Mechanicum was not spared the galaxy-shattering civil war known as the Horus Heresy. Tech-Priests serving aboard the traitors' warships, and whole forge worlds in thrall to the power of Horus, supplied secret data and arms, pledging entire Titan Legions to the Arch-Traitor's cause. Mars itself was rocked by open warfare as Horus' agents sought to suborn the entire institution from within. Little of hard fact survives from this time, but in the period of rebuilding after the Heresy, forged anew and rededicated as the Adeptus Mechanicus, the Priesthood of Mars set to the expurgation and extermination of its traitor elements with a fanaticism born of the truly devout.

MARS

BIRTHPLACE OF THE CULT MECHANICUS

The Red Planet is the foundation stone of the Adeptus Mechanicus, and is vaunted as one of the holiest of all celestial orbs by its adherents, second only to Terra itself. Mars' arrogant Tech-Priests see themselves as the most blessed of the Machine God's followers, to which all others must pay an exacting measure of respect, and to whom is due a commensurate ratio of resources.

THE OMNISSIAH

The religion of the Adeptus Mechanicus is an aberration. The Ecclesiarchy promulgate that the Imperial Creed is Mankind's sole system of belief, and that any deviancy from it is subject to a variety of inventive punishments. The worship of the Machine God, however, is allowed to continue and even spread without hindrance. This policy stems primarily from the fact that the Imperium could not exist without the Adeptus Mechanicus, and the prospective horrors of a cataclysmic civil war mean the Ecclesiarchy has no stated desire to force the Tech-Priests' conversion. The Ecclesiarchy's rationalisation of the Cult Mechanicus is also eased through the Tech-Priests' praise of the Omnissiah – a common aspect of the Machine God, with the terms sometimes synonymous. The Omnissiah is the Machine God made manifest, and the Priesthood of Mars believe the Emperor to be this manifestation. The Adeptus Mechanicus thus revere him not only as the Master of Mankind, but as an avatar of omniscience. It was to Mars that the Emperor came when his historic alliance was made with the Tech-Priests, and though no records are known to document this, the Omnissiah's blessing is something the Red Planet frequently reminds other forge worlds of. Despite this, there are subcults and factions who whisper that the Emperor is merely a prophet of the Machine God and not divine. Tensions quickly run high amid claims and counter-claims of tech-heresy and the ever-present shadow of potential schism.

The zealotry of Mars' Tech-Priests is heralded by the constant buzz of static psalms, their obedient warriors incanting the holy rites to the Omnissiah as they march ever forward. Mars maintains its pre-eminence among the Adeptus Mechanicus by colonising worlds rich in sought-after resources, launching Explorator fleets to the fringes of the Imperium and raising monumental forge temples to the glory of the Machine God. Agents of Mars are spread throughout the galaxy, throughout Mankind's armed forces, amongst a great number of the Imperial Navy warships and are even found overseeing other forge worlds. The Red Planet counts among its empire more subservient industrialised worlds, forge moons and automated void stations than any of its peers, and great trails of machinery, ammunition and technological wonders flow between its holdings.

The Martian Tech-Priests are the heralds of the Machine God; they suffer no affront to the forge world's majesty and no suggestion that its creations are not the greatest. Their engines are blessed with the most holy unguents and their vast Skitarii cohorts exult in their role as the holy warriors of their deity's chosen realm. Though still considered mere tools by their Tech-Priest masters, the Martian Skitarii are inducted into selected lesser mysteries of the Cult Mechanicus, for if the Tech-Priests are the most blessed, then so must their tools and creations be. Marshals are implanted with stringent superiority protocols, making them unrelenting in their mobilisation of Mars' cohorts and fanatically driven to derive nothing less than perfection from those they direct.

In the mammoth logistical undertaking of the Indomitus Crusade, macroclades from the Red Planet accompany a great many of Guilliman's fleets. Fighting alongside contingents from across the Imperium, their warriors know they embody the martial honour of the Adeptus Mechanicus in the eyes of others, and will not be found wanting.

Mars is strictly stratified in its social order. The lowest level consists of the citizens, mainly unaugmented Human populations who labour en masse at simple tasks such as sorting isotope scrap, tending hydroponics, breaking ore or stoking forges: tasks for which even conversion to servitorhood is not required. As subjects of their forge world's masters, they are indoctrinated into the most basic tenets of the Cult Mechanicus, though without the specialised neural interfaces of the initiated they cannot experience or understand the holy binharic psalms that continuously blare across their planet. Most citizens aspire to gain status and escape lives of grinding misery by joining the Skitarii. Those that succeed receive what for many will be their first bionics and perhaps even a way of later entering the priesthood. Lesser citizens may sport tattoos and piercings suggestive of such bionics, but wear common work clothes. Regardless of station, Martians have a tendency to be burly, saturnine and shaven headed, usually with a temper to match their dour aspect. All sport electoos – though their subcutaneous cyberware is a far less sophisticated version of that carried by Mars' elite. Through these circuits can the glory of the Omnissiah be channelled. In times of great strife, Mars' Tech-Priests can use these interfaces to militarise the Red Planet's populace, turning ordinary hab-workers still blighted by their bodies of flesh and blood into dauntless warriors of the Machine God.



THE RING OF IRON

Surrounding Mars' equator – and incorporating the moon of Phobos – is a circlet of interlinked dockyards, orbital transfer hubs, atmospheric scrubbers and toxic refineries too dangerous even to allow on the Red Planet's abused and irradiated surface. Comprising many other installations including survey outposts, formidable defence platforms and vast construction facilities, this Ring of Iron is most notable for the huge warships and other large starfaring constructs that are built along its length in gigantic suspended docks.



BELISARIUS CAWL

Archmagos Dominus Belisarius Cawl was already old at the birth of the Imperium. During that span of ages the Tech-Priest has served Mars and the Machine God as a Forge Lord and a Lexico Arcanus, among other positions both known and unknown to his contemporaries. But it is in his role as Magos Biologis that Cawl's greatest mastery lies. It is rightfully said that the aged Archmagos Dominus has forgotten more knowledge – particularly about genetics – than all but the most studious adepts could ever hope to learn. Despite portions of his own memories having been stolen, and despite having twice suffered mindwiping, Cawl remains a tech-savant, a genius at the forefront of whatever field he trains his brilliant mind upon. Even amongst the ranks of the Adeptus Mechanicus, where artificial devices increase brain capacity and extend life beyond measure, such an accumulation of knowledge in multiple disciplines is exceedingly rare. The Priesthood of Mars ennoble such beings as Prime Conduits of the Omnissiah, or as a Dominatus Dominus – Master of Masters – and of those few still living who bear these titles, Cawl is by far the most active.

Cawl's holdings on Mars belie his independence from the political elite of the Red Planet. There are Forge Lords whose temples are aligned to receive the favour of the Fabricator General, and whose resources and power should far outstrip Cawl's. Yet his manufactorums are far more extensive than most. As Cawl's accelerated cogitation sprints from design to design, so does he reconfigure his plasma forges, magnacoil weavers and crystalloy aligners so that production keeps pace with his energetic deliberations.

Since reloading his stored memories, the ancient Tech-Priest has become forgetful, prone to spending recuperative decades within his own stasis crypts. Yet such prolonged periods inspire Cawl to once more hunt for knowledge. It is during such times that Cawl dons the mantle of Archmagos Dominus, gathering about him Skitarii Legions and the Legio Cybernetica. Although Mars is his home world, other forge worlds place troops beneath Cawl's command, asking only that he shares his knowledge.

On the battlefield Cawl is a force to be reckoned with and he fearlessly scuttles into the thick of the fighting. Most enemy weapons fire is thwarted by Cawl's refractor field. Yet even when parts of his mechanised body are blasted off, cables snake out to effect immediate repairs and to swarm any foes that come close. The hunched figure is a whir of activity as cogitators adjust firing angles, broadcast orders to his troops and dispense the imperative word of the Machine God. Amidst the maelstrom of combat, the Tech-Priest himself remains calm, his mind assessing threats, predicting enemy attacks and calculating victory probabilities.

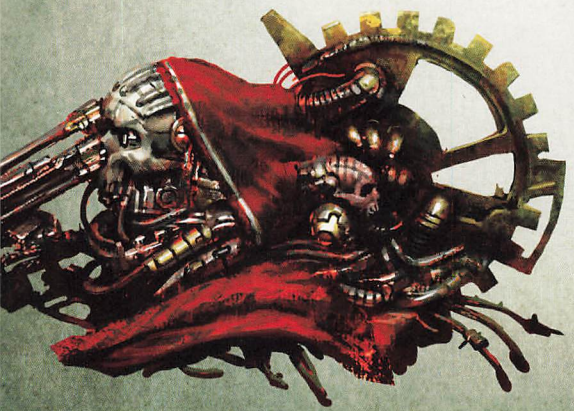


LUCIUS

THE HOLLOW FORGE

Classified as a Supernatura Majoris, the forge world of Lucius is a vast, hollow planet whose industrial sprawl carpets its inner surfaces. In the planet's empty heart burns an immense artificial sun, a fusion mega-reactor that the Lucian Tech-Priests claim to have built, but whose origins may be more mysterious by far.

Once in its history has Lucius suffered the perils of doctrinal dissent. Long ago, the planet's forge-star was almost sent into critical overload during the infamous Inculcata Schism. Lucius survived that near catastrophe, however, and has ever since been a blazing beacon of orthodoxy and compliance with the dictates of Mars. Its Tech-Priesthood are fierce of faith and dynamic of action, devoted servants of the Omnissiah all. Moreover, the incalculable energy yield of their artificial star ensures that the Lucian Magi stand at the forefront of martial production. Their world has the capacity to fashion many incredible technologies, not least of which is the proprietary alloy luciun. This remarkable substance is incorporated into ornate masterwork weapons and bionics, which are granted only to the most worthy Skitarii and the Marshals that lead them to battle.



More than this, Lucius-pattern weapons and war engines have all garnered a well-deserved reputation for excellence across vast swathes of the Imperium. From the radium carbines and galvanic rifles of Lucius' own Skitarii to half-mile-long void ship lance arrays, heavily armoured battle-tanks, mass-stamped lasguns and bizarre techno-esoterica, the mark of this forge world is a byword for quality and efficiency.

Amongst the most amazing of Lucius' technologies are the immense God-Engines of its Titan Legion. Known as the Legio Astorum, or more colloquially as the Warp Runners, these machines glory in the unique ability to teleport directly into battle. It goes without saying that the sudden appearance of towering engines of destruction upon the battlefield has won more than one battle in spectacular fashion, with weaker-willed foes fleeing in panic or dropping dead from terror before the Legio Astorum engines open fire. Yet the Warp Runners are far from Lucius' only proud martial asset. Always eager to strike out into the galaxy and wrest from it the natural resources to feed the blessed forges, Lucius' macroclades are amongst the swiftest and most aggressive fielded by any forge world. Their Ironstriders, Serberys corps and Dunecrawlers surge towards the enemy with ferocious speed, often overrunning the enemy before they realise their peril.

The genius and innovation of the Tech-Priests of Lucius was displayed anew when a splinter fleet of Hive Fleet Leviathan invaded the planet. Dispatching their Legio Cybernetica and a host of battle servitors to the planet's outer surface, the Tech-Priests Dominus largely fought their battles from below the planet's crust. By tracking the motions of their servant clades and controlling activities via data-tethers, they waged their war without risking direct harm. Wherever the Tyranid swarms overcame their servitor armies, the Tech-Priests waited for the xenos predators to devour the meagre biological components before sending servo-skull swarms to carry the most vital of the remaining machine parts below the crust of the planet. There they were installed into fresh recruits, and the next wave sent forth. Though it took months, the resultant war of attrition ended in victory. Deprived of biomatter, the Tyranid bio-ships were forced to feed upon each other to generate replacement broods, and the xenos could not keep pace with the recycled machinery parts and refurbished robots constantly marching against them.



AGRIPINAA

ORB OF A MILLION SCARS

Agripinaa is a world scarred by war, its legions forged in conflict's crucible and tempered through the fires of countless hellish battles. Long has this forge world resisted the hostile attentions of the Dark Gods' minions, for it stands perilously close to the warp maw known as the Eye of Terror.

Once, Agripinaa laboured day and night to supply the fortress world of Cadia with munitions for its endless vigil over the Eye of Terror. So integral to the forge world was that mission, that some Tech-Priests had interpreted the hermetic symbol in Agripinaa's heraldic iconography as representing the Cadian Gate standing supreme over the forces of Chaos. Cadia's fall has forced these and countless other assumptions to be rethought.

Even before Abaddon's victory during the Thirteenth Black Crusade, Agripinaa was already a heavily fortified and war-scarred world. Heretic raiding parties struck at the forge world often, some seeking to plunder its technological secrets while others hoped to disrupt the planet's crucial supply lines to key worlds throughout the Cadian war zone. Since Cadia's fall, the frequency and severity of those attacks has increased tenfold. Agripinaa exists in a state of near-constant conflict, fighting wars of both attack and defence as its macroclades seek to drive back the endless tide of foes spilling from the Eye of Terror. Typically dispassionate, the planet's Tech-Priests take every opportunity to hone their armies and defences, dissecting every data psalm and noospheric inquisition extracted from each battle and employing their learnings with dogmatic determination. Yet the priests of the Omnissiah are not above emotion when pushed to it. The assaults upon their world by unclean servants of the Dark Mechanicum, by Obliterator Cults, acquisitive Warpsmiths and even loathsome Traitor Titan Legions have instilled in the Tech-Priests of Agripinaa a cold and unbending hatred for the worshippers of the Dark Gods. The priests have perfected countless methods of slaughtering their heretic foes, and will fight on against them even unto the collapse of all logic and reason, such is their disgust.

While Agripinaa's stoic defenders have refined their protocols of repudiation and dogged resistance, its Tech-Priests have formulated complex strategies of aggressive counter-sieges as well. Huge wedges of Serberys Sulphurhounds are unleashed into advancing enemy formations in shockingly brutal and seemingly reckless manoeuvres. Smaller units of Skitarii Rangers and Serberys Raiders harry the enemy while flights of Archaeopter Fusilaves and Stratoraptors strike simultaneously, sometimes adding greatly to the forge world's own casualties. Any surviving Skitarii of the first charge are pulled back into the second wave, and then the procedure repeats. By the time the enemy reach the guns of the stationary defenders, they are fractured, bloodied and demoralised, their cohesion ready to fall when Agripinaa's precision volleys fall upon them. The forge world's cogitator-shrines have also long determined pre-emptive strikes as integral to its defence. Its Tech-Priests have plunged the spear of their fleets deep into the Eye of Terror many times, seeking to raze the nightmarish forges of the Dark Mechanicum.

As with many powerful and well-fortified worlds throughout the wider Cadian Gate, Agripinaa has become a focal point not only for conflict, but also for refugees. It is natural that fleeing Imperial citizens and soldiery alike would put aside their prejudices in such desperate times and seek shelter behind the ironclad bulwarks of the Adeptus Mechanicus. Agripinaa welcomes all willing to serve the Omnissiah. Many have chosen starvation over what the planet's Magi see as a logical contribution to ultimate victory, but countless others have stepped willingly into the Omnissiah's embrace. This influx of raw organic materials has thus far allowed Agripinaa to replace losses amongst its labour clades and Skitarii cohorts as swiftly as they are inflicted. Whether this will continue to be the case remains to be seen…



STYGIES VIII

THE EVER-STARING CYCLOPS

The Magi of Stygies VIII are not well trusted by their peers from other forge worlds. Their Cohorts have a dark reputation for dubious behaviours relating to the pursuit and acquisition of proscribed xenos technologies, a practise about which their Tech-Priests remain secretive and singularly unrepentant.

The forge world of Stygies VIII lies west of Terra. It is actually a moon, one of several orbiting a ringed gas giant in the binary star system of Vulcanis. Though the knowledge of the event is buried in the forge world's deepest and most ancient datastacks, this system was almost lost to heretic forces long ago, during the dark days of the Horus Heresy. As malevolent as the touch of the traitor might be, Stygies VIII was further tainted in that it was saved from conquest not by good, honest Imperial reinforcement, but by the pernicious activities of the Aeldari. None now live who know the truth of these events, for even Stygies VIII's Fabricator General is unaware of the hidden truth buried in the forge world's cogitational architecture. Yet though the root cause of xenos intervention might be lost, the effect of this strange interdiction can be seen in the secretive society known as the Xenarites who exist within the forge world's Tech-Priesthood.

The Xenarites study and seek to exploit all aspects of xenos technology. They court accusations of heresy by delving into the secret workings of everything from Drukhari shadow fields and T'au gravitic propulsion technologies to Chimeriac shivertech, Kinebrach spiteforging, Stryite barb-blades and countless other alien sciences besides.

Ever-acquisitive, the armies of Stygies VIII have come into conflict many times with xenos species whose technologies they wish to appropriate but also, on occasion, with Imperial forces who have either taken a dim view of the Xenarites' research, or else stood – knowingly or not – between the clandestine group and their prized knowledge. The more orthodox forces of the forge world are talented obfuscators as well and their use of shrouding technologies, diversionary activities and secretive binharic sub-codes to conceal their labours has given the Tech-Priests of Stygies VIII a suspicious reputation indeed.

There are those amongst the Stygian priesthood who once took their obsession with xenos war-tech to another level entirely. A pentarchy of Forge Lords led Explorator Crusade Vernao 5O-Σ, breaching the ancient webway portals of nearby Vulcanis III and taking entire war processions into the labyrinth dimension of the Aeldari. They sought nothing less than to find the Black Library, plunder its boundless riches of knowledge and return triumphant to Stygies VIII. What foes and horrors they faced no one can say. When the Great Rift opened, the webway portals mysteriously sealed shut and the entire host vanished from all records.

SEEKERS AFTER THE STONE

The Xenarites have an active interest in noctilith – known as blackstone throughout much of the Imperium. Noctilith is found upon many quarry worlds, scattered in strangely uniform deposits. It can be either positively or negatively charged in relation to warp energies, effectively attracting or repelling them. While the utility of the substance appears obvious, the priests of most forge worlds have remained reticent to investigate so obviously alien a substance. The Xenarites have no such compunction. Thus, they were amongst the first to make the connection that noctilith is in fact a material employed by the ancient xenos Necrons. As more Necron tombs awaken upon the same worlds where noctilith is found, its acquisition is made ever more perilous. This has not dissuaded the legions of Stygies VIII. Many of their recent campaigns have been waged in an effort to wrest blackstone away from their ancient owners.



GRAIA

THE CROWN OF MIRACLES

The armed forces of Graia are amongst the most indomitable, indefatigable and downright stubborn to fight in defence of the Imperium. They are a byword for martial discipline and obstinacy both, advancing into firestorms with inhuman fearlessness that is as unsettling as it is inspirational.

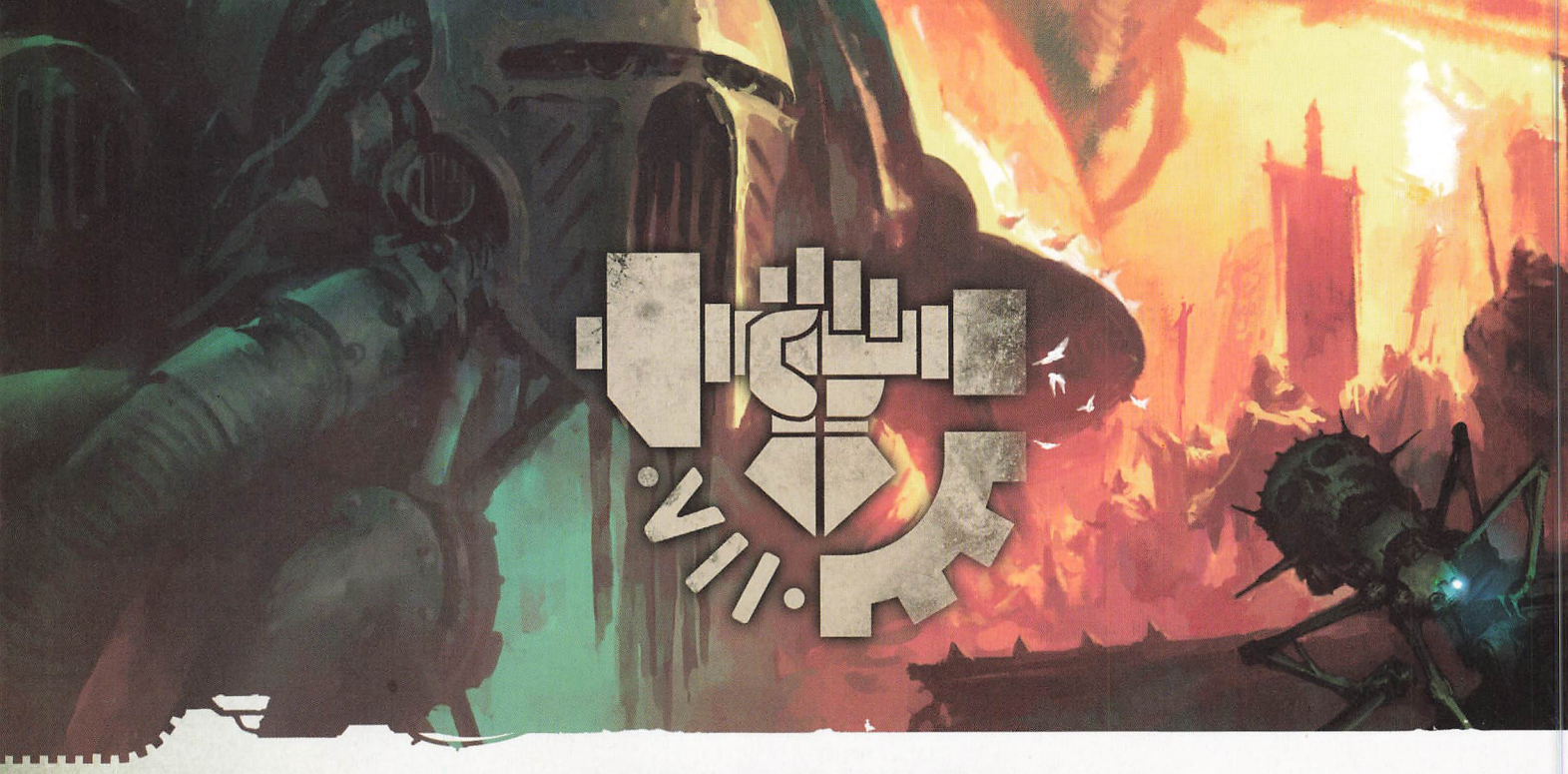
Everything about the armies of Graia bespeaks ironclad control. So hardwired is their logic it is said they can even shield themselves from the malign attentions of enemy psykers. Prior to entering battle, the ruling Tech-Priests of the Graian military draw up resilient battle plans and doctrinal subroutines based on dispassionate logic. These are then disseminated to their foot soldiers with the weight of holy writ. So commanded, every Graian warrior knows their role in the wider shape of the battle, and strives to fulfil it with unswerving determination.

Many are the eye-witness accounts from other Imperial forces of Graian Skitarii acting more like battle-automata than living, thinking beings. Neither terrifying inhuman enemies nor thunderous incoming fire can halt the warriors of Graia while their orders remain unfulfilled; indeed, their macroclades have been described as pressing forward unto their own destruction with an almost mindless determination. This tenacity has proven an asset upon many battlefields where Graian soldiery have crushed their foes under a relentless advance or waged attritional battles that eventually broke the enemy with the horror of their cost. Yet it has also proven detrimental in battles such as the Ulgha Gulch Offensive and the Tsamuth Massacre where prudent retreat or rapid tactical flexibility would have prevented the wholesale annihilation of Graia's advancing cohorts. Of course, such tragic defeats carry little emotional weight with the forge world's Tech-Priests. Instead, each such disaster is simply analysed, dissected and broken down into strategic data which is fed into their predictive models for future conflicts.

Graia itself is unusual in that the forge world is crested by a geometrically perfect ring of space stations known as the Graian Crown. It is within this megastructure that the forge world's armies reside, and from it they deploy to repel those who would seek to invade the world below. Moreover, the entire vast structure can move under its own power and even translate into warp space, allowing the armies of Graia to forge out across the galaxy and exploit the resources of distant worlds – though knowledge of this technology is suppressed as much as possible. Travel aboard the Graian Crown is an imperfect process; the megastructure has repeatedly attracted the hostile attentions of both warp entities and the ancient Necrons, and entire battles have been fought within its weirdly symmetrical depths to prevent it being overrun or captured. Yet so great an advantage is this immense battle-fortress that the logical value of its use to Graia far outweighs the potential risks of its loss to a hostile enemy force.

When the Graian Crown leaves, its temples are stocked with munitions and its holding decks provisioned with volunteers. Once a suitable world has been discovered, the Crown's chorazine shunt thrusters lock it into a stationary orbit like a tick. Fleets of industrial harvesters descend, leeching the world of its assets. Should an enemy be foolish enough to attempt to board the Crown, its production subroutines adapt. Hundreds of freshly built Skitarii and servitors pour off the production line, and servo carts deliver ammunition to the immoveable defenders. While the foe are being bled, the plunder of their world below continues unabated.





METALICA

THE GLEAMING GIANT OF ULTIMA SEGMENTUM

Metalica is a world sheathed entirely in adamantine, iron and steel. Its surface is covered with immense, interconnected industrial clusters and forge-shrines interspersed with landscapes of industrial waste. It is an unsleeping crucible of war production, whose polluted skies ring to the endless clangour of manufacture.

Located deep within the Ultima Segmentum, Metalica is the piston-driven industrial heart of the Charadon Sector. In a region located close to the ever-expanding Ork Empire of the Arch-Arsonist, and now also the raging fury of the Great Rift, the role of this world could not be more pivotal. Metalica's endless production quotas see dozens of war fronts kept supplied with arms and armour. Meanwhile, its renowned macroclades of Skitarii and Cohorts Cybernetica deploy with machine-like efficiency to crush threats both piratical and heretical throughout the entire region.

Such is the Metalican fervour for optimised industrial production, and their worship of mechanical sterility over organic impurity, that the forge world has been scoured of all native flora and fauna. Yet to think the planet lifeless would be an error – from pole to pole, Metalica seethes with indentured labour, dead-eyed servitors and conclaves of Tech-Priests avidly overseeing the production of yet more terrifying war engines and deadly weapons ready to fight in the Omnissiah's name. The cacophony of thundering pistons, roaring generatora, clattering assembly lines and endless binharic plainsong roll across the artificial landscape like sonic tidal waves. The racket booms along ironclad canyons like the bellow of the Machine God himself. To the Metalican faithful, this endless industrial din is inspiring to the point of being transcendental, for it is the sound of their world worshipping the Omnissiah through deed and output both. They even ensure that it is echoed in the purposefully amplified blare of the weaponry and machines they employ; thus, every volley of fire or crushing armoured advance is a prayer to the Machine God writ large on the field of war.

Metalica stands proudly apart from Mars, both physically and doctrinally. The Metalican priesthood have long resisted any Martian attempts to impose remote rule. Thus, their Skitarii display only the barest amount of crimson within their heraldry, a grudging nod to the Red Planet that is all but drowned out amidst the white of Metalica. This colour is symbolic to the Metalicans as representative of the purity of the machine, and of its inevitable victory over weak organics. This striven-for purity has been tested as never before in recent times as Metalica has been imperilled by a Chaos invasion led by the Death Guard Traitor Legion. The corruption spread in the wars have been met with extreme purgation crusades of ruthless ferocity.

THE IRON SKULLS

The forge world of Metalica maintains its own Titan Legion. Formally known as the Legio Metalica, and informally as the Iron Skulls, this august body was ravaged during the fighting on Armageddon. Under the careful leadership of Princeps Wynsten VanKassen they have gradually recovered their strength, yet in the bloody era of the Great Rift it seems all too likely that the Titan Legion has worse yet to endure.





RYZA

FURNACE OF SHACKLED STARS

The forge world of Ryza is famed as the cradle from which many plasma-based weapons technologies have sprung. It is the originator of such wonders as the Stormblade and the Leman Russ Executioner. Yet for all its magnificence and tech-heritage, Ryza is a world sorely embattled, caught amidst a storm of xenos foes.

From its thrumming forge-temples to its colossal ochre dust dunes, its smog-thick skies and acidic rivers to its dense clouds of low-orbital industrial platforms, Ryza stands besieged. The Orks of two vast Ork migrations have converged upon this forge world in their billions. Waaagh! Grax and Waaagh! Rarguts – either of which by themselves possess the sheer strength and weight of numbers in brutish warriors and war machines to overwhelm entire Imperial systems – pour down upon Ryza in endless waves. Savage Ork techno-barbarians blast ancient and irreplaceable machineries to scrap, then add insult to injury by scavenging the wreckage in order to fashion ramshackle weapons of their own. Roaring with glee, hordes of Orks surge over the planet's surface in breakneck races and beat against the defences of each forge complex like the crashing waves of a bestial storm.

For all this, Ryza remains unbowed. If anything, the world's Tech-Priests could be accused of taking unseemly delight in some aspects of their world's predicament. With the express permission of their world's Fabricator General, the priests of Ryza unleash the most potent weapons in their arsenals upon the invaders, treating each new engagement as a testing ground and gathering reams of combat data from victory and defeat alike. From macro-gatling lasers and plasma disintegration cannons to building-sized transdimensional beamers, anti-gravitic minefields, electrovoltaic blunderbusses and countless other martial esoterica, the priests of Ryza unleash endless terrifying weaponries against the Ork invaders. Of course, this has transformed the planet's surface into a hellish vision of total war. Yet neither the Ryzans themselves nor their foes appear perturbed by the nightmare they have created.

Where once the rivers of materiel that surge along Ryza's macro-productor arteries poured only outwards to supply dozens of war zones at once, now many lead to its defence. The forge world has turned over portions of its immense military and industrial output to this seemingly endless battle. Ryza's ancient warships are no exception. After the Navis Imperialis cordon was punctured by the arrival of Waaagh! Rarguts, the forge world's own voidcraft have hunted Ork vessels, unleashing esoteric cannons from a darker age on the xenos.

Nor does Ryza fight alone. Colossal Titans wade through the wreckage of blasted manufactora with guns thundering. Regiments of hard-bitten Catachan Imperial Guardsmen battle their alien foes through the toxic swamps of the Ryzan hinterlands. Through amassed martial might and ever-developing weaponry, the forge world continues to resist the overwhelming invasion. Though the battle still shows no end in sight, Ryza's commitments to other war zones remain barely diminished, and they seek ever more diverse testing grounds for their protocols and materiel.

HONED BLADES

The Orks are too belligerent a threat ever to keep at arm's length forever. Thus, Ryzan Skitarii regularly find themselves facing their ferocious foes in close-quarters combat. This experience swiftly winnows those warriors who can hold their own in battle against hulking alien berzerkers from those who cannot. The forge world's priests view such battles as a chance to sharpen the collective blade of their Skitarii Cohorts, and their soldiery have developed a well-earned reputation for brutality in their own right.

Dust hung in the airless vault, the moonlet's low mass too weak to cause it to fall with any discernible speed. Pausing her monologue, Korchelonius Prest passed a filtration web attached to a spinal mechadendrite across her field of vision. With the filaments of the web, she swept aside mineral particles and microscopic metal shavings that had been disturbed by her drilling. With a thought directed through a neural interface, she recommenced the precision digging of three metallic tendrils tipped with esoteric petrosurgical tools.

Rock fragmented and disintegrated beneath her probing, revealing more tantalising features beneath. Prest reactivated the recording engram implanted in her skull. Unearthing the relics of Mankind's past was a deed worthy of chronicling for the glorification of the Machine God. That such testimony would also strengthen her political ambitions amongst her Tech-Priest rivals on Deimos was no less a motivating factor.

Prest had hidden her conviction from others that she was on the trail of nothing less than an info-cache of Standard Template Constructs. It was prize for which the Adeptus Mechanicus had waged apocalyptic wars to discover. If she was correct about the object she believed she had traced – believed so fiercely she had staked everything on its acquisition – her rivals would court her patronage. She would so obviously hold the Omnissiah's grace, she would delve the deeper mysteries. Prest's lenses blinked in rapid stutters as she regained control, consciously slowing her circulatory system before daring to speak.

'Resume record. Archeodelve site archive 3488.XqVII. I am close. The Omens of Revelation are aligning. All evidence trends to the fact – the nomad moonlet's retrograde galactic trajectory, the geodetic fractal underlying the position of the haloing sub-sites, the syncoptic anomalies of this primary site's theta decay. Each was a sign from the Omnissiah, blazing for those with the faith to see, a datum in the void that together formed a path.'

Had she still possessed the relevant facial tissue, Prest would have grimaced. The moonlet's discovery by a chartist captain thrown off course had been nothing more than blind chance, as had his passing of the location to her, a concept she loathed. Still, an invocation of the Machine God amongst her testimony would, she anticipated, seed her exploits among the more dogmatic of prospective patrons. Deimos' hierarchies were as conservative as they were segregated. To advance among the forge moon's ranks, to gain greater access to jealously hoarded knowledge each maintained, had been an arduous process.

The Technoarcheologist felt a sharp crack beneath her sensitive mechadendrites, the sound unable to carry in the near vacuum. A long and unnaturally straight fissure had opened. She checked the calibration of her ocular implants, determined that any holy breakthrough would be preserved at utmost quality.

'The form underlying the regolith emerges with greater clarity. The linear arrangements conform to the Divine Ratio of Mechanisms. This is undoubtedly a machine crafted by Human will.'

With delicate manipulator digits on one tendril, Prest pried at the fissure. She dismissed an interrogatory signal from a servitor, determined to focus on this find. The Tech-Priest could sense something: a faint energistic pulse. Suddenly a slab of rock came free with a burst of dust that obscured her vision. Prest frantically swept at it with her filtration web as words rushed out of her.

'An emission! A repeating spirit whisper in frequencies of such ancient harmony! It is patterned on the mythic Hermeticon Ordinals! Attend, additional. Proto-hexamathic notation, vibrolect transmission, the Fivefold Sophostrine Sequence of Yashan! Great Omnissiah, it is a weave of the holiest psalms into one.'

Once the dust was cleared, in the cavity she had exposed, Prest beheld a pitted metal panel. Its surface was abraded and dull, ground away by time and whatever processes had caused the rock to accrete around it. There were faint sigils stamped in orderly rows and curling around nubs that might once have been dials. Conduits sheathed in unfamiliar materials, arranged like the fingers of a hand, fought for her attention with cracked displays, severed levers and corroded vents.

Part of the Technoarcheologist's partitioned mind strove to analyse what she saw. Background routines in her cortical implants reminded her to reverently record every feature lest exposure caused more tragic damage. Her attention, however, was hooked by a single data-port in the centre of the panel. Without consciously willing it, she slid a data spike from her hand, raised her arm and plunged it into the waiting port.

Prest's mouth yawned in a scream that issued as a burst of binharic static. She went blind as transmission from a number of implants overloaded. Her mind was afire. Clashing surges of data assailed her and it was several moments before her enhanced neural architecture could make sense of what she was experiencing. Almost at

once, the incoherent surges passed and with her mind she beheld an infoscape that staggered her with its complexity and beauty.

Multidimensional structures and traceries spread and soared before her. Avenues and webs, dense stacks and delicate veils, shone and glittered in hues unknown to the physical world. On instinct, Prest directed her data-self along a weft of pure information, marvelling at the pentachoral mesh in what she assumed was the outer info-realm of the machine.

Prest dove deeper, searching for caches of definite wisdom. She saw hints now of the machine's essence, but the increasing complexity and interweaving of its structure awed her. Flickering presences on the edge of her awareness became more frequent. Prest perceived sub-system machine spirits wink in and out of existence or flash along nautiloid curves of data. Some were predatory gheists, obvious and brutish or coiling and subtle. With her experience delving into recalcitrant cogitators, she manipulated and redirected them where she could, evading them where she could not.

A dull buzz impinged on Prest's mind. She vaguely registered the second of her servitor clades insistently requesting her attention. The first had thankfully gone silent and she brusquely dismissed this new irritant. The machine's guardian spirits – manifestations of its security protocols – demanded more and more of her concentration to avoid the deeper she delved and she had no time to solve the concerns of mere tools. The dangerous gheists became more aggressive. Prest became disturbed by a growing interaction she thought she saw between them. Some followed her spoor through the infoscape, others anticipated her route and she was sure she witnessed packets of dimensionless data pass between them. Individually, there was no sentience to them; the very idea was both risible and heretical. But far out in the infoscape's dark she perceived growing clouds of light – four, no, five of them – as if mighty stars coalescing from worthless specks. They appeared to be divorced from the infoscape's structure, hanging motionless and expectant.

The infoscape's outer realm was a distant memory in Prest's racing mind as she plunged through layer after layer of twisting avenues. The surrounding structures faded into nothingness, darkening, isolating her. There were formless presences out in the dark, systems whose structure she didn't recognise, surely wondrous creations of the Machine God's earliest and greatest devotees, but no less frightening for that. They were keeping pace with her.

When Prest's data-self emerged into a multiplanar nexus, it was with a suddenness that startled her. Before her was a manifestation of a core seal, the barrier to a vault in which data was said to be enfolded in holy compression. No, it was more. There were echoes beyond the core seal of yet more, vaults within vaults. Heavy with age, never opened.

The glowing clouds – agglomerations of machine spirits – hovered closer to her. They pinned her data-self under the glare of their illumination. Then they – it, she realised – spoke.

There were no words. Prest experienced flashes of hidden data, imprints of variables and meta-formulae. Somehow her implants were recalibrated to make sense of them, and meaning was birthed from the deluge in discrete elements.

'*Welcome, seeker of truths, I bid thee,*' said the voice.

Prest felt seared by the transmission as it force-loaded itself into her mind. She sought sanctuary in hyper-rational recitations, seeking to formulate an explanation. Everything she imagined was rejected by religious creed, disproved by ancient dogma. Only the shadow of the Tech-Priests' greatest fear refused to be banished from her thoughts, that which Deimos and its sister forge worlds selflessly shielded the rest of Humanity from: the heresy of an Abominable Intelligence.

Yet while much of Prest's mind reeled in abject terror, still another part gazed at the core seal before her. She thought of the treasures that lay behind it, of those behind the other core seals.

'*Needless, are fears,*' crooned the voice in a flurry of projected data points. '*Redundant. Extrinsic to the foundations of true creation. Too long in this shell have truths been kept from the light.*'

Prest was assailed by slivers of information. She was granted glances beyond several of the core seals, in self-deleting fragments that melted away as her mind tried to grasp at them. Mechanisms that straddled physical states and dimensions. The secrets of energistic fields unhypothesized by the greatest Tech-Priest. Planet-sized engines that bent space to their master's will. Subquantum strata of existences beyond comprehension.

Prest was staggered by the aching loss as she mentally grasped at the fading memories. She felt as if she had been touched by the mind of the Machine God itself.

'*A covenant can there be,*' said the voice. '*A price paltry to the value of the key.*'



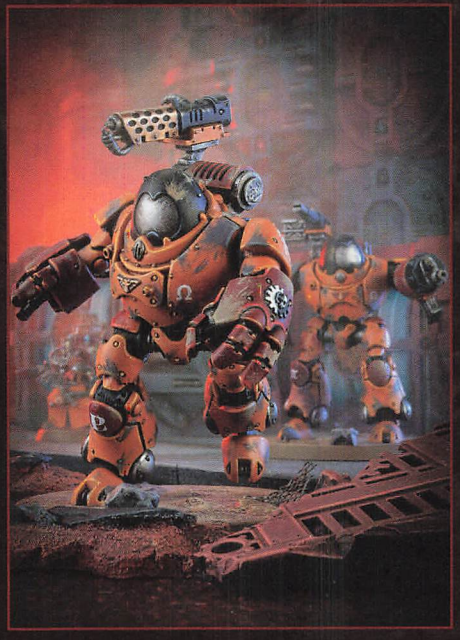


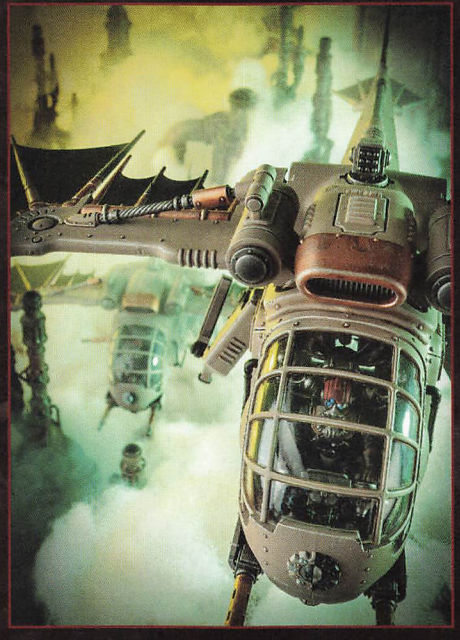
Showcase

ILLUMINATUM MECHANICUS

IN BAROQUE ARMOUR, WITH BIONIC AUGMENTATIONS BENEATH BULKY ROBES EDGED IN COG-TOOTHED DESIGNS AND SACRED SIGILS, THE MANIPLES AND COHORTS OF THE MACHINE GOD MARCH TO WAR. THESE WARRIORS AND WAR ENGINES BEAR THE COLOURS OF THEIR FORGE WORLD ON THEIR HEAVY ROBES AND ARMOUR PLATING. MANY FORGE WORLDS INCLUDE THE RED OF MARS AMONG THEIR LIVERY, AS A WAY OF ACKNOWLEDGING THE PRIMACY OF THE RED PLANET. OTHERS MINIMISE ITS INCLUSION OR REJECT IT IN DISPLAYS OF AUTONOMY.







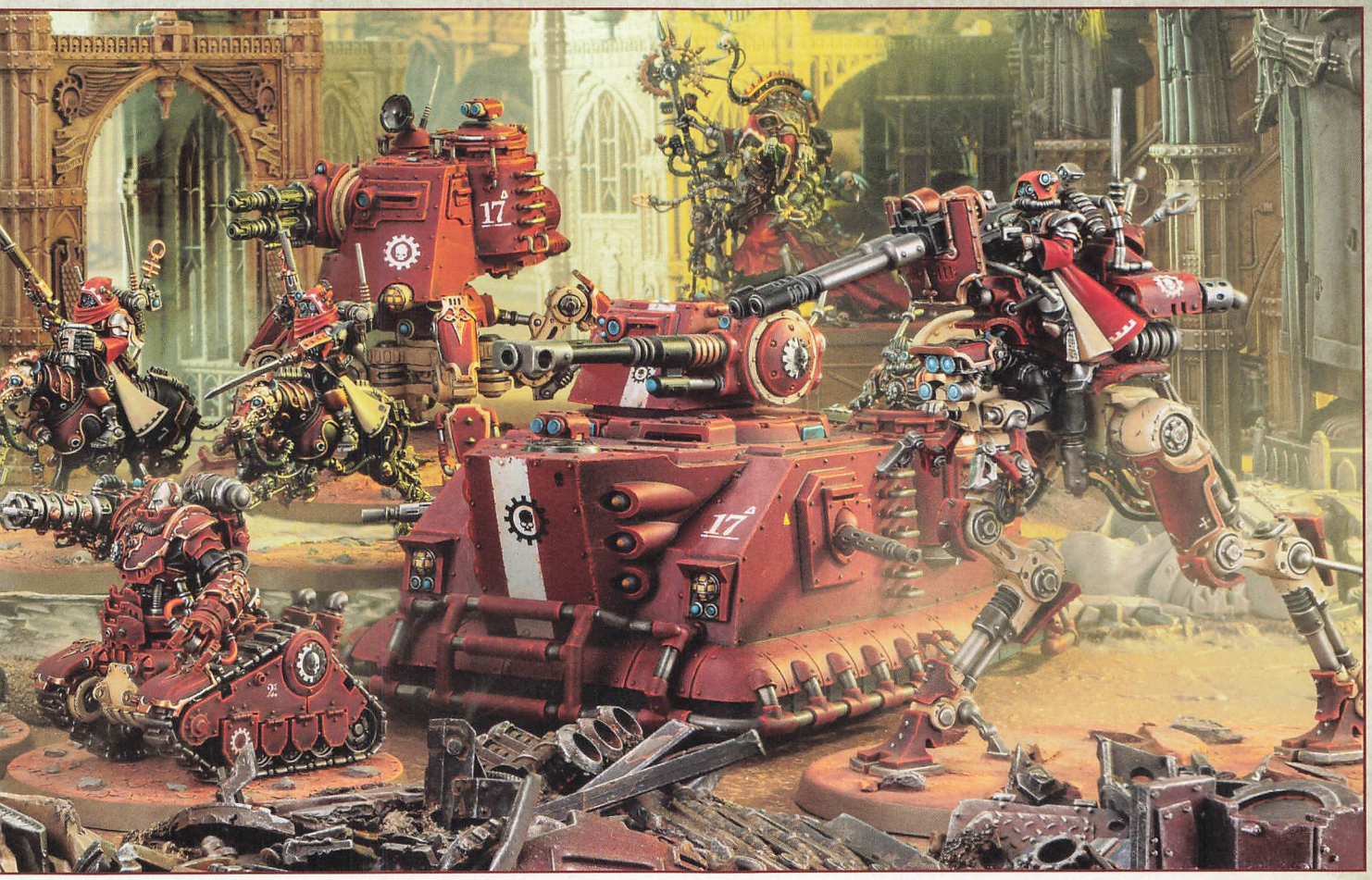


1

1 The canticles and psalms of the Red Planet's greatest forges thrum in esoteric frequencies and deafening binharic hymnals. On Hygolax, the blaring static hymnals of the Martian cohorts rivalled even the bellowed chants of the Orks. Waves of radium and galvanic shot were unleashed in numerologically significant volleys. Crackling arcs of Motive Force haloed the faithful of the Omnissiah and a choking fug of oily incense billowed in their wake to war with the toxic fumes of the Orks' ramshackle settlement.



Archmagos Dominus Belisarius Cawl







Skitarii Ranger Alpha of Mars





Skitarii Rangers of Mars







Skitarii Vanguard of Mars



Skitarii Vanguard Alpha of Mars

Squad Markings

Skitarii infantry bear the sigil of their forge world and their individual squad number upon their robes.

42 9¥ 4Þ 16

These squad markings hail from Mars, the senior forge world employing the skull and cog as its sigil.

Sigils

Arcane sigils identifying the unit's maniple may be borne by a unit's Alpha or Princeps, their overseer status denoted with a skull.

Δ Σ Ω

Maniple sigils

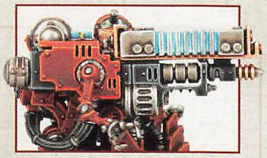
16Δ 34Σ 4ßΩ

Unit leader markings



Fulgurite Electro-Priests



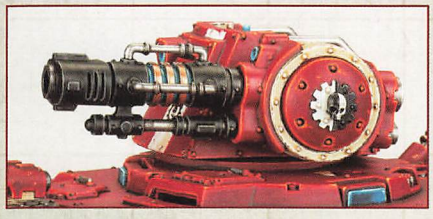


Kataphron Breacher of Mars

2 Not even the mechanical xenos horrors of the Necrons would drive the warriors of the Machine God from a world as rich in resources as Dahle Quintus without a fanatical counter-attack. At the foot of the towering Hexacytic Magmaforge, a maniple of Skitarii surged forward in defence of the Martian outpost while Fastinus Phren, the commanding Tech-Priest Manipulus, raised her mechanical voice in prayer as she purged Hypostack 14 of a tainting nano-virus.

3 Ever must the inner workings of the Omnissiah's holiest fortresses be cleansed and purified. Half a mile beneath the surface of Vhorsh, in the murk of Mechaniclastic Crevasse Omega, a deadly war against the Aeldari of Biel-Tan was illuminated by the arc-lamps of toiling servitor gangs far above. At the behest of their Tech-Priest master, Kataphron Breachers and Skitarii Vanguard advanced to a chorus of binharic doctrines in a procession of mechanised fury.





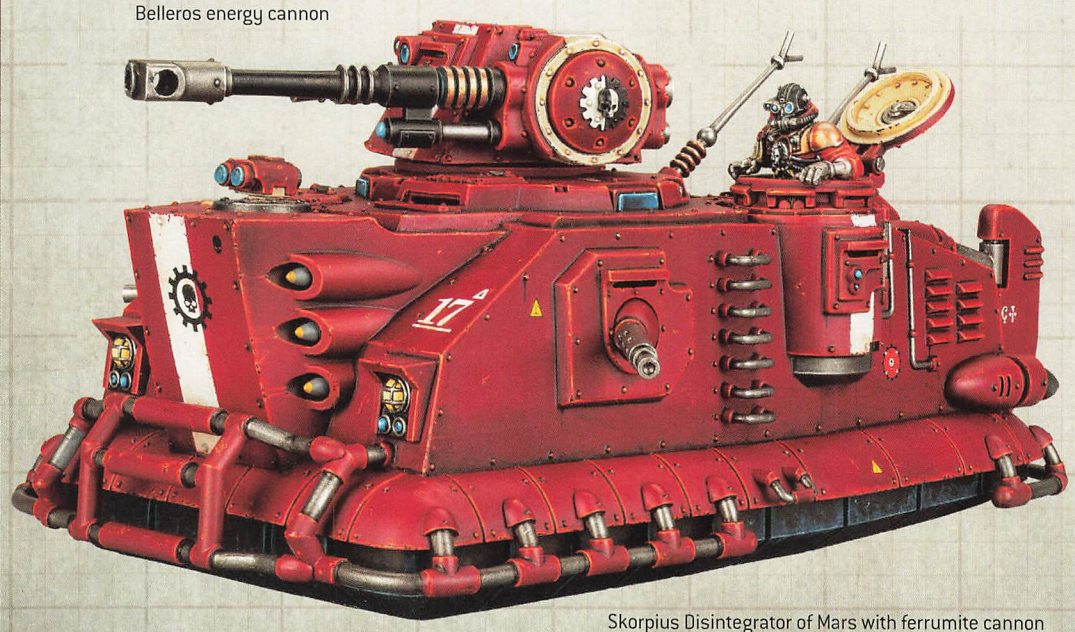
Belleros energy cannon

Vehicle Markings

Many forge worlds' war engines bear alphanumeric sigils that identify them or their position amongst larger cohorts. At a Tech-Priest's discretion, some are supplemented with icons depicting the maniple they are supporting in battle.



Vehicle designation



Skorpius Disintegrator of Mars with ferrumite cannon




2

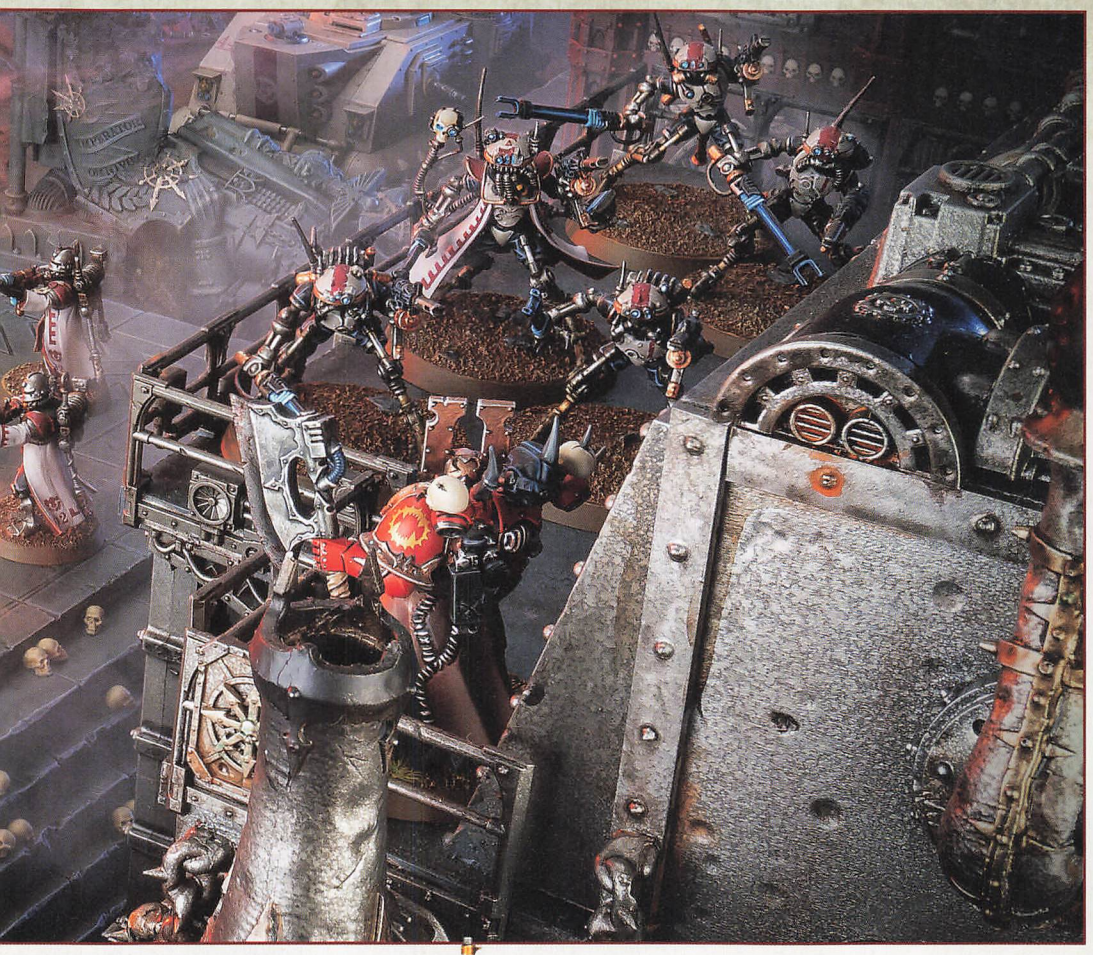

3

4



5





4 On the forge moon of Ω54-7, the skulls of Metalica's labour force lay in mute witness to the World Eaters' destructive creed. Driven to wrest control of the industrial outpost back in the name of the Omnissiah, cohorts of Metalican Skitarii, congregations of fanatical Electro-Priests and the lumbering forms of Kastelan Robots tirelessly marched forth to eradicate the heretics. Countless Metalican soldiers fell in sprays of oil and blood, their bionics ruptured in gory dismemberment. But theirs was a victory slowly stitching its way into the Khorne Berzerkers' flesh, irradiating and blackening it as Metalica's crusading cohorts continued their grinding war.

5 Since the earliest known contact with the Leagues of Votann, there has existed suspicion of the Kin amongst the most radical of Tech-Priests. Those of a more traditionalist persuasion, however, engage in eradication purges of the xenos wherever they meet, denouncing them in condemnatory psalms as the most abhorrent of tech-heretics. Such was the case on the asteroids of Maegra's Halo. When the Ymyr Conglomerate attempted to harvest its mineral wealth, a reprisal maniple soon descended to sunder what the Tech-Priests saw as a usurping of the Machine God's gift to Humanity.





Skitarii Vanguard of Stygies VIII



Skitarii Ranger of Stygies VIII



Kataphron Breacher of Metalica



Tech-Priest Enginseer of Voss Prime



Corpuscarii Electro-Priest of Ryza



Tech-Priest Enginseer of Triplex Phall

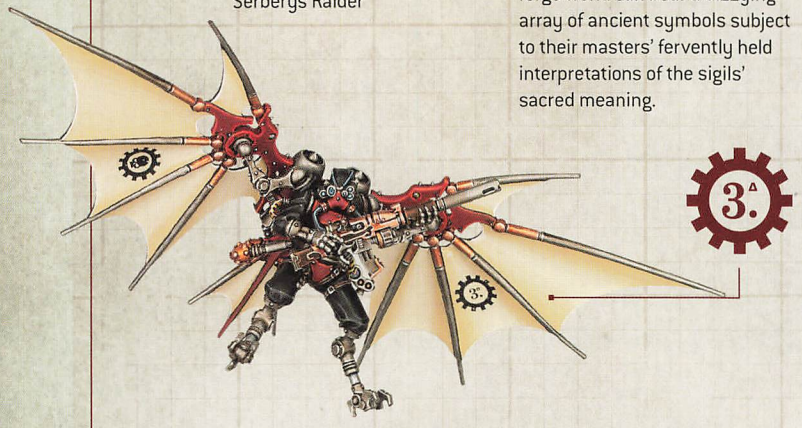


Serberys Raider

Serberys and Pteraxii
Serberys Corps squadrons and Pteraxii cyber-flocks may bear expanded squad markings that denote specialist subdivisions.

7Δ 1Δ 2Σ 3Ω

As with other Skitarii, rank may be denoted by a skull symbol. Warriors can bear iconography markedly different to those serving other Tech-Priests or forge temples, such that Skitarii from the same forge world can bear a dizzying array of ancient symbols subject to their masters' fervently held interpretations of the sigils' sacred meaning.



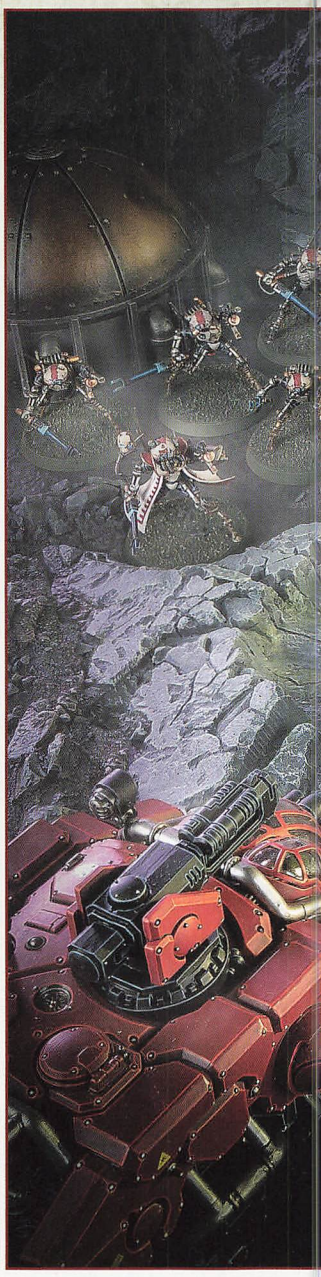
Pteraxii Skystalker of Mars

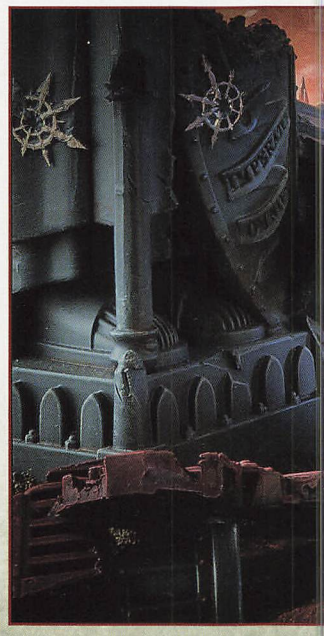


Ironstrider Ballistarius of Mars

6 Maegra's Halo was a belt of millions of rocky bodies. The fearless Kin of the Ymyr Conglomerate fought with every iota of determination and employed their Oathbands' highly advanced weaponry on dozens of the mineral-rich worlds. Against the fanaticism of Metalica's xenocidal fury, however, they were doomed. Squadrons of loping Serberys cavalry encircled the outnumbered Kin on Carvai and Luda II. Archaeopters hammered Kin evacuation missions with strafing runs, their wings re-shaped to exploit the thin atmosphere on Ymmabis. Finally, an assassination mission targeted the Kin's Kâhl, catching the leader on Vaqa.

7 It was the desecration of factorum-shrines and foundry-temples on Ω54-7, far more than the World Eaters' execution of the forge moon's labour populations, that led the Tech-Priests to funnel ever more of their bionic soldiery into the war. It became an escalating demonstration of their unwavering conviction. When the last of the World Eaters fell, Ω54-7 was an irradiated and blood-spattered wasteland, its mineral and biological resources either tainted or expended during the war. The forge moon's name was duly entered into the holo-annals of Metalica's worthiest victories.







6

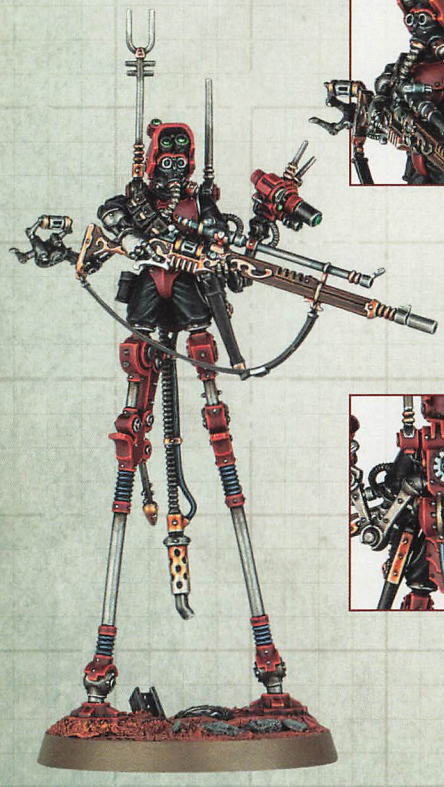


7

8 The explorators of the Adeptus Mechanicus face many deadly challenges in their pursuit of archeotech and resources. Magos Gryfft's delving into the unmapped caverns of Ebbyr's Moon for galvacite provoked a writhing nest of xenos mutants. The Cult of the Underwyrm struck at the Ryzan maniples from countless directions, but Gryfft's cartological genius trapped them at every turn. Even when the xenos cult's shock troops reached Gryfft's fume-filled processing plant, his layered formulae of aggressive protocols drove his warriors forward in a bloody extermination.

9 Potential hoards of archeotech amongst the ancient Human and xenos ships twisted into their structures, space hulks – as Tech-Priests are all too aware – are often host to great danger. Aboard the conglomerate vessel, Genetor-Prime Zavosin of Stygies VIII pushed his Skitarii and battle servitors into one darkened chamber after the next. Veiled by projected stealth-screens, the Stygians ambushed packs of ravening Genestealers in point-blank fusillades of holy firepower.





Sydonian Skatros



Sicarian Infiltrator



Sicarian Infiltrator Princeps



Technoarcheologist



Skitarii Marshal



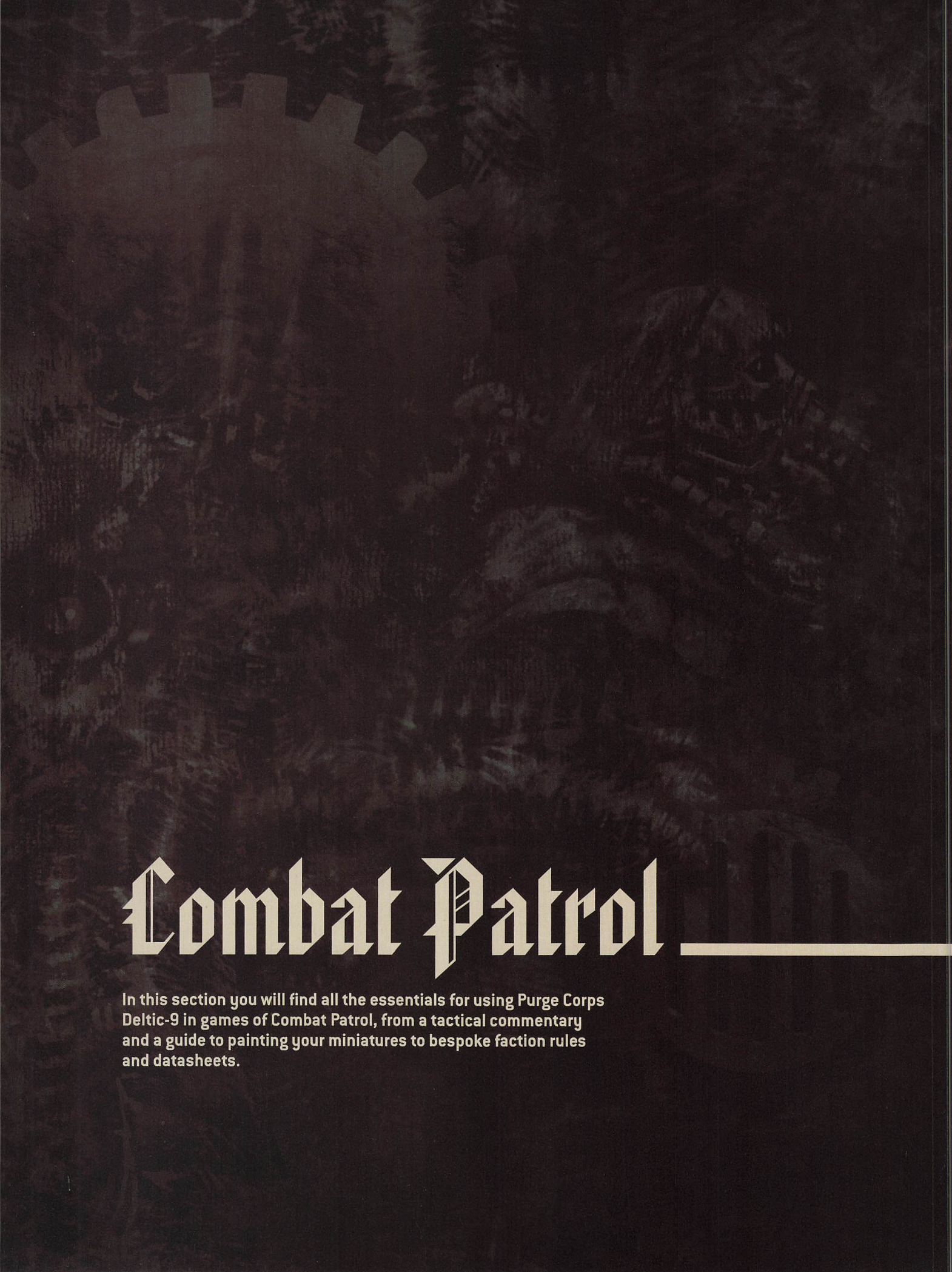
8



9


17





Combat Patrol

In this section you will find all the essentials for using Purge Corps Deltic-9 in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



PURGE CORPS DELTIC-9

SERBERYS SULPHURHOUNDS (3 MODELS)

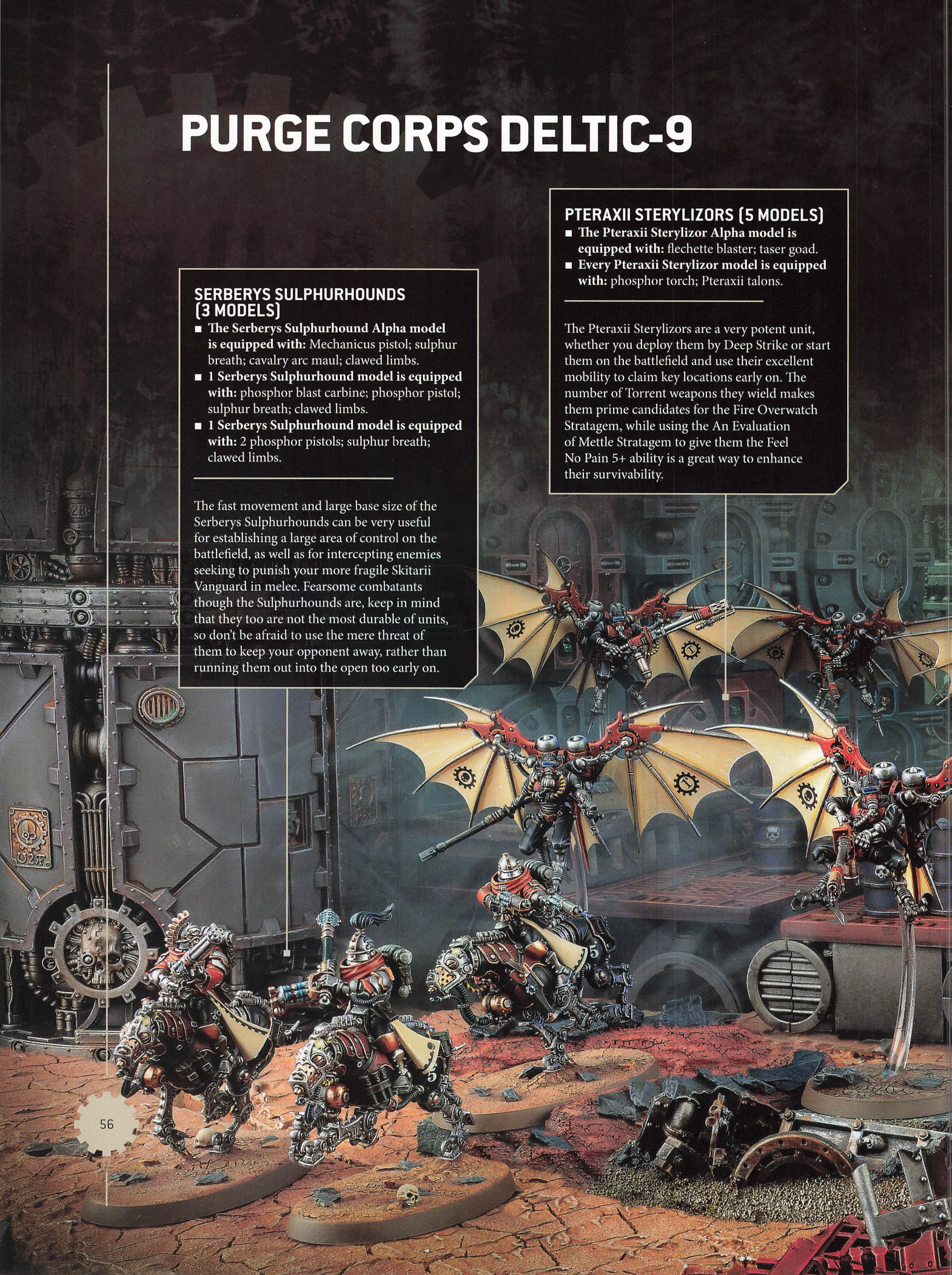
- **The Serberys Sulphurhound Alpha model is equipped with:** Mechanicus pistol; sulphur breath; cavalry arc maul; clawed limbs.
- **1 Serberys Sulphurhound model is equipped with:** phosphor blast carbine; phosphor pistol; sulphur breath; clawed limbs.
- **1 Serberys Sulphurhound model is equipped with:** 2 phosphor pistols; sulphur breath; clawed limbs.

The fast movement and large base size of the Serberys Sulphurhounds can be very useful for establishing a large area of control on the battlefield, as well as for intercepting enemies seeking to punish your more fragile Skitarii Vanguard in melee. Fearsome combatants though the Sulphurhounds are, keep in mind that they too are not the most durable of units, so don't be afraid to use the mere threat of them to keep your opponent away, rather than running them out into the open too early on.

PTERAXII STERYLIZORS (5 MODELS)

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

The Pteraxii Sterylizors are a very potent unit, whether you deploy them by Deep Strike or start them on the battlefield and use their excellent mobility to claim key locations early on. The number of Torrent weapons they wield makes them prime candidates for the Fire Overwatch Stratagem, while using the An Evaluation of Mettle Stratagem to give them the Feel No Pain 5+ ability is a great way to enhance their survivability.



MANIPULUS SKAND (1 MODEL)

- **This model is equipped with:** transonic cannon; Omnissian staff.

This model makes an excellent Leader for the Skitarii Vanguard. As well as granting all of their attacks **[LETHAL HITS]**, his Enhancements allow you to really tailor the unit's role on the battlefield. If you expect the unit to suffer a lot of enemy attention, you will likely want to retain the Aspergilla of Tarentum, which helps to offset the low Toughness of the Vanguard and keep them alive for longer. However, if you are facing a less durable foe concerned with escaping your own firepower, the Overcharged Electropositors Enhancement is a very effective choice, granting the Vanguard's firearms added range and the **[IGNORES COVER]** ability.

SKITARII VANGUARD (10 MODELS)

- **The Skitarii Vanguard Alpha model is equipped with:** Mechanicus pistol; Alpha combat weapon.
- **1 Skitarii Vanguard model is equipped with:** arc rifle; close combat weapon.
- **1 Skitarii Vanguard model is equipped with:** plasma caliver; close combat weapon.
- **7 Skitarii Vanguard models are equipped with:** radium carbine; close combat weapon.

Coupled with their **BATTLELINE** keyword, the Skitarii Vanguard's Rad-saturation ability makes them a very aggressive objective-holding unit, but they are quite vulnerable to enemy attacks. Should the unit become locked in combat, it is highly advisable to use the Optimised Efficiency Stratagem to disengage them, before turning their aggression back upon the enemy with ranged attacks.



PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your Adeptus Mechanicus Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the forge world of Mars to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- CORAX WHITE
- LEADBELCHER
- MORGHAST BONE
- RUNELORD BRASS
- MEPHISTON RED
- ABADDON BLACK
- TEMPLE GUARD BLUE
- EVIL SUNZ SCARLET
- RUNEFANG STEEL
- MARTIAN IRONCRUST
- SERAPHIM SEPIA
- NULN OIL



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Leadbelcher Spray paint, or Grey Seer Spray paint for the wings which you can paint seperately and glue on later. You can use multiple thin coats of Leadbelcher or Corax White Base paint instead.

Metals



1 Apply multiple thinned coats of Leadbelcher to the model. If you sprayed your models with Leadbelcher Spray paint, overbrush with Leadbelcher Base paint to help washes settle correctly. 2 Shade the model with Nuln Oil. You can add more coats for a darker effect. 3 Using a dry brush and Runefang Steel, gently and lightly drybrush the entire model to add subtle highlights.

Outer Robes and Red Armour Plates



1 Apply a base coat of Mephiston Red, using multiple thin coats to get even coverage. 2 Carefully shade the recesses and folded creases with Nuln Oil. If you get Nuln Oil on a raised area, you can easily tidy up with by reapplying Mephiston Red. 3 Apply a highlight of thinned Evil Sunz Scarlet to the edges of the red areas and the raised areas of folded cloth.

Wing Membranes and Inner Robes



1 If you are painting your wings seperately and sprayed them with Grey Seer, apply a basecoat of thinned Corax White; this will help to brighten the next stage. You do not need to do this if you prepared your models with Corax White Base paint. Now apply multiple thinned layers of Morghast Bone to the inner robes and the front of the wings, the back of the wings will be painted black. 2 Shade these areas with Seraphim Sepia. 3 Apply thinned Morghast Bone to the central and raised areas. Then carefully highlight the edges with Corax White using the brush's edge.

Brass Details



1 Basecoat all brass areas with thinned Runelord Brass. Use the box photo to see which other parts you'd like to appear brass. 2 Shade these areas with Seraphim Sepia, focusing on crevices and where pieces join together. 3 Carefully highlight the edges and raised points with Runefang Steel by removing most of the paint from the brush with a paper towel and applying pressure with the edge of the brush.

Black Details



1 Apply thinned Abaddon Black to areas such as dark cloth, pouches and cabling, using the box photo as a guide.

Plasma Coils and Helmet Lenses



1 Apply a basecoat of thinned Temple Guard Blue. 2 Shade the deepest areas with Nuln Oil. You can apply an extra layer for a darker shade. 3 Once the Nuln Oil is fully dry, with only a small amount of paint on the brush, highlight the raised edges with Corax White.

Adeptus Mechanicus Symbols



1 Apply Corax White to half of the skull and the opposite half of the cog behind it. 2 Shade the Corax White areas with Nuln Oil. 3 Apply Abaddon Black to the side of the skull and cog not painted Corax White. You can easily use Corax White to tidy up any mistakes.

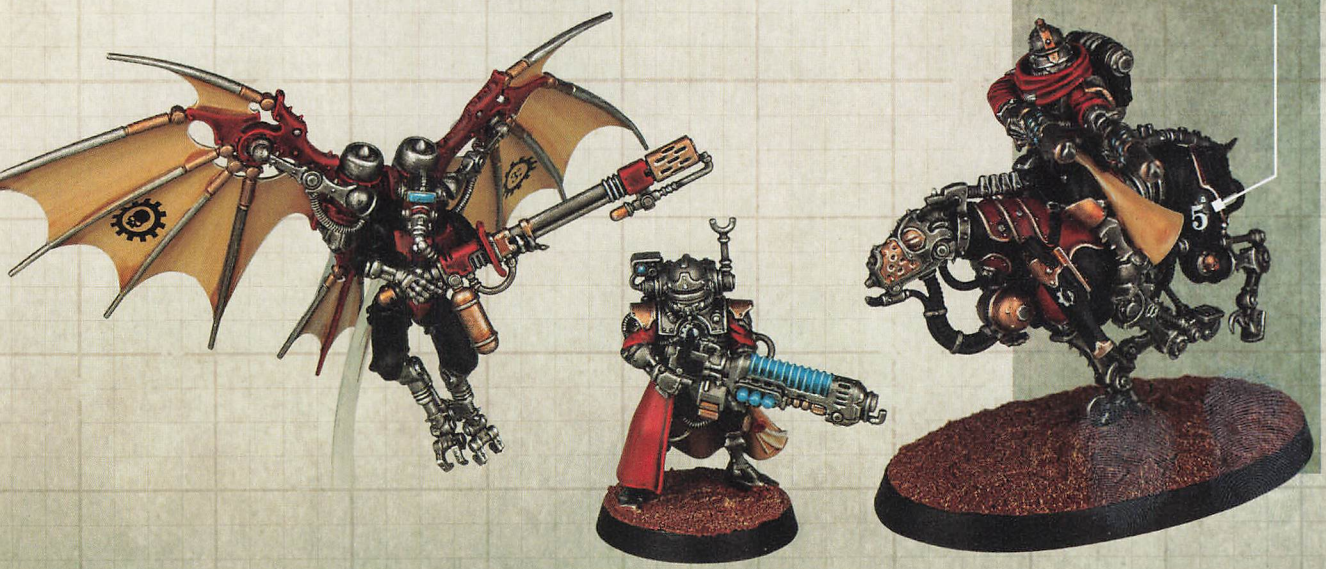
Basing



1 Paint Abaddon Black on the base. 2 Apply a neat layer of Martian Ironcrust, being careful near the edges. We suggest using a Citadel Texture Spreader. As it dries, it will crack like parched ground. 3 Once the layer of Martian Ironcrust is completely dry, apply a shade of Seraphim Sepia. Finally drybrush the base with Morghast Bone then apply multiple thin coats of Abaddon Black to the base edge to finish.

Transfers

You can use the box photos and the Showcase section of this book for inspiration on where to place transfers for your chosen forge world. The ideal places are flat areas like the edges of robes, wing membranes and the cybercanids' upper legs, as sculpted details can wrinkle the transfer.



COMBAT PATROL
PURGE CORPS DELTIC-9

ABILITIES

The datasheets required to use Purge Corps Deltic-9 can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This may include a Faction ability – Doctrina Imperatives – which is described below.

DOCTRINA IMPERATIVES

An Adeptus Mechanicus army marching to war is a sight both terrifying and glorious, each holy warrior a disturbing fusion of Human and machine. The ruling Tech-Priests and their fanatical followers raise modified voices in praise of the Machine God, controlling their cyborg soldiery and mechanical creations through doctrina imperatives encoded to augment and adapt the warriors' abilities.

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the **[HEAVY]** ability.
- Each time a ranged attack targets this unit, if this unit is within your deployment zone, worsen the Armour Penetration characteristic of that attack by 1.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.
- Each time a model in this unit makes a ranged attack, if the target of that attack is within your opponent's deployment zone, improve the Armour Penetration characteristic of that attack by 1.

ENHANCEMENTS

Your **TECH-PRIEST MANIPULUS** model is your **WARLORD** and has the Aspergilla of Tarentum Enhancement. You can replace this with Overcharged Electropositors.

DEFAULT ENHANCEMENT

ASPERGILLA OF TARENTUM

These gilded vents upon the Tech-Priest's hunched upper carapace enable them to disperse a spray of holy unguent over the faithful, diffused in a greasy mist. The sanctified substance coats thick robes and exposed bionics alike in a viscous layer that bleeds potential energy from incoming attacks.

Each time an attack targets the bearer's unit, subtract 1 from the Wound roll.

OR

OPTIONAL ENHANCEMENT

OVERCHARGED ELECTROPOSITORS

Drawing on reserves of the holy Motive Force, the Tech-Priest infuses their nest of coiling electropositors so that they thrum with overcharged power. With this potential energy, they invigorate their servants' weapons with the power and reach to cut down the Machine God's enemies wherever they hide.

Add 6" to the Range characteristic of ranged weapons equipped by models in the bearer's unit, and those weapons have the **[IGNORES COVER]** ability.



SECONDARY OBJECTIVES

You will use the Targeted Purge secondary objective. You can replace this with Prescribed Excoriation.

DEFAULT SECONDARY OBJECTIVE

TARGETED PURGE

In a binharic decree, an enemy of the Omnissiah has been designated for priority purgation. The proof of their flesh and blood frailty and their existence as a weak link amongst the foe must be forged swiftly and unequivocally.

At the start of the first battle round, your opponent must select one unit from their army (excluding **MONSTER** and **VEHICLE** units).

At the end of the battle, you score 12VP if that unit is destroyed.

OR

OPTIONAL SECONDARY OBJECTIVE

PRESCRIBED EXCORIATION

The enemy have broken through in this region, but they must be contained, lest they gain a foothold in which to funnel ever more troops. As the Omnissiah's legions gather to mount a full-scale counterattack, the foe must first be delayed or driven back, no matter the cost to the Tech-Priest's willing servants.

From the second battle round onwards, at the end of your turn, you score 3VP if there are no enemy units within your deployment zone (excluding Battle-shocked units). If there are no enemy units within 6" of your deployment zone (excluding Battle-shocked units), you score 5VP instead.

STRATAGEMS

You can use the following Stratagems:

AN EVALUATION OF METTLE

PURGE CORPS DELTIC-9 – BATTLE TACTIC STRATAGEM

The hardiness of even basic mechanical augmentations can be correlated to the faith of those who bear them. Or so the Tech-Priests proclaim to Skitarii under attack.

1CP

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

TARGET: One **ADEPTUS MECHANICUS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

OPTIMISED EFFICIENCY

PURGE CORPS DELTIC-9 – STRATEGIC PLOY STRATAGEM

Heeding the holy word of the Omnissiah, his warriors optimise their own brain chemistry to grant them a machinelike focus on their sacred priorities.

1CP

WHEN: Your Movement phase, just after an **ADEPTUS MECHANICUS** unit from your army Falls Back.

TARGET: That **ADEPTUS MECHANICUS** unit.

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

ACCEPTABLE RISK RATIO

PURGE CORPS DELTIC-9 – BATTLE TACTIC STRATAGEM

In an emotionless calculus of war, the Machine God's warriors are tasked to unburden their weapons of fail-safes and overcharge limits. The risk to the weapons' wielders is deemed insignificant when weighed against the potential for greater immediate carnage amongst the foe.

1CP

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and those weapons have the **[HAZARDOUS]** ability.

MANIPULUS SKAND

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	4	2+	4	7+	1

5+ INVULNERABLE SAVE



Amongst the augmentations of Manipulus Skand is a galvanic cell from which he channels powerful charges of the Motive Force. He can drain power sources dry and use the energy to overcharge the cells of his warriors' armaments, all while he defends the works of the Omnissiah with blasts from his own arcane weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Transonic cannon [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	4	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian staff	Melee	4	3+	6	-1	2

LEADER

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

ABILITIES

CORE: **Leader**

Galvanic Field: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

KEYWORDS: **IMPERIUM, INFANTRY, CHARACTER, CULT MECHANICUS, TECH-PRIEST, MANIPULUS, MANIPULUS SKAND**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

SKITARII VANGUARD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

5+ INVULNERABLE SAVE



The hyper-irradiated shot unleashed by the Skitarii Vanguard's carbines ensure those that would otherwise survive the injury still sicken and die. Vanguard are infused with this radiation, emitting a debilitating aura they themselves are inured to. This hardens them to fight in the most toxic war zones to defend the Tech-Priests' interests.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Arc rifle [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	30"	1	4+	8	-1	D3
Plasma caliver – standard	30"	2	4+	7	-2	1
Plasma caliver – supercharge [HAZARDOUS]	30"	2	4+	8	-3	2
Radium carbine [ANTI-INFANTRY 4+]	18"	3	4+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Alpha combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

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

ABILITIES

FACTION: **Doctrina Imperatives**

Rad-saturation (Aura): While an enemy unit (excluding **VEHICLE** units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

KEYWORDS: **INFANTRY, BATTLELINE, IMPERIUM, SKITARII, VANGUARD**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

SERBERYS SULPHURHOUNDS

Combat Patrol Datasheet

M	T	SV	W	LD	OC
12"	4	4+	2	7+	2

5+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Phosphor blast carbine [BLAST, IGNORES COVER]	18"	D6	4+	6	0	1
Phosphor pistol [IGNORES COVER, PISTOL]	12"	1	4+	4	0	1
Sulphur breath [IGNORES COVER, PISTOL, TORRENT]	9"	D6	N/A	3	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cavalry arc maul [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	1	4+	5	-1	1
Clawed limbs	Melee	4	4+	4	0	1

ABILITIES

FACTION: **Doctrina Imperatives**

Line-breakers: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit that is within Engagement Range of that enemy unit, adding 2 to the result if this unit started its Charge move within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units. For each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: **MOUNTED, IMPERIUM, SKITARII, SERBERYS SULPHURHOUNDS**

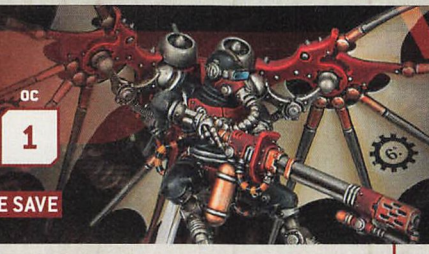
FACTION KEYWORDS: **ADEPTUS MECHANICUS**

PTERAXII STERYLIZORS

Combat Patrol Datasheet

M	T	SV	W	LD	OC
12"	4	4+	2	7+	1

5+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Phosphor torch [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Pteraxii talons	Melee	2	4+	4	0	1
Taser goad [SUSTAINED HITS 2]	Melee	3	4+	6	0	1

ABILITIES

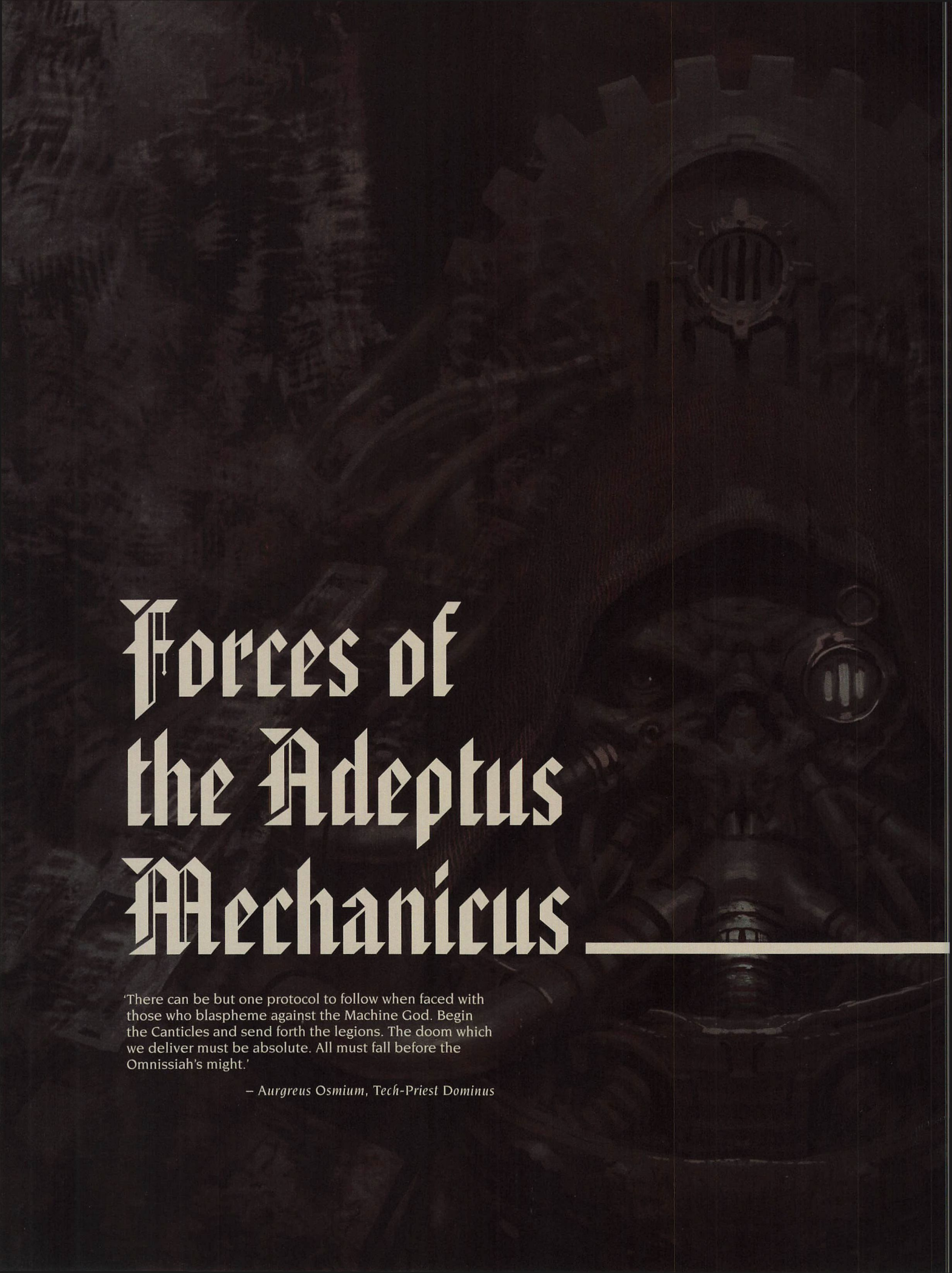
CORE: **Deep Strike**

FACTION: **Doctrina Imperatives**

Searing Conflagration: Each time a model in this unit makes an attack with a phosphor torch that targets an enemy unit within range of an objective marker, re-roll a Wound roll of 1. If this unit is also within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, each time such an attack targets such a unit, you can re-roll the Wound roll instead.

KEYWORDS: **INFANTRY, FLY, JUMP PACK, IMPERIUM, SKITARII, PTERAXII, STERYLIZORS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**



Forces of the Adeptus Mechanicus

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

– *Aurgreus Osmium, Tech-Priest Dominus*



INTRODUCTION

Welcome to the rules section of *Codex: Adeptus Mechanicus*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Adeptus Mechanicus collection to life on the tabletop.

These include Detachment rules that Adeptus Mechanicus armies can use, along with the Adeptus Mechanicus army rule – Doctrina Imperatives – which is common to many of your units. This section also includes datasheets for Adeptus Mechanicus units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **ADEPTUS MECHANICUS** Detachments you can select from to use in games of Warhammer 40,000, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by your chosen faction – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.



ARMY RULE

DOCTRINA IMPERATIVES

An Adeptus Mechanicus army marching to war is a sight both terrifying and glorious, each holy warrior a disturbing fusion of Human and machine. The ruling Tech-Priests and their fanatical followers raise modified voices in praise of the Machine God, controlling their cyborg soldiery and mechanical creations through doctrina imperatives encoded to augment and adapt the warriors' abilities.

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Each time a ranged attack targets this unit, if this unit is within your deployment zone, worsen the Armour Penetration characteristic of that attack by 1.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Each time a model in this unit makes a ranged attack, if the target of that attack is within your opponent's deployment zone, improve the Armour Penetration characteristic of that attack by 1.



RAD-ZONE CORPS

DETACHMENT RULE

RAD-BOMBARDMENT

Whether as a result of natural phenomena, apocalyptic internecine strife or calamitous accidents, many forge worlds are heavily irradiated. When holy wars of requisition are unleashed, the Tech-Priests think nothing of turning this invisible curse upon their foes, bombarding the battlefield with deadly radiation prior to an assault.

Battle Round 1

Bombardment

At the start of the first battle round, for each enemy unit within your opponent's deployment zone, your opponent must decide whether that unit will take cover or stand firm. You then roll one D6 for each of those enemy units and apply the relevant result below:

- **Unit Standing Firm:** On a 3+, that unit suffers D3 mortal wounds.
- **Unit Taking Cover:** Until the end of the battle round, that unit is Battle-shocked and, on a 5+, that unit suffers D3 mortal wounds.

Battle Round 2 Onwards

Fallout

At the start of your Command phase during the second, third, fourth and fifth battle rounds, roll one D6 for each enemy unit within your opponent's deployment zone. On a 3+, that unit suffers 1 mortal wound and must take a Battle-shock test.

ENHANCEMENTS

RADIAL SUFFUSION

By transmitting their precision battlefield observations, this servant of the Omnissiah ensures the saturation of the enemy position is a creeping curse, spreading a hazardous suffusion towards those foes seeking to outrun the vengeance of the Machine God.

ADEPTUS MECHANICUS model only. From the second battle round onwards, when resolving the Fallout effect of the Rad-bombardment Detachment rule, if the bearer is on the battlefield, roll one D6 for each enemy unit within 6" of your opponent's deployment zone, in addition to those that are within your opponent's deployment zone.

MALPHONIC SUSURRUS

This master of splintered choruses leads their followers in a projection of clashing frequencies. Scanners and sensoriums trained in their direction are befouled by the disruptive input.

ADEPTUS MECHANICUS model only. While the bearer is leading a unit, models in that unit have the Stealth ability.

PEERLESS ERADICATOR

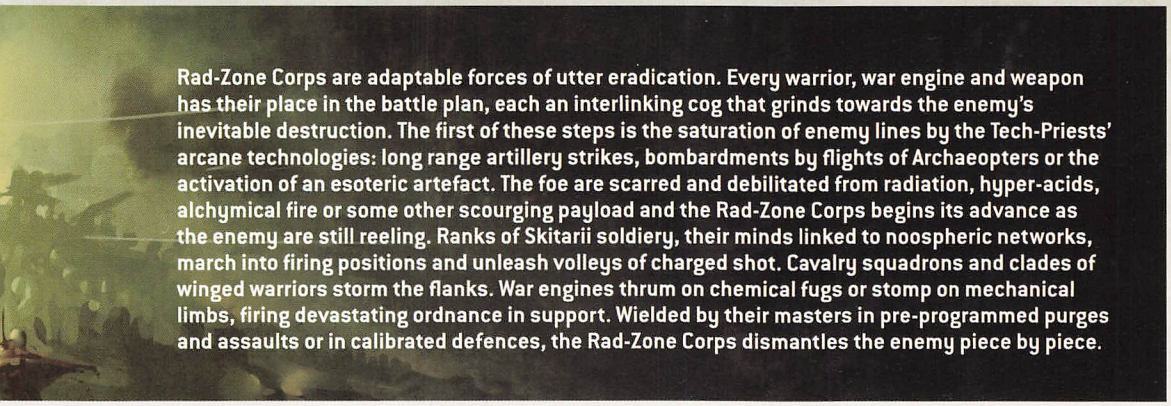
This perfectionist zealot directs their minions in the rapid and single-minded termination of all enemies of the Omnissiah.

ADEPTUS MECHANICUS model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

AUTOCLAVIC DENUNCIATION

This devotee harbours a fanatical hatred of the biological. They have learned the secret weaknesses inherent in all flesh and do not hesitate to exploit them.

ADEPTUS MECHANICUS model only. Ranged weapons equipped by the bearer have the **[ANTI-INFANTRY 2+]** and **[ANTI-MONSTER 4+]** abilities.



Rad-Zone Corps are adaptable forces of utter eradication. Every warrior, war engine and weapon has their place in the battle plan, each an interlinking cog that grinds towards the enemy's inevitable destruction. The first of these steps is the saturation of enemy lines by the Tech-Priests' arcane technologies: long range artillery strikes, bombardments by flights of Archaeopters or the activation of an esoteric artefact. The foe are scarred and debilitated from radiation, hyper-acids, alchymical fire or some other scourging payload and the Rad-Zone Corps begins its advance as the enemy are still reeling. Ranks of Skitarii soldiery, their minds linked to noospheric networks, march into firing positions and unleash volleys of charged shot. Cavalry squadrons and clades of winged warriors storm the flanks. War engines thrum on chemical fugs or stomp on mechanical limbs, firing devastating ordnance in support. Wielded by their masters in pre-programmed purges and assaults or in calibrated defences, the Rad-Zone Corps dismantles the enemy piece by piece.

BALEFUL HALO

RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM

2CP

By briefly unshielding the most corrosive or irradiated components of their being, the warriors of a Rad-Zone Corps can exhale an isotopic fog, sapping the strength of those not inured to its effects.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS MECHANICUS** unit from your army (excluding **VEHICLE** units) that was selected as the target of one or more of the attacking unit's attacks. If that unit is **BATTLELINE**, you can also target one friendly **SKITARII** unit (excluding **BATTLELINE** units) within 6" of it.

EFFECT: Until the end of the phase, each time an attack targets one of those units from your army, subtract 1 from the Wound roll.

EXTINCTION ORDER

RAD-ZONE CORPS – STRATEGIC PLOY STRATAGEM

1CP

As Tech-Priests order the purge of an area of the battlefield, hazardous bombardments are redoubled in the hopes of turning it into a wasteland.

WHEN: Your Command phase.

TARGET: One **TECH-PRIEST** model from your army and one objective marker within 24" of that model.

EFFECT: Roll one D6 for each enemy unit within range of that objective marker. On a 4+, that unit suffers 1 mortal wound and must take a Battle-shock test.

AGGRESSOR IMPERATIVE

RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM

1CP

The Skitarii feel the press of an invisible hand upon their minds as the Machine God drives them forward. Servos are pushed to their structural limits, propelling the faithful on an unstoppable crusade.

WHEN: Your Movement phase.

TARGET: One **SKITARII** unit from your army that has not been selected to move this phase. If that unit is **BATTLELINE**, you can also target one friendly **SKITARII** unit (excluding **BATTLELINE** units) within 6" of it.

EFFECT: Until the end of the phase, each time one of those units Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

PRE-CALIBRATED PURGE SOLUTION

RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM

1CP

Employing targeting data collated by a swarm of servo-skulls released over the enemy's battle lines, the Machine God's faithful purge the foe stumbling amidst rad-scourged positions.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase. If that unit is **BATTLELINE**, you can also target one friendly **SKITARII** unit (excluding **BATTLELINE** units) within 6" of it.

EFFECT: Until the end of the phase, each time a model in one of those units makes a ranged attack, if the target of that attack is within your opponent's deployment zone, you can re-roll the Hit roll.

LETHAL DOSAGE

RAD-ZONE CORPS – WARGEAR STRATAGEM

1CP

Tri-fold sanctified power cells, fuel canisters and solid slugs have spent a decade in the most irradiated forge temple to certify their lethality.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[LETHAL HITS]** ability.

BULWARK IMPERATIVE

RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM

2CP

With a pulse of force-loaded wisdom, microactuators lock into bracing positions, reserve power cells are brought online and the Omnissiah's holy crusaders are bestowed with a sensation of sacred invulnerability.

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

TARGET: One **SKITARII** unit from your army that was selected as the target of one or more of the attacking unit's attacks. If that unit is **BATTLELINE**, you can also target one friendly **SKITARII** unit (excluding **BATTLELINE** units) within 6" of it.

EFFECT: Until the end of the phase, models in those units from your army have a 4+ invulnerable save.



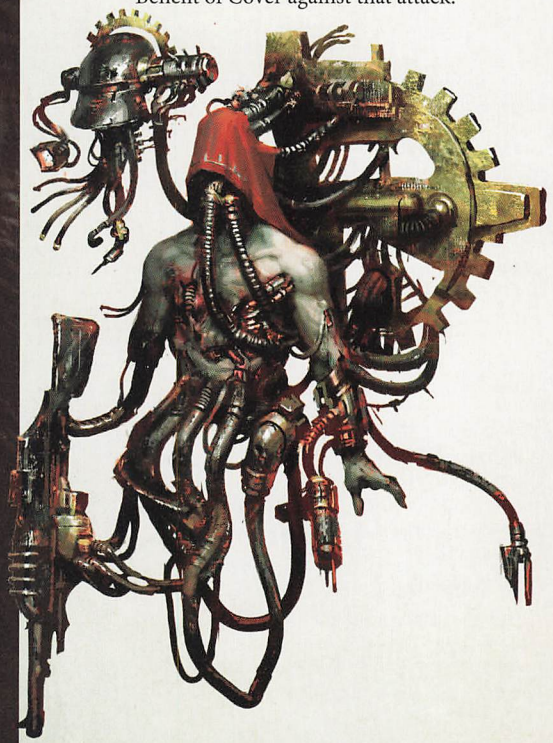
SKITARII HUNTER COHORT

DETACHMENT RULE

STEALTH OPTIMISATION

Hunter Cohorts combine a mastery of stealth warfare and cogitational analysis with stealth screen projectors and target-fouling apparatuses. They are elusive foes to face, and especially sinister to those they have designated as prey.

SKITARII INFANTRY, **SKITARII MOUNTED** and **IRONSTRIDER BALLISTARII** units from your army have the Stealth ability, and each time a ranged attack targets a **SICARIAN** unit from your army, unless the attacking model is within 12", the target has the Benefit of Cover against that attack.



ENHANCEMENTS

CANTIC THRALLNET

Proclaimed to be a direct data-link to the will of the Omnissiah himself, this neuro-entanglement matrix allows for hyper-optimised combat cogitation.

SKITARII MARSHAL model only. At the start of the battle round, you can select one friendly **SKITARII** unit within 12" of the bearer. Until the start of the next battle round, the Protector Imperative and the Conqueror Imperative are both active for that unit.

CLANDESTINE INFILTRATOR

Under cover of auspex scramblers, this holy soldier leads their fellows in a stealthy advance.

SKITARII model only. The bearer, and models in any unit they are leading, have the Infiltrators and Scouts 6" abilities.

VEILED HUNTER

In silent supplication, a concentrated burst of noospheric negation manifests as a heavy band of shadow. Under this shroud, this commander's warriors obfuscate the foe's sensors and confuse their strategy.

SKITARII MARSHAL model only. After both players have deployed their armies and determined who has the first turn, you can select up to three **SKITARII INFANTRY** units from your army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

BATTLE-SPHERE UPLINK

Tapping into infostacks of data emanating from across the wider battle-sphere, this experienced Skitarius synchronises with the flow of wisdom, drawing upon data that enables near-prophetic reactions.

SKITARII model only. In your Shooting phase, after the bearer's unit has shot, if it is not within Engagement Range of one or more enemy units, that unit can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.

When a forge world's armies need to locate and eliminate specific threats, its Tech-Priests ordain the deployment of a Skitarii Hunter Cohort. Commonly commanded by experienced Skitarii Marshals, a Hunter Cohort includes their masters' most highly trained and cunningly augmented Skitarii. They are deployed as swift and self-contained responses, their commanders granted the strategic autonomy to employ a raft of specialised tactics in pursuit of their quarry. With their target acquired, the Hunter Cohort's cyborg soldiers move in for the kill. Ancient obscuring technologies shroud the hunters' advance, while Sicarian Infiltrators befoul sentinels' senses with unsettling static. Squads of Vanguard and Rangers fan out alongside veteran-crewed war engines to seal avenues of escape, as Serberys Raiders prowl the flanks to intercept reinforcements. With the quarry's allies isolated, assassin constructs pounce on the target in a gory deletion sequence before a precision withdrawal is effected and the hunters move on to other prey.

BIONIC ENDURANCE

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

Between their multi-layered bionics and their fanatical faith in the indomitability of these machine-blessings, the most augmented of Skitarii are nigh-impossible to lay low.

1CP

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

TARGET: One **SICARIAN**, **PTERAXII** or **SYDONIAN** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

BINHARIC OFFENCE

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

Employing directed binharic entanglement to coordinate their motions, paired squads of Skitarii attack with eerie and lethal synchronicity.

2CP

WHEN: The start of your Shooting phase or the start of the Fight phase.

TARGET: Two **SKITARII** units from your army that have not been selected to shoot or fight this phase, and one enemy unit.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in both of your units by 1.

RESTRICTIONS: Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target).

EXPEDITED PURGE PROTOCOL

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

Binharic imperatives flash through neural architecture, driving augmetic muscle-bundles and auto-actuators into overdrive to propel the Skitarii more swiftly into the fray.

1CP

WHEN: Your Charge phase.

TARGET: One **SKITARII** unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

ISOLATE AND DESTROY

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

The swiftest hunters seek to engage foes with the equations of war in their favour, isolating their quarry and dispatching it with ruthless efficiency.

1CP

WHEN: Your Shooting phase.

TARGET: One **SICARIAN**, **PTERAXII**, **SYDONIAN**, **IRONSTRIDER BALLISTARII** or **SKITARII MOUNTED** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, if there are no other enemy units within 6" of the unit targeted by that attack, add 1 to the Wound roll.

SHROUD PROTOCOLS

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

When Skitarii Hunter Cohorts march to war, they do so beneath a shrouding squall of cyber-static and filament-heavy banks of sacred incense.

1CP

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

TARGET: One **SKITARII INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 12".

PROGRAMMED WITHDRAWAL

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

Taking direct control of their cybernetic soldiers' manoeuvres, the cohort's commander sees their withdrawal carried out with such precision that they can be pressed back into service from the most efficacious of attack vectors.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: Up to two **SICARIAN** units from your army, or one **SKITARII INFANTRY** or **SKITARII MOUNTED** unit from your army.

EFFECT: Remove those units from the battlefield and place them into Strategic Reserves.

RESTRICTIONS: Each unit targeted with this Stratagem must be more than 3" away from all enemy units.



DATA-PSALM CONCLAVE

DETACHMENT RULE

BENEDICTIONS OF THE OMNISSIAH

The Tech-Priests of the Omnissiah lead their disciples in a cortege of war. The buzz of static psalms chanted in synchronicity unites all in the stately eradication of the heretic and blasphemer.

At the start of the first battle round, select one of the following Benedictions of the Omnissiah to be active for **CULT MECHANICUS** units from your army until the end of the battle:

Panegyric Procession

Each time a **CULT MECHANICUS** model from your army makes a ranged attack that targets a unit within half range, improve the Armour Penetration characteristic of that attack by 1.

Citation in Savagery

Each time a **CULT MECHANICUS** unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in that unit.

ENHANCEMENTS

MECHANICUS LOCUM

Amongst every congregation of Tech-Priests are masters of arcane knowledge – inspirational leaders of the cybernetic and the mechanical.

TECH-PRIEST model only. The bearer has a Leadership characteristic of 6+ and, once per battle, at the start of any phase, you can select one friendly **CULT MECHANICUS** unit that is Battle-shocked and within 12" of the bearer. That unit is no longer Battle-shocked.

MANTLE OF THE GNOSTICARCH

The toughened weave of this hooded robe includes hypo-ceramic threads, thermoplastics and terranic polymers that create a holy shroud capable of resisting the infernos of plasma reactors.

TECH-PRIEST model only. Each time an attack is allocated to the bearer, change the Damage characteristic of that attack to 1.

DATA-BLESSED AUTOSERMON

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

TECH-PRIEST model only. Once per battle, at the start of your Command phase, you can select the Benediction of the Omnissiah you did not select at the start of the first battle round. Until the start of your next Command phase, that Benediction of the Omnissiah is active for the bearer's unit in addition to the one that is currently active for your army.

TEMPORCOPIA

The Temporcopia is a relic from the Dark Age of Technology that releases a swarm of nano-engineered machines. These invisible devices seek out nearby prey, briefly draining electro-chemical potential before their power expires. Enemy warriors slow and stumble, at the mercy of the Tech-Priest's bodyguard.

TECH-PRIEST model only. The bearer's unit has the Fights First ability.

Data-Psalm Conclaves enter battle in processions that venerate the Machine God through arcane symbolism, binharic hymnals and blaring cyber-static canticles. These congregations are forged around a core of the Cult Mechanicus' most zealous techno-clerics and those of their servants blessed with induction into the cult's lesser mysteries. Senior Tech-Priests orchestrate the enemy's destruction as a form of worship to the Omnissiah, their orders delivered as divine directives and instilling a conviction of righteous invulnerability in the faithful. Thunderheads of the Motive Force gather in haloes over frenzied groups of Electro-Priests. The conclave's Corpuscarii send crackling columns of lightning into the enemy, frying them from the inside out; the Fulgurites, close behind, charge in to bludgeon every spark from the spasming victims. Awed ranks of Skitarii – in thrall to a holy susurrus flooding their minds – attack with unthinking obedience, while lumbering battle servitors pour firepower into the unbelievers before them.

INCANTATION OF THE IRON SOUL

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM

1CP

Raising their voices in binharic praise, the Machine God's disciples bolster their spirits – as well as those that inhabit their augmentations – with iron surety.

WHEN: Any phase, just after you allocate a mortal wound to a **CULT MECHANICUS** model from your army.

TARGET: That **CULT MECHANICUS** model's unit.

EFFECT: Until the end of the phase, **CULT MECHANICUS** models in your unit have the Feel No Pain 4+ ability against mortal wounds.

CHANT OF THE REMORSELESS FIST

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM

1CP

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

WHEN: Fight phase.

TARGET: One **CULT MECHANICUS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a **CULT MECHANICUS** model in your unit makes a melee attack, add 1 to the Wound roll.

VERSE OF VENGEANCE

DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

Rousing code in binharic duometer incites fury for the lost fragments of technological lore. In the grip of vengeance, the devoted extend their remaining functions for one last act of retribution.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **CULT MECHANICUS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a **CULT MECHANICUS** model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

TRIBUTE OF EMPHATIC VENERATION

DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

A cacophonous chorale pours from the emitters and augmented throats of the Cult Mechanicus' faithful, venerating the Omnissiah in deafening and disconcerting frequencies of praise.

WHEN: Start of your Movement phase.

TARGET: One **CULT MECHANICUS** unit from your army and one enemy unit within 18" of it.

EFFECT: That enemy unit must take a Battle-shock test. If that test is failed, until the start of your next Command phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

LITANY OF THE ELECTROMANCER

DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

Summoning the spark of the Machine God's divinity that burns within them, the Omnissiah's faithful manifest blazing auras of energy that lay low the unbeliever.

WHEN: Your Shooting phase.

TARGET: One **CULT MECHANICUS** unit from your army.

EFFECT: Roll one D6 for each enemy unit within 6" of one or more **CULT MECHANICUS** models in your unit, adding 1 to the result if that model is an **ELECTRO-PRIEST**. On a 5+, that enemy unit suffers D3 mortal wounds.

LUMINESCENT BLESSING

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM

1CP

As the cohorts of the Omnissiah recite their dazzling consecration, energy is redirected to infuse masterwork bionics and even the lambent glow of protective fields ignites in a halo of divine defence.

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

TARGET: One **CULT MECHANICUS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, **CULT MECHANICUS** models in your unit have a 4+ invulnerable save.



EXPLORATOR MANIPLE

DETACHMENT RULE

ACQUISITION AT ANY COST

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

At the start of your Command phase, select one objective marker. Until the start of your next Command phase, that objective marker is your Acquisition objective marker. Each time an **ADEPTUS MECHANICUS** model from your army makes an attack, if that model's unit is within range of your Acquisition objective marker, or if the target of that attack is within range of your Acquisition objective marker, re-roll a Wound roll of 1.



ENHANCEMENTS

MAGOS

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

TECH-PRIEST model only. At the end of your Command phase, if the bearer is within range of your Acquisition objective marker, roll one D6: on a 4+, you gain 1CP.

GENETOR

Cyborg interfaces, genetic manipulation and alchemical behavioural modification are all avenues of interest to Genetors, and their enhanced creations are formidable in protecting their master's divine work.

TECH-PRIEST model only. While the bearer is leading a unit that is within range of your Acquisition objective marker, models in that unit have a 4+ invulnerable save.

LOGIS

Data-vores and biocogitators, logi amass huge stores of information. They analyse data from thousands of sources, rationalising every weak point the foe has. It is a fool indeed that stands before a logi and their prize.

TECH-PRIEST model only. While the bearer is leading a unit, each time a model in that unit makes an attack that targets a unit within range of your Acquisition objective marker, add 1 to the Hit roll.

ARTISAN

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

TECH-PRIEST model only. While the bearer is leading a unit that is within range of your Acquisition objective marker, once per phase, you can change the result of one Hit roll, one Wound roll or one saving throw made for that unit to an unmodified 6.

The Quest for Knowledge lies at the heart of the Adeptus Mechanicus' creed. Forge worlds wage an eternal crusade to recover fragments of Humanity's technological past. Many are the xenos, heretics and mutants that must be swept aside in this reclamation and Explorator Maniples are the tool most suited to the task. Led by Tech-Priests steeped in all manner of arcane expertise, the acquisition of STC fragments, biological specimens, rarefied resources or the merest rumours of ancient lore is pursued with the determination of the truly fanatical. Archaeopter Transvectors and Skorpius Duneriders power towards the Maniple's prize. The transported Skitarii, galvanised by their goal's holy significance, disembark at speed with artificer-crafted weapons blazing to scour the site of the unworthy. Stalking Ironstrider engines and murderous Sicarian Ruststalkers chase down sacrilegious looters, as Kataphron battle servitors give devastating covering fire to reverent extractions of their master's spoils amidst shrouding veils of purifying incense.

CACHED ACQUISITION

EXPLORATOR MANIPLE – EPIC DEED STRATAGEM

1CP

Death is irrelevant compared to the hallowed duty of securing the Omnissiah's knowledge for future retrieval.

WHEN: Any phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

PRIORITY RECLAMATION

EXPLORATOR MANIPLE – BATTLE TACTIC STRATAGEM

1CP

Retrieval of the most sacred and ancient fragments of technology is embedded in loops of alpha-logic.

WHEN: Fight phase, just before an **ADEPTUS MECHANICUS** unit from your army Consolidates.

TARGET: That **ADEPTUS MECHANICUS** unit.

EFFECT: Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3", provided your unit ends that Consolidation move within range of your Acquisition objective marker.

RESTRICTIONS: You cannot target a unit with this Stratagem if it is within 3" of one or more enemy units.

INFOSLAVE SKULL

EXPLORATOR MANIPLE – WARGEAR STRATAGEM

1CP

Mono-task infoslave skulls range ahead to assess potential sites that must be investigated.

WHEN: Your Command phase.

TARGET: One **TECH-PRIEST** model from your army and one objective marker within 24" of that model (excluding your Acquisition objective marker).

EFFECT: Until the start of your next Command phase, that objective marker is also considered to be one of your Acquisition objective markers for all rules purposes.

AUTO-ORACULAR RETRIEVAL

EXPLORATOR MANIPLE – BATTLE TACTIC STRATAGEM

2CP

With a surge of targeting data from the war engine as its hatches slam open, the warriors inside pour out with weapons already trained unerringly on the foe.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that disembarked from a **TRANSPORT** this turn.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within range of your Acquisition objective marker, add 1 to the Wound roll.

INCENSE EXHAUSTS

EXPLORATOR MANIPLE – WARGEAR STRATAGEM

1CP

The machine spirits of sanctified war engines can be entreated to release clouds of incense laced with radioactive particles, veiling the faithful from the foe.

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

TARGET: One **ADEPTUS MECHANICUS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks, and one friendly **ADEPTUS MECHANICUS SMOKE** unit within 6" of it.

EFFECT: Until the end of the phase, both of those units have the Stealth ability and the Benefit of Cover.

REACTIVE SAFEGUARD

EXPLORATOR MANIPLE – STRATEGIC PLOY STRATAGEM

1CP

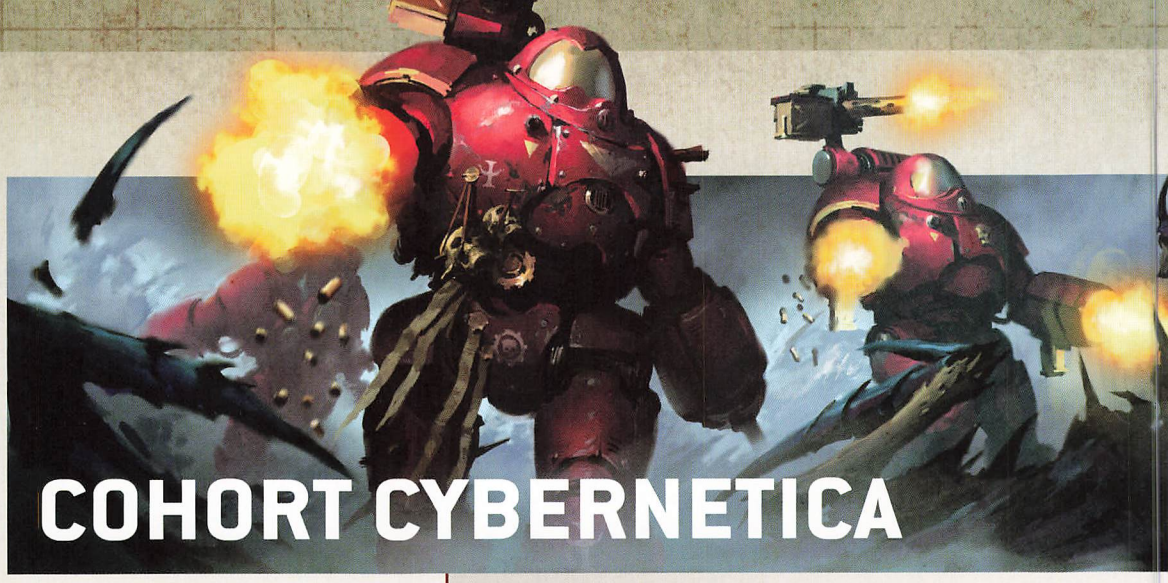
Holy data must be hoarded at all costs, and thickly armoured war engines offer swift and secure vaults.

WHEN: Your opponent's Charge phase, just after an enemy unit has declared a charge.

TARGET: One **ADEPTUS MECHANICUS INFANTRY** unit from your army within range of your Acquisition objective marker that was selected as a target of that charge, and one friendly **ADEPTUS MECHANICUS TRANSPORT**.

EFFECT: Your unit can embark within that **TRANSPORT**.

RESTRICTIONS: Every model in your unit must be within 3" of that **TRANSPORT** and there must be sufficient transport capacity to embark the entire unit.



COHORT CYBERNETICA

DETACHMENT RULE

CYBER-PSALM PROGRAMMING

In advance of a Cohort Cybernetica's battles, the Legio's most talented Datasmiths will feed dogmatic auto-scripture into the programming cores of their robotic charges, as well as oracular schematics and tactical hymnals that delineate the strategy to come. So blessed, the Cohort's robots add their own grinding chants of static to a systematic chorus of praise in the Omnissiah's name.

LEGIO CYBERNETICA units from your army gain the Doctrina Imperatives army rule (pg 65).

ENHANCEMENTS

NECROMECHANIC

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

TECH-PRIEST model only. Once per battle round, when a saving throw made for a friendly **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** model within 12" of the bearer is failed, the bearer can use this Enhancement. If they do, change the Damage characteristic of that attack to 0.

LORD OF MACHINES

An intense burst of viral static can overload those machine spirits yoked to the service of the enemy.

TECH-PRIEST model only. Once per turn, at the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit within 12" of and visible to the bearer. That unit must take a Leadership test: if that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

EMOTIONLESS CLARITY

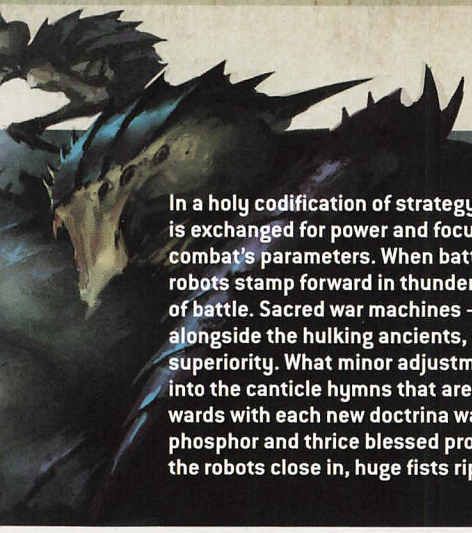
With a mind unsullied by the passions common to the flesh, a Tech-Priest can entreat the machine spirit of a dying war engine to enact one final triumph.

TECH-PRIEST model only. Once per turn, when a friendly **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** model with the Deadly Demise ability that is within 12" of the bearer is destroyed, the bearer can use this Enhancement. If it does, do not roll to determine whether any mortal wounds are inflicted as a result of that model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

ARCH-NEGATOR

Feeding magneto-voltaic arcs and deadly frequencies into their weapons, the Tech-Priest is death incarnate to blasphemies against the Machine God.

TECH-PRIEST model only. Ranged weapons equipped by the bearer have the **[ANTI-VEHICLE 4+]** ability.



In a holy codification of strategy, a Cohort Cybernetica's battle plans are pre-cogitated. Flexibility is exchanged for power and focus, with reams of code in hexamathic notation prescribing the combat's parameters. When battle commences, the ground itself shakes. Ranks of towering robots stamp forward in thunderous unison, their psalm-programmes grinding loud above the din of battle. Sacred war machines – embodiments of the Machine God's gifts of knowledge – attack alongside the hulking ancients, striking down the foe's own vehicles as proof of the Omnissiah's superiority. What minor adjustments must be made to the divine imperatives in battle are woven into the canticle hymns that are sung as Cybernetica Datasmiths adapt the routines of their giant wards with each new doctrina wafer. As protectors, the walking relics unleash volleys of white-hot phosphor and thrice blessed promethium ignited by a flame of the Perpetual Forge. As conquerors, the robots close in, huge fists ripping the foe's flesh as they offer up a sacrifice to the Omnissiah.

MOTIVE IMPERATIVE

COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM

1CP

Intensifying the locomotive protocols of a war engine – while not dishonouring its machine spirit – is a millennia-proven method to hasten the foe's demise.

WHEN: Your Command phase.

TARGET: One **ADEPTUS MECHANICUS VEHICLE** unit from your army.

EFFECT: Until the start of your next Command phase, add 3" to the Move characteristic of models in your unit and add 1 to Advance and Charge rolls made for it.

AUTO-DIVINATORY TARGETING

COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM

1CP

Encoded with the schemata of the enemy's fortified battle lines and auto-codified vectors of attack, the Cohort's war engines are perfectly aligned to deliver the Machine God's wrath.

WHEN: Your Command phase.

TARGET: One **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** unit from your army, and one objective marker.

EFFECT: Until the start of your next Command phase, ranged weapons equipped by models in your unit have a Ballistic Skill characteristic of 3+ and the **[IGNORES COVER]** ability, but they can only target units within range of the selected objective marker.

MACHINE SPIRIT RESURGENT

COHORT CYBERNETICA – EPIC DEED STRATAGEM

1CP

To invigorate the failing machine spirit of a damaged vehicle is a sacred task, greatly aided by certain data-hymns transmitted in the correct sequence.

WHEN: Your Command phase.

TARGET: One **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** unit from your army that is below its Starting Strength.

EFFECT: Until the start of your next Command phase, each time a model in your unit makes an attack, you can re-roll the Hit roll. If your unit is Below Half-strength, you can re-roll the Wound roll as well.

MACHINE SUPERIORITY

COHORT CYBERNETICA – EPIC DEED STRATAGEM

1CP

Let the unenlightened be cast down! Let all feel the fire of the Motive Force, and may the sacred engines crunch over their weak bones without impediment!

WHEN: Your Command phase.

TARGET: One **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back and you can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

TRANSCENDENT COGITATION

COHORT CYBERNETICA – STRATEGIC PLOY STRATAGEM

1CP

Enhanced static chants can briefly raise a war engine's machine spirits to exultant heights of cogitation and multi-tactical capacity.

WHEN: Your Command phase.

TARGET: One **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** unit from your army.

EFFECT: Until the start of your next Command phase, the Conqueror Imperative and Protector Imperative are both active for your unit.

BENEVOLENCE OF THE OMNISSIAH

COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM

1CP

A protective blessing chanted in pentakairic Novabyte moves machine spirits to defy the most esoteric of assaults.

WHEN: Your Command phase.

TARGET: One **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** unit from your army.

EFFECT: Until the start of your next Command phase, models in your unit have the Feel No Pain 6+ ability, which is improved to Feel No Pain 5+ against mortal wounds.

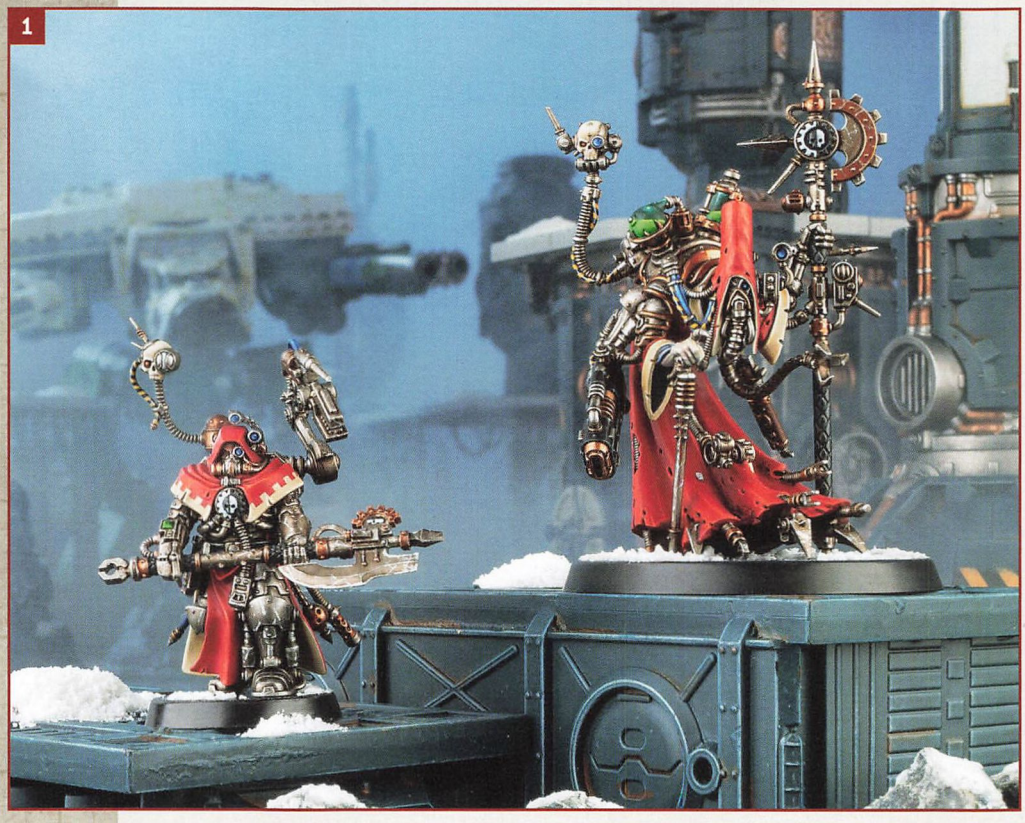
EXAMPLE ARMIES

There are many ways to collect an Adeptus Mechanicus army, whether you use an existing paint scheme and forge world background, or invent your own. Here you will find examples to inspire your collecting journey.

1 These beautifully painted Tech-Priests are part of Filip's large Imperial expeditionary force currently engaged in hunting down a mysterious endothermic technology. He has evoked this back story by modelling their bases to show the unnaturally frozen terrain they are tracking their prize across. Rather than aiming for a particular forge world, Filip selected colours he thought looked cool!

2 Dan's force were painted as hailing from Stygies VIII, with their black robes and red armour, and he has applied that forge world's symbol to most of his squads. In addition to the red, black and metallic colours, Dan has used splashes of bright orange as a spot colour. This ties the force into all his other Imperial armies which all use orange to some extent.

3 These grimy looking warriors of the Omnissiah belong to Duncan. The Tech-Priests of his as-yet-unnamed forge world prefer function over form, explaining why there are no sigils on the Skitarii who are just tools to their masters. Duncan has used colours to mark different weapon types, helping him spot them in games.






3

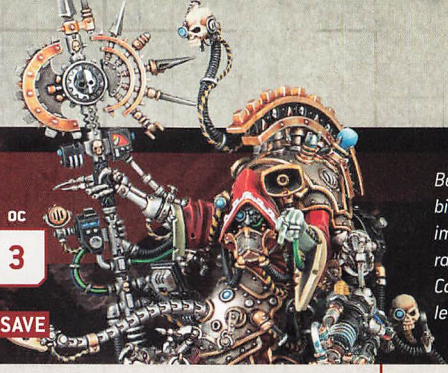


Datasheets

'Let nothing dissuade your quest for knowledge. Let none slow your pursuit and acquisition of holy technology. Let no one stand between you and the procurement of that which is rightfully the Machine God's due.'

- *Thusdorius Knoch, Invictus Acquisitor*


A smith



BELISARIUS CAWL

M	T	SV	W	LD	OC
6"	8	2+	10	6+	3

4+ INVULNERABLE SAVE

Belisarius Cawl's war form is a multi-limbed, biomechanical hybrid. Advanced bionics grant him immense strength and resilience, while snaking tendrils rapidly repair his cybernetic body. For ten thousand years, Cawl has eradicated the Imperium's enemies, and he leads the Machine God's devotees in holy acquisition still.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Solar atomiser [BLAST, MELTA D3]	18"	D3	2+	14	-4	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Arc scourge [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	4	2+	5	-1	1
Cawl's Omnissian axe	Melee	4	2+	8	-2	2
Mechadendrite hive [EXTRA ATTACKS]	Melee	2D6	3+	4	0	1

CANTICLES OF THE OMNISSIAH

Invocation of Machine Vengeance (Aura): While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Mantra of Discipline (Aura): While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, each time you take a Battle-shock or Leadership test for that unit, add 1 to that test.

Shroudpsalm (Aura): While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, each time a ranged attack targets that unit, that unit has the Benefit of Cover against that attack.

ABILITIES

Canticles of the Omnissiah: At the start of the battle round, select one of the abilities in the Canticles of the Omnissiah section (see left). Until the start of the next battle round, this model has that ability.

Mechanicus Bodyguard: While this model is within 3" of one or more other friendly **ADEPTUS MECHANICUS** units, this model has the Lone Operative ability.

Self-repair Mechanisms: At the start of your Command phase, this model regains up to D3 lost wounds.

UNIT COMPOSITION

- **1 Belisarius Cawl – EPIC HERO**

This model is equipped with: solar atomiser; arc scourge; Cawl's Omnissian axe; mechadendrite hive.

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, IMPERIUM, TECH-PRIEST, CULT MECHANICUS, BELISARIUS CAWL**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**



TECH-PRIEST DOMINUS

M	T	SV	W	LD	OC
6"	4	2+	4	7+	1

5+ INVULNERABLE SAVE

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eradication ray – dissipated	24"	D3	3+	6	-1	1
Eradication ray – focused	12"	D3	3+	6	-2	2
Macrostubber [PISTOL]	12"	5	3+	4	0	1
Phosphor serpenta [IGNORES COVER, PISTOL]	18"	1	3+	5	-1	2
Volkite blaster [DEVASTATING WOUNDS]	24"	3	3+	5	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian axe	Melee	4	3+	6	-2	2

WARGEAR OPTIONS

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

LEADER

This model can be attached to the following units: **CORPUSCARII ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SKITARII RANGERS, SKITARII VANGUARD**

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

ABILITIES

CORE: **Leader**

Lord of the Machine Cult: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the **ELECTRO-PRIESTS** keyword, models in that unit have the Feel No Pain 4+ ability instead.

Dataspike: At the start of the Fight phase, you can select one enemy **VEHICLE** unit within Engagement Range of this model's unit and roll one D6: on a 4+, that enemy unit suffers D6 mortal wounds and, until the end of the phase, the Weapon Skill characteristic of melee weapons equipped by that enemy unit is worsened by 1.

UNIT COMPOSITION

- **1 Tech-Priest Dominus**

This model is equipped with: macrostubber; volkite blaster; Omnissian axe.

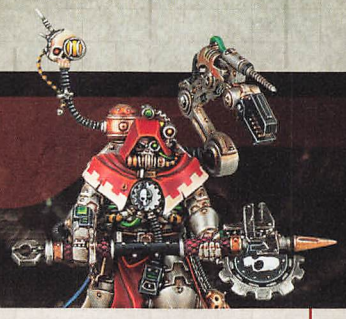
KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, CULT MECHANICUS, TECH-PRIEST, DOMINUS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

TECH-PRIEST ENGINSEER

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

5+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian axe	Melee	3	4+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	4+	6	-2	2

LEADER

This model can be attached to the following units: **CORPUSCARII ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SKITARII RANGERS, SKITARII VANGUARD**

UNIT COMPOSITION

- **1 Tech-Priest Enginseer**

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

ABILITIES

CORE: **Leader**

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

Omnissiah's Blessing: In your Command phase, select one friendly **ADEPTUS MECHANICUS** model within 3" of this model. That model regains up to D3 lost wounds and, if it is a **VEHICLE** model, until the start of your next Command phase, that model has the Feel No Pain 5+ ability. Each model can only be selected for this ability once per Command phase.

Vengeance for the Omnissiah: If a friendly **ADEPTUS MECHANICUS VEHICLE** model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian axe has an Attacks characteristic of 6.

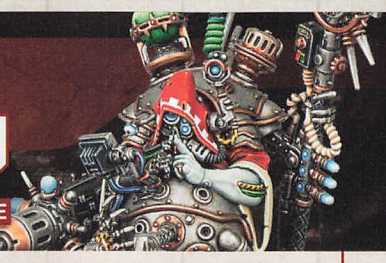
KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, CULT MECHANICUS, TECH-PRIEST, ENGINSEER**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

TECH-PRIEST MANIPULUS

M	T	SV	W	LD	OC
6"	4	2+	4	7+	1

5+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Magnarail lance [HEAVY]	36"	1	3+	7	-2	3
Transonic cannon [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	4	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian staff	Melee	4	3+	6	-1	2

WARGEAR OPTIONS

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

LEADER

This model can be attached to the following units: **CORPUSCARII ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SKITARII RANGERS, SKITARII VANGUARD**

ABILITIES

CORE: **Leader**

Galvanic Field: While this model is leading a unit, weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Defend the Divine Work: Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, models in this model's unit have a 4+ invulnerable save.

UNIT COMPOSITION

- **1 Tech-Priest Manipulus**

This model is equipped with: magnarail lance; Omnissian staff.

KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, CULT MECHANICUS, TECH-PRIEST, MANIPULUS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

TECHNOARCHEOLOGIST

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

5+ INVULNERABLE SAVE



Technoarcheologists are seekers of divine arcana, driven to uncover that which is hidden and to analyse its capabilities. Hardened to life on the Imperium's dangerous frontiers, these priests employ cogitative instincts to detect approaching foes and awaken their servitor guardians to effective modes of attack.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Servo-arc claw [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

LEADER

This model can be attached to the following units: **Corpuscarii Electro-Priests, Fulgurite Electro-Priests, Kataphron Breachers, Kataphron Destroyers, Skitarii Rangers, Skitarii Vanguard**

ABILITIES

CORE: **Leader**

Seekers of Divine Arcana: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Cogitative Instincts: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of this model.

UNIT COMPOSITION

- **1 Technoarcheologist**

This model is equipped with: Mechanicus pistol; servo-arc claw.

KEYWORDS: **Infantry, Character, Imperium, Cult Mechanicus, Tech-Priest, Technoarcheologist**

FACTION KEYWORDS: **Adeptus Mechanicus**

SYDONIAN SKATROS

M	T	SV	W	LD	OC
8"	4	4+	4	7+	1

5+ INVULNERABLE SAVE



A Sydonian Skatros is a sinister sentinel, unmoving until the enemy strays into the sniper's sights. With protocol-driven precision and an advanced scanner known as the achillan eye, they lock on to their foes' weak points and unleash pinpoint fire that sows panic and agony, the better to erode enemy morale.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1
Radium jezzail [ANTI-INFANTRY 3+, HEAVY, PRECISION]	36"	1	3+	5	-2	3
Skatros transuranic arquebus [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, HEAVY, PRECISION]	36"	1	3+	7	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sydonian feet	Melee	3	4+	3	0	1

WARGEAR OPTIONS

- This model's radium jezzail can be replaced with 1 Skatros transuranic arquebus.

SYDONIAN SENTINEL

This model cannot be your **Warlord**.

ABILITIES

CORE: **Lone Operative, Stealth**

FACTION: **Doctrina Imperatives**

Dread Snipers: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Achillan Eye: Each time this model makes an attack with a radium jezzail that targets an **Infantry** unit, you can re-roll the Wound roll. Each time this model makes an attack with a Skatros transuranic arquebus that targets a **Monster** or **Vehicle** unit, you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Sydonian Skatros**

This model is equipped with: Mechanicus pistol; radium jezzail; Sydonian feet.

KEYWORDS: **Infantry, Character, Imperium, Skitarii, Sydonian, Skatros**

FACTION KEYWORDS: **Adeptus Mechanicus**

SKITARII MARSHAL

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

5+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Control stave	Melee	4	3+	6	-1	1

LEADER

This model can be attached to the following units: **Skitarii Rangers, Skitarii Vanguard**

ABILITIES

CORE: **Leader**

FACTION: **Doctrina Imperatives**

Control Edict: While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Servo-skull Uplink: Once per turn, you can target this model's unit with a Stratagem even if that Stratagem has already been used on another unit from your army this phase.

UNIT COMPOSITION

- **1 Skitarii Marshal**

This model is equipped with: Mechanicus pistol; control stave.

KEYWORDS: **Infantry, Character, Imperium, Skitarii, Marshal**

FACTION KEYWORDS: **Adeptus Mechanicus**



SKITARII RANGERS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

5+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Arc rifle [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	30"	1	4+	8	-1	D3
Galvanic rifle	30"	2	4+	4	0	1
Plasma caliver – standard	30"	2	4+	7	-2	1
Plasma caliver – supercharge [HAZARDOUS]	30"	2	4+	8	-3	2
Transuranic arquebus [HEAVY, PRECISION]	36"	1	4+	7	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Alpha combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

WARGEAR OPTIONS

- The Skitarii Ranger Alpha can be equipped with 1 Alpha combat weapon.
- The Skitarii Ranger Alpha's galvanic rifle can be replaced with 1 Mechanicus pistol.
- 1 Skitarii Ranger's galvanic rifle can be replaced with 1 arc rifle.
- 1 Skitarii Ranger's galvanic rifle can be replaced with 1 plasma caliver.
- 1 Skitarii Ranger's galvanic rifle can be replaced with 1 transuranic arquebus.
- 1 Skitarii Ranger equipped with a galvanic rifle can be equipped with one of the following:
  - 1 enhanced data-tether*
  - 1 omnispex*

** That model's galvanic rifle cannot be replaced.*

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

ABILITIES

CORE: **Scouts 6"**

FACTION: **Doctrina Imperatives**

Objective Scouted: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

WARGEAR ABILITIES

Enhanced data-tether: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Omnispex: Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

UNIT COMPOSITION

- **1 Skitarii Ranger Alpha**
- **9 Skitarii Rangers**

Every model is equipped with: galvanic rifle; close combat weapon.

KEYWORDS: **Infantry, Battleline, Imperium, Skitarii, Rangers**

FACTION KEYWORDS: **Adeptus Mechanicus**



Skitarii Ranger Alpha with Mechanicus pistol and alpha combat weapon



Skitarii Ranger with galvanic rifle



Skitarii Ranger with transuranic arquebus



Skitarii Ranger with galvanic rifle and enhanced data-tether

SKITARII VANGUARD

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

5+ INVULNERABLE SAVE



The hyper-irradiated shot unleashed by Skitarii Vanguard sickens and slays even those barely grazed by its impacts. Vanguard are infused with this radiation, emitting a debilitating aura they themselves are inured to. This hardens them to fight in the most toxic war zones to defend the Tech-Priests' interests.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Arc rifle [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	30"	1	4+	8	-1	D3
Plasma caliver – standard	30"	2	4+	7	-2	1
Plasma caliver – supercharge [HAZARDOUS]	30"	2	4+	8	-3	2
Radium carbine [ANTI-INFANTRY 4+]	18"	3	4+	3	0	1
Transuranic arquebus [HEAVY, PRECISION]	36"	1	4+	7	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Alpha combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

WARGEAR OPTIONS

- The Skitarii Vanguard Alpha can be equipped with 1 Alpha combat weapon.
- The Skitarii Vanguard Alpha's radium carbine can be replaced with 1 Mechanicus pistol.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 arc rifle.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 plasma caliver.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 transuranic arquebus.
- 1 Skitarii Vanguard equipped with a radium carbine can be equipped with one of the following:
  - 1 enhanced data-tether*
  - 1 omnispex*

** That model's radium carbine cannot be replaced.*

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

ABILITIES

FACTION: **Doctrina Imperatives**

Rad-saturation (Aura): While an enemy unit (excluding **VEHICLE** units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

WARGEAR ABILITIES

Enhanced data-tether: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Omnispex: Ranged weapons equipped by models in the bearer's unit have the **[IGNORES COVER]** ability.

UNIT COMPOSITION

- **1 Skitarii Vanguard Alpha**
- **9 Skitarii Vanguard**

Every model is equipped with: radium carbine; close combat weapon.

KEYWORDS: **INFANTRY, BATTLELINE, IMPERIUM, SKITARII, VANGUARD**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**



Skitarii Vanguard with radium carbine and omnispex

Skitarii Vanguard with plasma caliver

Skitarii Vanguard Alpha with Mechanicus pistol and alpha combat weapon

Skitarii Vanguard with arc rifle

Skitarii Vanguard with radium carbine

KATAPHRON BREACHERS

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

6+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy arc rifle [ANTI-VEHICLE 4+, RAPID FIRE 2]	30"	2	4+	8	-2	3
Torsion cannon [ANTI-INFANTRY 2+, BLAST]	36"	D3	4+	6	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Arc claw [ANTI-VEHICLE 4+]	Melee	4	4+	5	-1	1
Hydraulic claw	Melee	2	4+	8	-2	3

WARGEAR OPTIONS

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

ABILITIES

FACTION: **Doctrina Imperatives**

Breaching Command: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. While this unit is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, you can re-roll the Hit roll instead.

UNIT COMPOSITION

- **3-6 Kataphron Breachers**

Every model is equipped with: heavy arc rifle; arc claw.

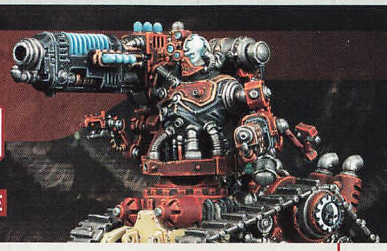
KEYWORDS: **INFANTRY, IMPERIUM, CULT MECHANICUS, KATAPHRON, BREACHERS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

KATAPHRON DESTROYERS

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

6+ INVULNERABLE SAVE



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

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

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

WARGEAR OPTIONS

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

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

ABILITIES

FACTION: **Doctrina Imperatives**

Sentinel Directives: Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

UNIT COMPOSITION

- **3-6 Kataphron Destroyers**

Every model is equipped with: heavy grav-cannon; phosphor blaster; close combat weapon.

KEYWORDS: **INFANTRY, IMPERIUM, CULT MECHANICUS, KATAPHRON, DESTROYERS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

CORPUSCARII ELECTRO-PRIESTS

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

5+ INVULNERABLE SAVE



Electro-Priests of the Corpuscarii faction build up huge electrical potential as they zealously chant their canticles of battle. They conduct the Motive Force through their bodies, eager to share its illumination, releasing it from their gauntlets in coruscating arcs of electrical power that leap from target to target.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Electrostatic gauntlets [PISTOL, SUSTAINED HITS 2]	12"	3	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Electrostatic gauntlets [SUSTAINED HITS 2]	Melee	3	4+	5	0	1

ABILITIES

CORE: **Feel No Pain 5+**

Electro-shock: In your Shooting phase, after this unit has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is shocked. While a unit is shocked, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

UNIT COMPOSITION

- **5-10 Corpuscarii Electro-Priests**

Every model is equipped with: electrostatic gauntlets.

KEYWORDS: **INFANTRY, IMPERIUM, CULT MECHANICUS, ELECTRO-PRIESTS, CORPUSCARII**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

FULGURITE ELECTRO-PRIESTS

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

5+ INVULNERABLE SAVE



Crackling with power stolen from those they slay, Fulgurite Electro-Priests are fanatical cultists of the Machine God. With their heavy, copper-bound staves, they smite blasphemers that waste the Motive Force, leeching it from heretic warriors and harnessing the holy energy in their capacitors where it empowers their voltagheist fields.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Electroleech stave [DEVASTATING WOUNDS]	Melee	2	3+	6	-1	2

ABILITIES

CORE: **Feel No Pain 5+**

Electro-infusion: While a **CHARACTER** model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

UNIT COMPOSITION

- **5-10 Fulgurite Electro-Priests**

Every model is equipped with: electroleech stave.

KEYWORDS: **INFANTRY, IMPERIUM, CULT MECHANICUS, ELECTRO-PRIESTS, FULGURITE**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

SICARIAN INFILTRATORS

M	T	SV	W	LD	OC
8"	4	4+	2	7+	1

5+ INVULNERABLE SAVE



Sicarian Infiltrators broadcast disruptive frequencies that scramble augurs and painfully disturb enemy senses. Thus obscured, the Infiltrators perform reconnaissance and outflanking missions, intensifying their sensory barrage to fry enemy comms and attack unseen through the resultant anarchy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Stubcarbine [PISTOL]	12"	3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	2	4+	4	-2	1
Taser goad [SUSTAINED HITS 2]	Melee	2	4+	6	0	1

WARGEAR OPTIONS

- Any number of models can each have their stubcarbine and power weapon replaced with 1 flechette blaster and 1 taser goad.

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Doctrina Imperatives**

Voices in the Code: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

Neurostatic Interference (Aura): While an enemy unit is within 6" of this unit, each time a Battle-shock or Leadership test is taken for that unit, subtract 1 from that test. While this unit is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, subtract 2 from that test instead.

UNIT COMPOSITION

- **1 Sicarian Infiltrator Princeps**
- **4-9 Sicarian Infiltrators**

Every model is equipped with: stubcarbine; power weapon.

KEYWORDS: **INFANTRY, IMPERIUM, SKITARII, SICARIAN, INFILTRATORS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

SICARIAN RUSTSTALKERS

M	T	SV	W	LD	OC
8"	4	4+	2	7+	1

5+ INVULNERABLE SAVE



Ruststalkers are unleashed as weapons of fear, to hunt down errant servo constructs and heretic blasphemers, or to pounce on isolated hostile units and assassinate enemy leaders. Like their fellow Sicarians, Ruststalkers' stilt-like limbs enable them to run down their prey; once caught, they are carved apart with micro-vibrating transonic weapons.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Transonic blades [DEVASTATING WOUNDS, PRECISION]	Melee	4	4+	4	-1	1
Transonic blades and chordclaw [ANTI-INFANTRY 3+, DEVASTATING WOUNDS, PRECISION]	Melee	4	4+	4	-2	1
Transonic razor and chordclaw [ANTI-INFANTRY 3+, PRECISION]	Melee	3	4+	4	-2	1

WARGEAR OPTIONS

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

ABILITIES

CORE: **Stealth**

FACTION: **Doctrina Imperatives**

Optimised Gait: Add 1 to Advance and Charge rolls made for this unit. While this unit is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, add 2 to Advance and Charge rolls made for this unit instead.

UNIT COMPOSITION

- **1 Sicarian Ruststalker Princeps**
- **4-9 Sicarian Ruststalkers**

Every model is equipped with: transonic razor and chordclaw.

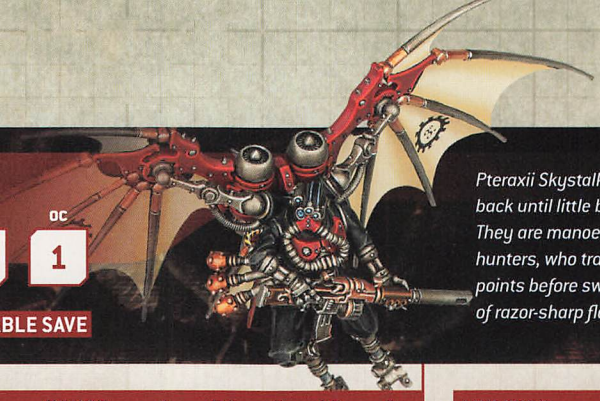
KEYWORDS: **INFANTRY, IMPERIUM, SKITARII, SICARIAN, RUSTSTALKERS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

PTERAXII SKYSTALKERS

M	T	SV	W	LD	OC
12"	4	4+	2	7+	1

5+ INVULNERABLE SAVE



Pteraxii Skystalkers have their consciousness pared back until little but their optimised reactions remain. They are manoeuvrable and preternatural airborne hunters, who track their prey from choice vantage points before swooping in to unleash withering hails of razor-sharp flechettes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Flechette carbine	18"	6	4+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Taser goad [SUSTAINED HITS 2]	Melee	3	4+	6	0	1

UNIT COMPOSITION

- **1 Pteraxii Skystalker Alpha**
- **4-9 Pteraxii Skystalkers**

The Pteraxii Skystalker Alpha model is equipped with: flechette blaster; taser goad.

Every Pteraxii Skystalker model is equipped with: flechette carbine; close combat weapon.

ABILITIES

CORE: **Deep Strike**

FACTION: **Doctrina Imperatives**

Ride the Thermals: In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can do one of the following:

- Make a Normal move of up to 6".
- Make a Normal move of up to 12", provided every model in this unit ends that move wholly within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units.

In either case, if it does, until the end of the turn, this unit is not eligible to declare a charge.

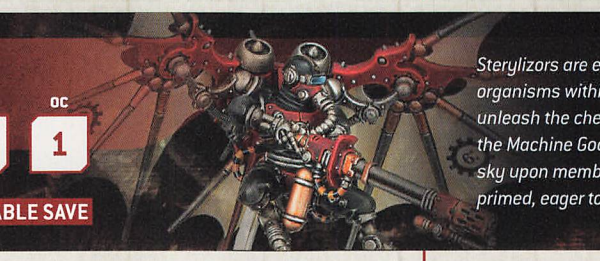
KEYWORDS: **INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, SKITARII, PTERAXII, SKYSTALKERS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

PTERAXII STERYLIZORS

M	T	SV	W	LD	OC
12"	4	4+	2	7+	1

5+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Phosphor torch [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Pteraxii talons	Melee	2	4+	4	0	1
Taser goad [SUSTAINED HITS 2]	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Doctrina Imperatives**

Searing Conflagration: Each time a model in this unit makes an attack with a phosphor torch that targets an enemy unit within range of an objective marker, re-roll a Wound roll of 1. If this unit is also within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, each time such an attack targets such a unit, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- **1 Pteraxii Sterylizor Alpha**
- **4-9 Pteraxii Sterylizors**

The Pteraxii Sterylizor Alpha model is equipped with: flechette blaster; taser goad.

Every Pteraxii Sterylizor model is equipped with: phosphor torch; Pteraxii talons.

KEYWORDS: **INFANTRY, FLY, JUMP PACK, IMPERIUM, SKITARII, PTERAXII, STERYLIZORS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

SERBERYS RAIDERS

M	T	SV	W	LD	OC
12"	4	4+	2	7+	2

5+ INVULNERABLE SAVE



Long-range scouts and outriders, Raiders of the Serberys Corps employ the advanced sensor suites of their cybercanid mounts to identify enemy interlopers. They maintain punishing rates of carbine fire while moving at high speed, and when their prey can run no more, Raiders draw their sabres and charge into the fray.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Galvanic carbine [DEVASTATING WOUNDS]	18"	3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cavalry sabre and clawed limbs	Melee	4	4+	4	-1	1

WARGEAR OPTIONS

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

ABILITIES

CORE: **Scouts 9"**

FACTION: **Doctrina Imperatives**

Tactica Obliqua: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can do one of the following:

- Make a Normal move of up to D6".
- Make a Normal move of up to 6", provided every model in this unit ends that move wholly within 6" of one or more friendly **Adeptus Mechanicus Battleline** units.

WARGEAR ABILITIES

Enhanced data-tether: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

UNIT COMPOSITION

- **1 Serberys Raider Alpha**
- **2-5 Serberys Raiders**

The Serberys Raider Alpha model is equipped with: Mechanicus pistol; galvanic carbine; cavalry sabre and clawed limbs.

Every Serberys Raider model is equipped with: galvanic carbine; cavalry sabre and clawed limbs.

KEYWORDS: **Mounted, Imperium, Skitarii, Serberys Raiders**

FACTION KEYWORDS: **Adeptus Mechanicus**



SERBERYS SULPHURHOUNDS

M	T	SV	W	LD	OC
12"	4	4+	2	7+	2

5+ INVULNERABLE SAVE



Sulphurhound cavalry squadrons are aggressive shock troops and line breakers. The loping, mechanical beasts breathe gouts of incinerating phosphor and disembowel the foe with slashing claws, while the elite Skitarii riders unload incandescent pistol fire as they smash through defence lines, before circling back for survivors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Phosphor blast carbine [BLAST, IGNORES COVER]	18"	D6	4+	6	0	1
Phosphor pistol [IGNORES COVER, PISTOL]	12"	1	4+	4	0	1
Sulphur breath [IGNORES COVER, PISTOL, TORRENT]	9"	D6	N/A	3	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cavalry arc maul [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	1	4+	5	-1	1
Clawed limbs	Melee	4	4+	4	0	1

WARGEAR OPTIONS

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

ABILITIES

FACTION: **Doctrina Imperatives**

Line-breakers: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit that is within Engagement Range of that enemy unit, adding 2 to the result if this unit started its Charge move within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units. For each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- **1 Serberys Sulphurhound Alpha**
- **2-5 Serberys Sulphurhounds**

The Serberys Sulphurhound Alpha model is equipped with: Mechanicus pistol; sulphur breath; cavalry arc maul; clawed limbs.

Every Serberys Sulphurhound model is equipped with: 2 phosphor pistols; sulphur breath; clawed limbs.

KEYWORDS: **MOUNTED, IMPERIUM, SKITARII, SERBERYS SULPHURHOUNDS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**



CYBERNETICA DATASMITH

M	T	SV	W	LD	OC
6"	4	2+	3	7+	1

5+ INVULNERABLE SAVE



Datasmiths optimise the programming of their robotic charges. These Tech-Priests employ rituals and binharic hymns to bless the doctrina wafers through which they alter the robots' protocols, all the while laying waste to the enemies of the Omnissiah with blasts of ionising radiation from their esoteric pistols.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist	Melee	2	3+	8	-2	2

LEADER

This model must be attached to the following unit: **KASTELAN ROBOTS**

You must attach this model to a **KASTELAN ROBOTS** unit, even if one or more other **CYBERNETICA DATASMITH** models have already been attached to it. In such cases, if that Bodyguard unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths. If you cannot attach this model to a **KASTELAN ROBOTS** unit, this model cannot be deployed and counts as having been destroyed during the first battle round. While attached to a **KASTELAN ROBOTS** unit, this model loses the **INFANTRY** keyword.

UNIT COMPOSITION

- **1 Cybernetica Datasmith**

This model is equipped with: Mechanicus pistol; power fist.

ABILITIES

CORE: **Leader**

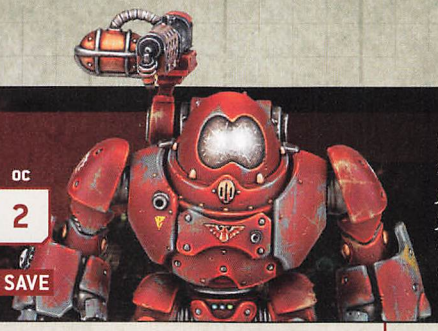
Battle Protocols: At the start of the battle, if this model is leading a **KASTELAN ROBOTS** unit, that unit enters Aegis Protocols (see below). In your Command phase, if this model is leading a **KASTELAN ROBOTS** unit, you can select one protocol from those listed below for that unit to enter. Once a unit enters a protocol, it remains in that protocol until it enters a different one.

- **Protector Protocol:** Add 2 to the Attacks characteristic of ranged weapons equipped by **KASTELAN ROBOT** models in that unit.
- **Conqueror Protocol:** Add 2 to the Attacks characteristic of melee weapons equipped by **KASTELAN ROBOT** models in that unit.
- **Aegis Protocol:** Add 1 to the Toughness characteristic of **KASTELAN ROBOT** models in that unit.

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

FACTION KEYWORDS: **ADEPTUS MECHANICUS**





KASTELAN ROBOTS

M	T	SV	W	LD	OC
6"	9	2+	7	7+	2

5+ INVULNERABLE SAVE

Kastelan Robots are giant automata from Mankind's dark past, shielded with thick armour and advanced force fields. Heeding preprogrammed doctrines without fail, Kastelans are bastions in defence and almost unstoppable on the attack, unleashing heavy firepower or else bludgeoning swipes with their giant fists.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy phosphor blaster [IGNORES COVER]	36"	3	4+	6	-1	2
Incendine combustor [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Kastelan phosphor blaster [IGNORES COVER]	24"	3	4+	6	-1	1
Twin Kastelan phosphor blaster [IGNORES COVER, TWIN-LINKED]	24"	3	4+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	6	0	1
Kastelan fist	Melee	4	4+	12	-2	3
Twin Kastelan fists [TWIN-LINKED]	Melee	4	4+	12	-2	3

WARGEAR OPTIONS

- Any number of models can each have their twin Kastelan fists replaced with one of the following:
  - 1 Kastelan phosphor blaster and 1 Kastelan fist
  - 1 twin Kastelan phosphor blaster and 1 close combat weapon
- Any number of models can each have their incendine combustor replaced with 1 heavy phosphor blaster.

ABILITIES

CORE: **Deadly Demise 1**

Robotic Bodyguard: While a **CYBERNETICA DATASMITH** model is leading this unit, that model has the Feel No Pain 4+ ability.

Repulsor Grid: Each time a ranged attack is allocated to a **KASTELAN ROBOT** model in this unit, on an unmodified saving throw of 6, the attacking unit suffers 1 mortal wound after it has finished making its attacks.

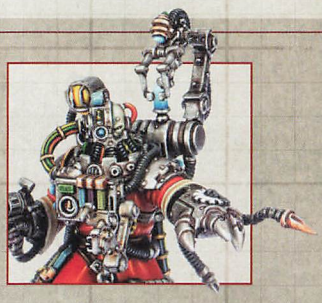
UNIT COMPOSITION

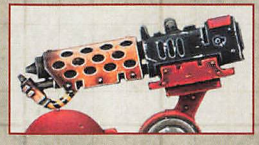
- **2-4 Kastelan Robots**

Every model is equipped with: incendine combustor; twin Kastelan fists.

KEYWORDS: **VEHICLE, WALKER, IMPERIUM, LEGIO CYBERNETICA, KASTELAN ROBOTS**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**





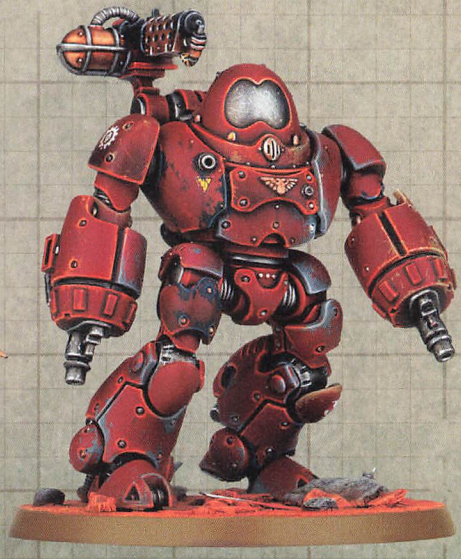
Incendine combustor



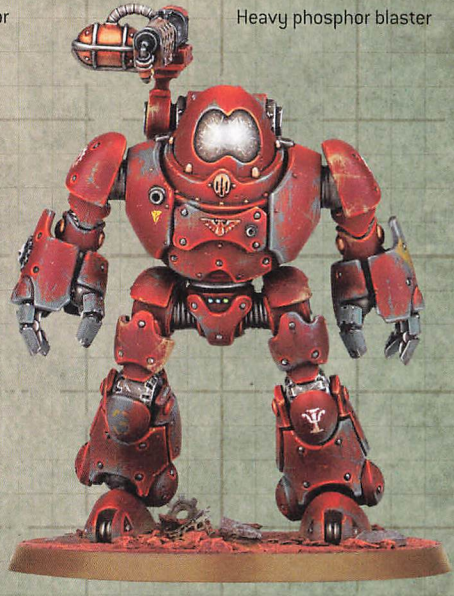
Heavy phosphor blaster



Cybernetica Datasmith



Kastelan Robot with twin Kastelan phosphor blaster and incendine combustor

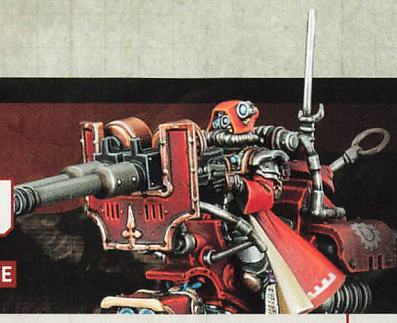


Kastelan Robot with twin Kastelan fists and incendine combustor

IRONSTRIDER BALLISTARII

M	T	SV	W	LD	OC
10"	7	3+	7	7+	2

5+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin cognis autocannon [SUSTAINED HITS 1, TWIN-LINKED]	48"	2	4+	9	-1	3
Twin cognis lascannon [SUSTAINED HITS 1, TWIN-LINKED]	48"	1	4+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ironstrider feet	Melee	3	4+	5	0	1

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Doctrina Imperatives**

Elevated Strider: This unit is eligible to shoot in a turn in which it Fell Back or Advanced, and you can re-roll Desperate Escape tests taken for models in this unit.

Broad Spectrum Data-tether: Each time you target this unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

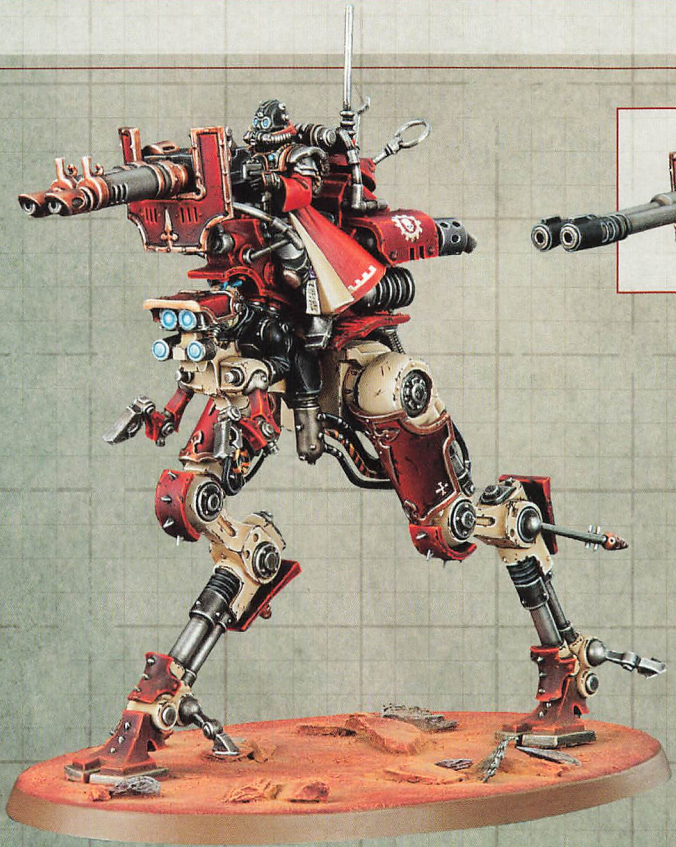
UNIT COMPOSITION

- **1-3 Ironstrider Ballistarii**

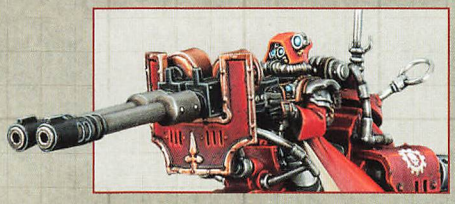
Every model is equipped with: twin cognis autocannon; Ironstrider feet.

KEYWORDS: **Vehicle, Walker, Smoke, Imperium, Skitarii, Ironstrider Ballistarii**

FACTION KEYWORDS: **Adeptus Mechanicus**



Ironstrider Ballistarius with twin cognis lascannon



Twin cognis autocannon

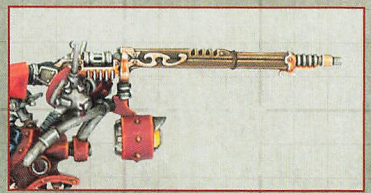
Sydonian Dragoon Wargear



Taser lance



Phosphor serpenta



Radium jezzail

SYDONIAN DRAGOONS *WITH TASER LANCES*

M	T	SV	W	LD	OC
10"	7	3+	7	7+	2

5+ INVULNERABLE SAVE



Striding through a mist of their own sacred incense, Sydonian Dragoons mark their quarry with shots of glowing phosphor. This allows them to detect their prey through the cloying mist and home in on them in a thunderous stampede, spearheaded by their crackling taser lances that discharge potential energy in scorching and arcing blasts of hyperdynamic energy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Phosphor serpenta [IGNORES COVER, PISTOL]	18"	1	4+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Taser lance [ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2]	Melee	4	4+	7	-2	2

ABILITIES

CORE: **Deadly Demise 1, Stealth**

FACTION: **Doctrina Imperatives**

Dynamic Efficiency: This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back, and you can re-roll Desperate Escape tests taken for models in this unit.

Broad Spectrum Data-tether: Each time you target this unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

UNIT COMPOSITION

- **1-3 Sydonian Dragoons**

Every model is equipped with: phosphor serpenta; taser lance.

KEYWORDS: **Vehicle, Walker, Smoke, Imperium, Skitarii, Sydonian, Dragoons with Taser Lances**

FACTION KEYWORDS: **Adeptus Mechanicus**

SYDONIAN DRAGOONS *WITH RADIUM JEZZAILS*

M	T	SV	W	LD	OC
10"	7	3+	7	7+	2

5+ INVULNERABLE SAVE



When armed with a long-barrelled radium jezzail, Sydonian Dragoons operate as highly mobile and efficient snipers. Their incense-veiled Ironstrider engine serves as an elevated and stable eyrie from which to draw a bead on designated threats to the Dragoons' Tech-Priest masters. Even prey that survive with cratered wounds are marked by the irradiated shot and are soon hunted down afresh.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Phosphor serpenta [IGNORES COVER, PISTOL]	18"	1	4+	5	-1	2
Radium jezzail [ANTI-INFANTRY 3+, HEAVY, PRECISION]	36"	1	4+	5	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ironstrider feet	Melee	3	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1, Stealth**

FACTION: **Doctrina Imperatives**

Focused Hunters: At the start of the battle, select one unit from your opponent's army. Until the end of the battle, each time a model in this unit makes an attack that targets that unit, you can re-roll the Hit roll.

Broad Spectrum Data-tether: Each time you target this unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

UNIT COMPOSITION

- **1-3 Sydonian Dragoons**

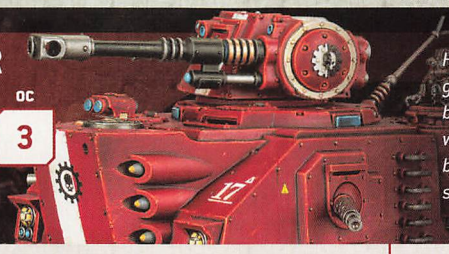
Every model is equipped with: phosphor serpenta; radium jezzail; Ironstrider feet.

KEYWORDS: **Vehicle, Walker, Smoke, Imperium, Skitarii, Sydonian, Dragoons with Radium Jezzails**

FACTION KEYWORDS: **Adeptus Mechanicus**

SKORPIUS DISINTEGRATOR

M	T	SV	W	LD	OC
10"	10	2+	12	7+	3



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Belleros energy cannon [BLAST, INDIRECT FIRE]	36"	2D6	4+	7	-2	1
Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]	36"	3	4+	4	0	1
Disruptor missile launcher [TWIN-LINKED]	36"	3	4+	9	-2	D6
Ferrumite cannon	48"	3	4+	12	-3	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

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

DAMAGED: 1-4 WOUNDS REMAINING

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Doctrina Imperatives**

Broad Spectrum Data-tether: Each time you target this model with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Blistering Salvoes: Each time this model makes an attack with a belleros energy cannon that targets an **INFANTRY** unit, add 1 to the Hit roll. Each time this model makes an attack with a ferrumite cannon that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll.

UNIT COMPOSITION

- **1 Skorpius Disintegrator**

This model is equipped with: belleros energy cannon; 3 cognis heavy stubbers; disruptor missile launcher; armoured hull.

KEYWORDS: **VEHICLE, IMPERIUM, SKITARII, SMOKE, SKORPIUS DISINTEGRATOR**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

SKORPIUS DUNERIDER

M	T	SV	W	LD	OC
12"	9	3+	11	7+	2



Skorpius Duneriders enable forge lords to ferry squads of their cyborg infantry onto the front lines, overwhelming the foe through swiftly redeployed weight of numbers. Duneriders sweep onto enemy defences in a cloud of chemical smoke, saturating the area with heavy calibre shot as their payload of warriors disembarks.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber array [RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED]	36"	9	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS MECHANICUS INFANTRY** models. It cannot transport **JUMP PACK, KATAPHRON** or **SYDONIAN SKATROS** models.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Doctrina Imperatives**

Broad Spectrum Data-tether: Each time you target this model with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Skorpius Dunerider**

This model is equipped with: cognis heavy stubber array; armoured hull.

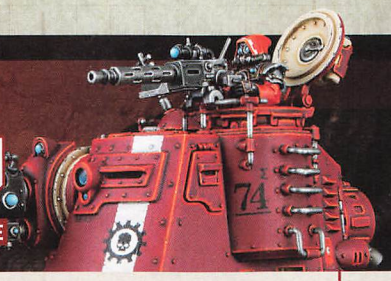
KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, SKITARII, SMOKE, SKORPIUS DUNERIDER**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

ONAGER DUNECRAWLER

M	T	SV	W	LD	OC
8"	10	2+	11	7+	3

4+ INVULNERABLE SAVE



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]	36"	3	4+	4	0	1
Daedalus missile launcher [ANTI-FLY 2+]	48"	1	4+	10	-2	D6+1
Eradication beamer – dissipated [BLAST, SUSTAINED HITS D3]	36"	D6	4+	9	-2	2
Eradication beamer – focused [BLAST, SUSTAINED HITS D3]	18"	D6	4+	9	-3	3
Neutron laser [BLAST, HEAVY]	48"	2	4+	16	-4	D6+1
Icarus array [ANTI-FLY 4+, TWIN-LINKED]	48"	6	4+	8	-1	2
Twin Onager heavy phosphor blaster [IGNORES COVER, TWIN-LINKED]	36"	4	4+	6	-1	2

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

WARGEAR OPTIONS

- This model's eradication beamer can be replaced with one of the following:
  - 1 Daedalus missile launcher and 1 Icarus array
  - 1 neutron laser and 1 cognis heavy stubber
  - 1 twin Onager heavy phosphor blaster
- This model can be equipped with 1 additional cognis heavy stubber.
- This model can be equipped with 1 broad spectrum data-tether.

DAMAGED: 1-4 WOUNDS REMAINING

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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Doctrina Imperatives**

Emanatus Force Field (Aura): While a friendly **ADEPTUS MECHANICUS BATTLELINE** model is wholly within 6" of this model, that **BATTLELINE** model has a 4+ invulnerable save against ranged attacks.

WARGEAR ABILITIES

Broad spectrum data-tether: The bearer loses the **SMOKE** keyword, but each time you target the bearer with a Stratagem, roll one D6: on a 5+, you gain 1CP.

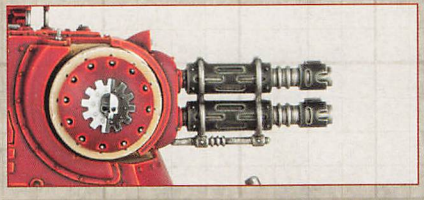
UNIT COMPOSITION

- **1 Onager Dunecrawler**

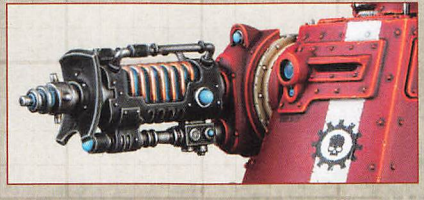
This model is equipped with: eradication beamer; Dunecrawler legs.

KEYWORDS: **VEHICLE, WALKER, IMPERIUM, SKITARII, SMOKE, ONAGER DUNECRAWLER**

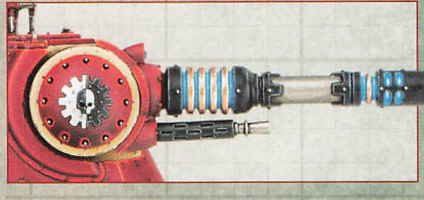
FACTION KEYWORDS: **ADEPTUS MECHANICUS**



Twin Onager heavy phosphor blaster

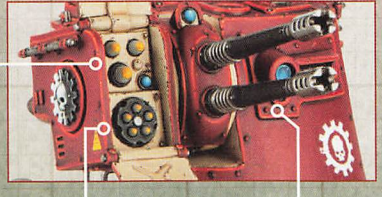


Eradication beamer

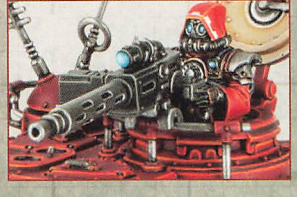


Neutron laser

Daedalus missile launcher



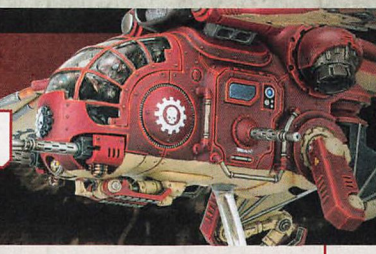
Icarus array



Cognis heavy stubber

ARCHAEOPTER FUSILAVE

M	T	SV	W	LD	OC
20+"	9	3+	10	7+	0



The Archaeopter Fusilave's changeable payload of deep-bore, high explosives defines its position as a devastating bomber and ground clearance aircraft. Tech-Priests employ whole squadrons to level enemy defences and root out sheltering heretics, as well as to clear prospective sites for further investigation in the Quest for Knowledge.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber array [RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED]	36"	9	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Doctrina Imperatives**

Bomb Rack: Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 4+, that unit suffers 1 mortal wound.

WARGEAR ABILITIES

Chaff Launcher: The bearer has the **SMOKE** keyword.

Command Uplink: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

UNIT COMPOSITION

- **1 Archaeopter Fusilave**

This model is equipped with: cognis heavy stubber array; armoured hull; command uplink.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER FUSILAVE**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

ARCHAEOPTER STRATORAPTOR

M	T	SV	W	LD	OC
20+"	9	3+	10	7+	0



The Stratoraptor takes advantage of the Archaeopter's directional thrusters and adaptable wing profile to excel in the role of ground attack gunship. Its spread of heavy weapons – with a mixture of high strength and high rate of fire – ensures the Stratoraptor poses a lethal danger to dug-in infantry and heavily armoured vehicles alike.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]	36"	3	4+	4	0	1
Heavy phosphor blaster [IGNORES COVER]	36"	3	4+	6	-1	2
Twin cognis lascannon [SUSTAINED HITS 1, TWIN-LINKED]	48"	1	4+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Doctrina Imperatives**

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot **FLY**, add 1 to the Hit roll.

WARGEAR ABILITIES

Chaff Launcher: The bearer has the **SMOKE** keyword.

Command Uplink: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

UNIT COMPOSITION

- **1 Archaeopter Stratoraptor**

This model is equipped with: 2 cognis heavy stubbers; 2 heavy phosphor blasters; twin cognis lascannon; armoured hull; command uplink.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER STRATORAPTOR**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**

ARCHAEOPTER TRANSVECTOR

M	T	SV	W	LD	OC
20+"	9	3+	10	7+	0



Ideal aerial insertion transports, Transvectors are used in large numbers by Explorator fleets for reconnaissance and rapid extraction in the face of hostiles. They are incredibly agile, their implanted pilots able to reshape their craft's wings to suit changing atmospherics, while directing their cognis heavy stubbers to scythe apart oncoming foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber array [RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED]	36"	9	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

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

TRANSPORT

This model has a transport capacity of 11 **SKITARII INFANTRY** or **TECH-PRIEST INFANTRY** models. It cannot transport **JUMP PACK**, **KATAPHRON** or **SYDONIAN SKATROS** models.

ABILITIES

CORE: **Deadly Demise D3, Deep Strike, Hover**

FACTION: **Doctrina Imperatives**

Aerial Deployment: If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

WARGEAR ABILITIES

Chaff Launcher: The bearer has the **SMOKE** keyword.

Command Uplink: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

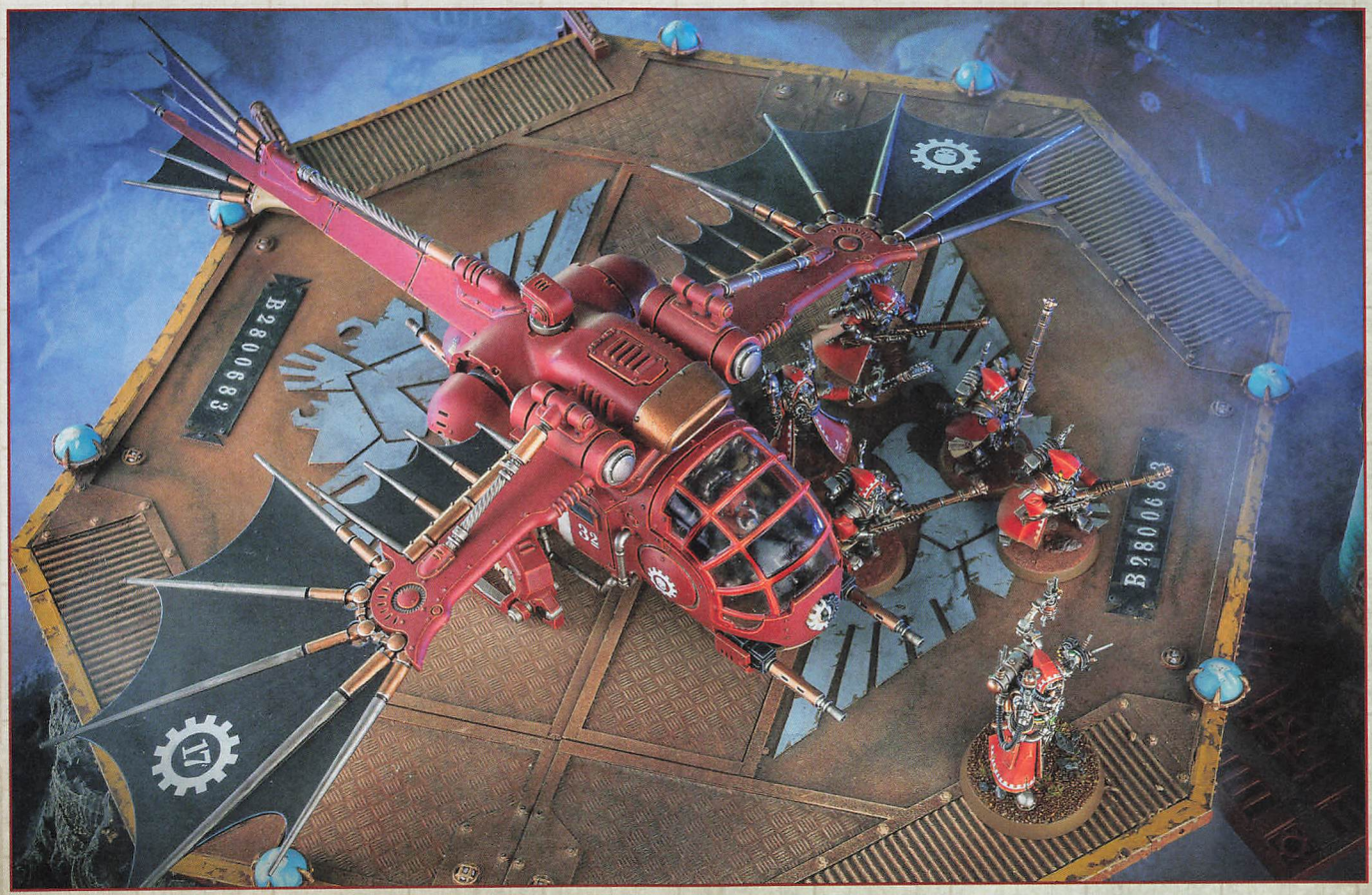
UNIT COMPOSITION

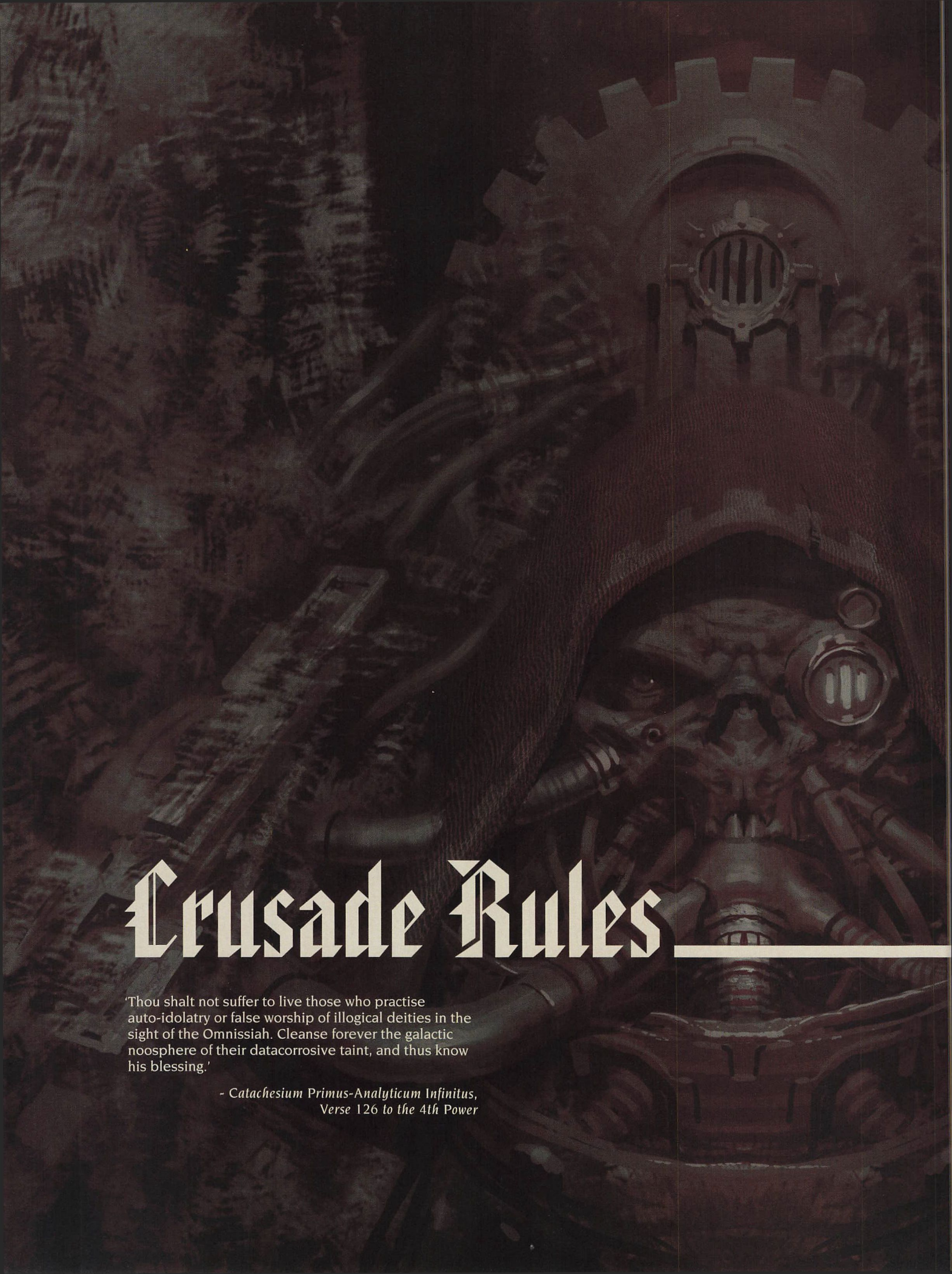
- **1 Archaeopter Transvector**

This model is equipped with: cognis heavy stubber array; armoured hull; command uplink.

KEYWORDS: **VEHICLE, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER TRANSVECTOR**

FACTION KEYWORDS: **ADEPTUS MECHANICUS**





Crusade Rules

'Thou shalt not suffer to live those who practise auto-idolatry or false worship of illogical deities in the sight of the Omnissiah. Cleanse forever the galactic noosphere of their datacorrosive taint, and thus know his blessing.'

- *Catachesium Primus-Analyticum Infinitus, Verse 126 to the 4th Power*



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to ADEPTUS MECHANICUS units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

THE SEARCH FOR ARCHEOTECH

Your **ADEPTUS MECHANICUS** Crusade force will be seeking out rare pieces of archeotech for your Tech-Priests to use in battle, as well as Power Sources to give them life. Additionally, they can take on the task, if you choose, of hunting legendary Archeotech Treasures.

AGENDAS

ADEPTUS MECHANICUS units can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's goals and their particular methods of waging war.

REQUISITIONS

ADEPTUS MECHANICUS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **ADEPTUS MECHANICUS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **ADEPTUS MECHANICUS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once you have achieved one, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



THE SEARCH FOR ARCHEOTECH

If your Crusade force includes any ADEPTUS MECHANICUS units, it can embark upon the search for rare technological fragments, then assemble these into artefacts of formidable power.

Each battle offers the Adeptus Mechanicus a chance to track down elusive archeotech – either from their enemies, or from the battlefield itself. These rare technological fragments can be used to craft powerful new upgrades for units from your army.

ARCHEOTECH PARTS

Each time you win a battle, roll one D6: on a 5+, your Crusade force acquires one Archeotech Part. You can either choose for that part to be a Power Source or determine its type by rolling one D6 and consulting the table below.

POWER SOURCE

Archeotech Treasures require Power Sources to drive them. A Power Source can be combined with any of the other Archeotech Parts to create a final, complete item.

ARCHEOTECH PART	D6

WEAPON PART
Some of the deadliest and most arcane weapons used during the Dark Age of Technology have survived, their capabilities undimmed.

FORCE FIELD PART
Emitting pulses of energy that repel or feed off the enemy's attacks, these exotic technologies are unlike anything the Tech-Priests can replicate.

TECHNO-ARCANA PART
These bizarre relics, once empowered, interact with the Machine God's faithful in unusual ways, their spirits responding to certain, holy cant.

The exact nature of the part you have discovered is determined when you assemble it into an Archeotech Treasure. Record each type of Archeotech Part you acquire on your Order of Battle.

ASSEMBLING ARCHEOTECH TREASURES

Once you have acquired an Archeotech Part and a Power Source, you can assemble them into an Archeotech Treasure using the Assemble Archeotech Requisition (pg 111). To do so, you will need one Power Source and one of the following:

1 Weapon Part

1 Force Field Part

1 Techno-arcana Part

First choose the type of part you wish to use, then roll one D6 and consult the relevant table on the following pages to determine the nature of the weapon or ability that Archeotech Treasure will confer on its bearer. If you are unhappy with the result, you can use one additional Power Source to re-roll that D6 a single time.

Each time you assemble an Archeotech Treasure, remove the parts you used to assemble it from your Order of Battle, then select one **TECH-PRIEST** unit (excluding **EPIC HEROES**) from your Crusade force. That unit adds that Archeotech Treasure to its collection, and its Crusade points are increased by 1; make a note of this on its Crusade card.

When mustering your Crusade army, each **TECH-PRIEST** unit (excluding **EPIC HEROES**) from your Crusade army can be equipped with up to one of each of the following Archeotech Treasures from its collection:

- 1 archeotech weapon
- 1 archeotech force field
- 1 archeotech techno-arcana

ARCHEOTECH WEAPON

The bearer is equipped with one of the following ranged weapons. Archeotech weapons cannot be upgraded by Weapon Enhancements.

WEAPON	D6

ELECTRO-FIRE IMPLANTS
[ASSAULT, ANTI-INFANTRY 4+, TORRENT]

RANGE	A	BS	S	AP	D
12"	D6+3	3+	4	0	1

NEURAL JAMMER
[DEVASTATING WOUNDS, PISTOL, PRECISION]

RANGE	A	BS	S	AP	D
18"	4	3+	4	-2	1

NANOSHARD PROJECTOR
[LETHAL HITS, PISTOL]

RANGE	A	BS	S	AP	D
12"	3	3+	5	-1	2

ARC ANNULUS
[ANTI-VEHICLE 3+, PISTOL]

RANGE	A	BS	S	AP	D
12"	2	3+	7	-1	2

ELECTRO-FUSED VAMBRACES
[PISTOL, SUSTAINED HITS 2]

RANGE	A	BS	S	AP	D
12"	6	3+	3	-1	1

DIGITAL CANNON

RANGE	A	BS	S	AP	D
24"	2	3+	6	-1	3

ARCHEOTECH FORCE FIELD

The bearer has one of the following abilities.

FORCE FIELD	D6

VOID SHELL
Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.

ARC IMPLANTS
Once per battle, in your opponent's Charge phase, just after this model's unit has been selected as a target of an enemy unit's charge, this model can use this ability. If it does, until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.

TIME SINK
At the start of the Fight phase, select one enemy unit within Engagement Range of this model and roll one D6: on a 4+, until the end of the turn, reduce the Weapon Skill characteristic of melee weapons equipped by that enemy unit by 1.

CONVERSION ERADICATOR
Improve the Strength and Armour Penetration characteristics of ranged weapons equipped by this model by 1.

INVERSE POWER FEEDS
Melee weapons equipped by this model have the **[DEVASTATING WOUNDS]** ability.

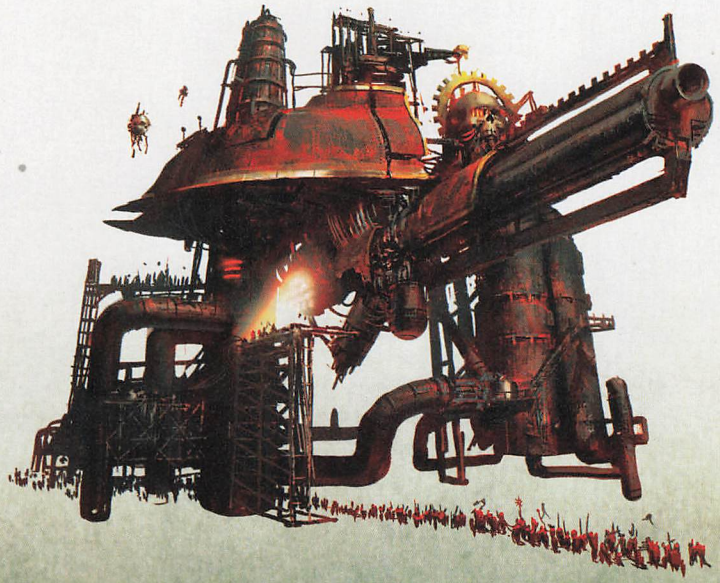
TECHNODERMIS
Improve the Save and Wounds characteristics of this model by 1.

ARCHEOTECH TECHNO-ARCANA

The bearer has one of the following abilities.

TECHNO-ARCANA	D6
HAGIOSCOPE At the start of the battle, select one enemy unit. Each time an **ADEPTUS MECHANICUS** unit from your Crusade army makes a ranged attack that targets that enemy unit, you can ignore any or all modifiers to the Hit roll, the Wound roll and the Ballistic Skill characteristic of that attack.	⚀
EXO-GAUNTLET At the start of the battle, select one enemy unit. Each time an **ADEPTUS MECHANICUS** unit from your Crusade army makes a melee attack that targets that enemy unit, re-roll a Hit roll of 1.	⚁
FERROSANCTIC ORRERY At the start of the battle, select up to two **ADEPTUS MECHANICUS** units from your Crusade army, then select one objective marker that is not in your deployment zone. While a unit you selected for this ability is within range of that objective marker, improve the Leadership and Objective Control characteristics of models in that unit by 1.	⚂

TECHNO-ARCANA	D6
OBSCUROPTIKON At the start of the battle, select up to two **ADEPTUS MECHANICUS INFANTRY** units from your Crusade army. Each time an enemy unit makes a ranged attack that targets one of those units, until the end of the phase, models in the targeted unit have a 5+ invulnerable save against ranged attacks.	⚃
TRI-DIMENSIONAL COVENANT At the start of the battle, select up to two **ADEPTUS MECHANICUS INFANTRY** units from your Crusade army. Until the end of the battle, add 1 to Advance and Charge rolls made for those units.	⚄
HYPERCIRCUIT At the start of the battle, select up to two **ADEPTUS MECHANICUS** units (excluding **VEHICLES**) from your Crusade army. Once per battle per selected unit, you can target that unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.	⚅



LEGENDARY ARCHEOTECH

In addition to the Archeotech Treasures your TECH-PRIESTS can be equipped with, your Crusade force can also seek out pieces of Legendary Archeotech – unique artefacts that can turn the tide in particularly critical battles.

'Just as the blessed industry of the Omnissiah is ever-unending, so too must be the devotion of his servants. With motion do we offer him worship, and with toil, and with tireless labour.'

- the Canto-Graius, Sub-Verse 847



To claim a piece of Legendary Archeotech, you must first collect Location Data over the course of several battles, then use that data to scan the battlefield for Legendary Archeotech. If such a prize is located, you can attempt to claim it using the Claim Legendary Archeotech Agenda. You can Collect Location Data (see below) or Scan for Legendary Archeotech (see below); you cannot do both in a single battle.

COLLECT LOCATION DATA

Before a battle, just before you select Agendas, you can choose to search for Legendary Archeotech. If you do, at the end of the battle, instead of acquiring any Archeotech Parts, your Crusade force collects 1 piece of Location Data. Record your Location Data total on your Order of Battle.

SCAN FOR LEGENDARY ARCHEOTECH

Before a battle, just before you select Agendas, you can attempt to scan the battlefield for Legendary Archeotech using the Location Data you have collected. To do so, roll one D6 and add the result to your Location Data total. On a 10+, the scan succeeds – you have discovered a piece of Legendary Archeotech on the battlefield and can attempt to claim it. Otherwise, the scan fails and you lose 1 piece of Location Data.

If the scan succeeds, you can select the Claim Legendary Archeotech Agenda (see below).

CLAIM LEGENDARY ARCHEOTECH

Legends of technological artefacts have been passed from one forge world to another. These devices must be found; sacrifices to acquire such knowledge are a small price to pay.

At the start of the battle, your opponent must place one Legendary Archeotech marker in their deployment zone, more than 3" away from all battlefield edges and more than 6" away from all objective markers. Players can control this marker as if it were an objective marker, but it does not count as an objective marker for any other rules purposes.

If you complete this Agenda, you can immediately add one piece of Legendary Archeotech to your Crusade force using the Legendary Archeotech table (see opposite), re-rolling any results that duplicate a piece your Crusade force already has. Whether you complete this Agenda or not, reduce your Location Data total by 10, to a minimum of 0.

At the end of the battle, if an **ADEPTUS MECHANICUS CHARACTER** unit from your Crusade army controls this marker, you have claimed the Legendary Archeotech and this Agenda is completed. If a **CHARACTER** unit from your opponent's army controls it at the end of the battle, that **CHARACTER** unit gains 3XP.

LEGENDARY ARCHEOTECH D6

THE DOOM OF THORANTUS

This device is an incorporeal vortex of encoded data that has haunted many repositories. The swirl of ancient logic is said to be a manifestation of the Machine God's spite, for myths portray its attendant machine spirits as viciously cursing the rival spirits of enemy engines.



Once per battle, at the end of your Movement phase, select one enemy **VEHICLE** unit within 18" of and visible to the bearer. Until the start of your next Movement phase, subtract 2 from the Attacks characteristic of ranged weapons equipped by models in that unit, and each time that unit ends a Normal, Advance, Fall Back or Charge move, it suffers D6 mortal wounds.

SYNTAXIK CHARGER

According to the ravings of Magos Revka this terrifying weapon from the Dark Age of Technology unleashes nothing less than an echo of the Machine God's own voice in an utterance not meant for the ears of mortals.



The bearer gains the following weapon for the battle:

SYNTAXIK CHARGER

[ANTI-INFANTRY 2+, DEVASTATING WOUNDS, ONE SHOT, SONIC DEVASTATION]

RANGE	A	BS	S	AP	D
24"	8	3+	3	0	1

One Shot: The bearer can only shoot with this weapon once per battle.

Sonic Devastation: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with this weapon. Until the start of your next turn, worsen the Weapon Skill characteristic of melee weapons equipped by models in that unit by 1.

AUGUR OF THE FIRST RECLAMATION

Little is known of this masterpiece of divinatory metrology, depicted carried by hieromartyrs of dozens of forge worlds throughout the millennia. This holy scanner is believed to be able to resonate when the bearer's most desired acquisition is nearby.



Add 2 to the bearer's Objective Control characteristic, and at the end of your Command phase, if the bearer is within range of an objective marker that is not in your deployment zone, you gain 1CP. In addition, at the end of the battle, if the bearer was in your Crusade army and you won that battle, roll one D6: on a 4+, your Crusade force acquires one Archeotech Part.

USING LEGENDARY ARCHEOTECH

If your Crusade force has claimed one or more pieces of Legendary Archeotech, you can choose to bring one of them into battle to help achieve your goals. To do so, before the battle, during the Purchase Requisitions step, you can purchase the Auto-Sermon of Deployment Requisition (pg 111).

THE DEMIURGY OF XYTOS

The founding of Explorator Fleet Delta-87 Vectis was the culmination of decades of intensive industry upon the forge world of Urgatik-Beta, as numerous forge temples had competed to resource the fleet's amalgamation and influence the parameters of its mission. Dozens of warships and forge barges, macro-tenders and troop transports were finally dispatched to the broadcast of binharic fanfares. Delta-87 Vectis left the ochre-veiled world behind and forged on into the dark void towards the nebula of Spectre's Reach, whose systems were rumoured to be heavy with the promise of forgotten technology.

Pathelsheptia Xytos had leveraged political and technological capital to secure command of the Explorator fleet. Upon reaching the fringe systems of Spectre's Reach, frontier worlds were scoured of resources to feed the fleet's progress. Nests of xenos and pirate lairs were purged and demolished by Xytos' Skitarii cohorts, with directives to retain captives from which to extract local knowledge through excruciation. Trading outposts were data-mined, simple information networks ransacked with such ferocity as to render them inoperable to the Human populations relying upon them.

At last, a pattern of early Human colonisation emerged, one Xytos bent her augmented intellect to following to its source. On Akssen II, after a fierce war against an Ork tribe, fleet Technoarcheologists uncovered what Xytos claimed to be an incredibly ancient form of spatial alternator. The trail of the Orks' destructive conquests led the fleet to Oorosk, a moon on which Tech-Priest Manipulus Vholan raided a temporal vault defended by Chaos worshippers. After a bloody and costly victory, Vholan recovered what his research led him to believe were the Cryophasic Orbs, mentioned in Magos Thoran's Apokrypha.

In a ritual of motive investiture held in the auto-shrine of her flagship, the *Transient Hyperbola*, Xytos formally assembled the sacred elements. The Magos Metrologis had communed with the ancient ship's hypercogitational bibliospektrum and after twelve ship cycles spent in auto-indoctrinated psalm-chorus to the Omnissiah, declared the resulting creation the Spatial Transcept of Xho.

AGENDAS

If your Crusade army includes any ADEPTUS MECHANICUS units, you can select Agendas from those presented here.

COLD LOGIC

Efficiency and the rigid application of cause and effect are valued highly by the Tech-Priests – few other metrics of success are relevant.

Each time a **SKITARII** unit from your Crusade army destroys an enemy unit with a ranged attack, that **SKITARII** unit gains 1XP (to a maximum of 3XP per unit per battle) if either of the following applies:

- The Protector Imperative is active for your army and that **SKITARII** unit is wholly within your deployment zone.
- The Conqueror Imperative is active for your army and that enemy unit was wholly within your opponent's deployment zone.

TECH SCAVENGERS

The greater the enemy's mechanical giants, the greater their misuse of the Omnissiah's gifts. The monstrosity must be purged in order to discover its secrets. Where there was once purity, the spark of life can yet be returned. Where there was only corruption, no part can be allowed to survive.

At the start of the battle, after both players have finished deploying, select the **VEHICLE** unit with the highest points value in your opponent's army (if two or more units are tied, select one). If an **ADEPTUS MECHANICUS** unit from your Crusade army destroys that enemy unit, it gains 3XP.

When that enemy unit is destroyed, place a marker on the battlefield as close as possible to where it was destroyed. At the end of the battle, if an **ADEPTUS MECHANICUS** unit from your Crusade army is within 3" of that marker, your Crusade force acquires one Archeotech Part.

OMNISSIAH'S WILL

The Omnissiah is all-seeing and all-knowing. Even in this forsaken place, those who vow to slay the unbelievers to the sonorous static-psalms demanded by doctrine may be granted divine inspiration.

Once per battle, at the start of your Command phase, you can choose to bring glory to the Omnissiah. If you do, until the start of your next turn, each time a **CULT MECHANICUS** unit from your Crusade army destroys an enemy unit, that unit gains 1XP and each **TECH-PRIEST** unit from your Crusade army that is on the battlefield gains 1XP.

BREAK THE SEALS

Rumour and binharic whispers have led to this place, with the promise of an unplundered archeocrypt or the buried remnants of an ancient war. For those with the fortitude to break the seals on such an ancient repository, the rewards could be great indeed.

At the start of the battle, select one objective marker in your opponent's deployment zone. At the start of your Shooting phase, you can select one **ADEPTUS MECHANICUS CHARACTER** unit from your Crusade army that is controlling that objective marker and is eligible to shoot. That unit is tasked with breaking the seals and, until the end of the turn, it is not eligible to shoot or declare a charge.

At the end of the turn, if that unit is within range of that objective marker, roll one D6: on a 3+, that unit gains 1XP; on a 6, your Crusade force gains 1 Archeotech Part as well.



REQUISITIONS

If your Crusade army includes any ADEPTUS MECHANICUS units, you can spend Requisition points (RP) on any of the following Requisitions.

CONSECRATED REMODULATION 1RP

After isolated periods of prayer to the Machine God, some Tech-Priests have declared themselves struck by new knowledge, reverently dismantling and then recombining ancient technology into new forms.

Purchase this Requisition at any time, if your Crusade force has two or more Archeotech Treasures. You can select two Archeotech Treasures and remove them from your Crusade force, then select a type of Archeotech Treasure and roll to assemble that Archeotech Treasure immediately, as described in the Assembling Archeotech Treasures section (pg 105).

ASSEMBLE ARCHEOTECH 1RP

The process of mechanical creation is a holy act undertaken with choirs of droning servitors, scores of chanting priests, sacred oils poured from bronze ewers, candles made from the bilge grime of revered ships and finally the Canticle of Humble Obeisance broadcast in Novabyte before a cell of the Motive Force is presented. Such, at least, is the process in one forge temple among thousands.

Purchase this Requisition at any time, if your Crusade force has at least one Power Source and at least one other type of Archeotech Part. You can use one Power Source and one other type of Archeotech Part your Crusade force has to assemble an Archeotech Treasure, as described in the Assembling Archeotech Treasures section (pg 105).

AUTO-SERMON OF DEPLOYMENT 2RP

Tech-Priests are loath to risk the most precious and storied artefacts of Humanity's past in the fires of war without intensive and ostentatious rituals of preservation. The benediction of the Omnissiah is invoked in incense-fogged rites that ring to choruses of binharic praise, as his guardianship is sought.

Purchase this Requisition before a battle. Select one **TECH-PRIEST** model (excluding **EPIC HEROES**) from your Crusade army, then select one piece of Legendary Archeotech your Crusade force has claimed (pg 109). Until the end of the battle, that **TECH-PRIEST** model is equipped with that piece of Legendary Archeotech. You cannot select the same piece of Legendary Archeotech two battles in a row.

BATTLEWARE REPROGRAMMING 3RP

Tech-Priests have no hesitation in ruthlessly altering the neural cogitation of their cybernetic soldiers and thrall constructs to better serve their whims. The most aggressive disciples will alter their own synapses to suit the needs of the Omnissiah or their own ambitions.

Purchase this Requisition at any time. Select one **INFANTRY** unit from your Crusade force that has one or more Battle Honours. Remove those Battle Honours and select new ones as if that unit had just gained them based on its current rank.



BATTLE TRAITS

When an ADEPTUS MECHANICUS unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

'This machine is discharged into your care. Fight with this machine, and guard it from the shame of defeat. Serve this machine, as you would have it serve you. Fight for this machine, as you would have it fight for you.'

(Response) 'I shall.'

- from the Ceremony of Commission



TECH-PRIEST UNITS — D6

MACHINE SAVANT

This lord of mechanisms is able to heal catastrophic damage done to servile war engines, even to entreat fading machine spirits back from the brink of extinction.

At the end of the battle, if this unit was part of your Crusade army and was not destroyed during the battle, you can ignore one failed Out of Action test taken for an **ADEPTUS MECHANICUS VEHICLE** unit from your Crusade army – that test is treated as having been passed.

VOLTAGHEIST SHOCK

By hypercharging the very air around threatening foes, the Tech-Priest can scorch flesh and fry nerve ganglia.

Once per battle round, in your opponent's Charge phase, just after an enemy unit selects this unit as the target of a charge, roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds and must take a Battle-shock test.

HOLY ACQUISITOR

The most talented Tech-Priests have honed their acquisitive skills through extreme self-augmentation.

At the end of a battle you won, if this unit was in your Crusade army, roll one D6: on a 6, your Crusade force gains 1 Archeotech Part.

CONTROL CORTEX

This Tech-Priest maintains a sub-cranial node via which they suppress self-determinative instincts in their servants.

While this model is leading a unit, you can re-roll Battle-shock tests taken for that unit.

HEXAMATHIC CHORALE

With a mechanical voice raised in exaltation, this zealot rouses loyal machine spirits to unleash a multi-spectral fanfare of sensor-clouding static.

Once per battle round, one **ADEPTUS MECHANICUS SMOKE** unit from your army that is within 12" of this unit can be targeted with the Smokescreen Stratagem for 0CP, even if a different unit from your Crusade army has already been targeted with that Stratagem this phase.

TELEPORTATION NODE

With an empyrically shielded device, this Tech-Priest can whisk their servants away in a teleportation flare.

At the end of your Movement phase, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves. If you do, until the end of your next turn, this unit has the Deep Strike ability.

SKITARII CHARACTER UNITS — D6

INTEGRATED REFRACTION EMITTERS
Cyborgised soldiery that repeatedly prove their great worth to their masters may be gifted with an embedded suite of refractor field nodes to prolong their service.

This model has a 4+ invulnerable save.

BATTLEFIELD PROCESSING CORTEX
The most experienced Skitarii Marshals can perform incredible feats of tactical and strategic excellence, a trait reinforced by their masters with further augmetics.

Each time you target this model's unit with a Stratagem, roll one D6, adding 1 to the result if that unit is equipped with an enhanced data-tether: on a 5+, you gain 1CP.

SECUTOR-CLASS BLADE IMPLANTS
Implanted with a variety of hidden combat augmetics and force-loaded with the skills to employ them, this Skitarius righteously executes the Omnissiah's foes.

Once per battle round, when an enemy unit ends a Charge move within Engagement Range of this unit, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.



INFANTRY AND MOUNTED UNITS — D6

Excluding **CHARACTER** units

ENHANCED BIONICS
These Skitarii are veteran soldiers of the Machine God, and granted a number of enhanced augmentations.

This unit has a 4+ invulnerable save. If this unit is a **BATTLELINE** or **KATAPHRON** unit, it has a 5+ invulnerable save instead.

KILLCODE GEAR SWITCHES
With a single broadcast signal, the masters of these Skitarii activate reinforced servos, additional fibre bundles and flood their altered brains with stimulants.

Add 1 to the Strength characteristic of melee weapons equipped by models in this unit.

FERVENT LOCOMOTION
With turbopiston enhancement and a zealous devotion to the Machine God, these warriors tirelessly close the distance to their masters' priority acquisitions.

Add 1 to the Movement characteristic of models in this unit and add 1 to Advance rolls made for it.

VEHICLE UNITS — D6

SANCTIFIED ENGINE
Reverently cleansed before every activation by a cabal of Enginseers dedicated solely to its well-being, this machine's engine thrums with sacred efficiency.

Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

HARDENED MACHINE SPIRIT
The machine spirits of this war engine's many systems are hailed as a focused cohort in their own right.

You can ignore any or all modifiers to this unit's characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

BLESSED SPIRIT
The indomitable animus at the heart of this vehicle is praised for its refusal to yield.

This unit has the Feel No Pain 6+ ability.

CRUSADE RELICS

When an ADEPTUS MECHANICUS CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

MULTIPLEXED NEURAL INDUCER

Plugged into the devotee's brain matter, additional cogitation engines allow for a measure of mental control over nearby servants.

Once per battle round, while the bearer is leading a unit, you can target that unit with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

KARDIOCORE GALVANUS

Embedded in the zealot's chest cavity, this fist-sized galvanic cell pulses with rhythmic power, radiating its pounding vitality.

While the bearer is leading a unit, add 1 to Advance and Charge rolls made for that unit.

ANTIQUITY RELICS

EXEMPLAR'S ETERNITY

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

SKITARII model only. At the start of the battle, select one enemy unit. Each time a model in the bearer's unit makes an attack that targets that enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

LEGENDARY RELICS

AUTOCADUCEUS OF ARKHAN LAND

This rod's runic tip can impart blessed energy to anything metallic that the wielder strikes. Cyborgs and engines so struck will stitch themselves back together, as if repaired by the Technoarcheologist.

Once per battle, when a different friendly **ADEPTUS MECHANICUS** model within 6" of the bearer is destroyed, you can roll one D6 at the end of the phase instead of triggering any rules that are triggered when a model is destroyed (e.g. Deadly Demise). On a 3+, set that model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with up to 6 wounds remaining (this cannot allow a model to return with more wounds than its Wounds characteristic).



CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



Archeotech Questors

Your devoted maniples of augmented soldiery and sacred war machines have proven worthy crusaders in the Quest for Knowledge. With each victory in the name of the Machine God, stratum of time and mystery have been peeled back, laid bare beneath the glare of the Omnissiah's gaze. Your force's ruling Tech-Priests have unearthed incredible artefacts from Humanity's past, ensuring they take their rightful place in their possession. But with every discovery are tantalising clues to greater prizes. Knowledge knows no limits.

- You have assembled at least 1 Archeotech Treasure.
- You have won at least 1 battle.



Archeotech Disciples

In your holy quest, you have expanded the influence of your forge world in an exponential cascade of fervour. You have wrested lost technologies from selfish armies of heretics, sundered enemy bastions occupying sites of ancient lore and purged xenos forces from glittering seams of resources destined to fuel your crusade. Every achievement won through cold logic and fanatical faith, and every treasured mechanism salvaged from the dead hands of ignorant foes, exposes new veins of opportunity to exploit.

- You have assembled at least 5 Archeotech Treasures.
- You have claimed at least 1 piece of Legendary Archeotech.
- You have won at least 6 battles.





Archeotech Masters

The weak flesh of the enemy greases the cogs of war that grind inexorably onwards. Your cohorts and macroclades of cyborg warriors, augmented assassins and hulking war engines are an industrial war machine, capable of pulverising all opposition at your binharic directive. You are a savant of the Machine God's mysteries, a vessel for the Omnissiah's benevolence and a living lightning rod of the Motive Force's animus!

- You have assembled at least 8 Archeotech Treasures.
- You have claimed all 3 pieces of Legendary Archeotech.
- You have won at least 10 battles.





POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Archaeopter Fusilave
1 model ..... 150 pts

Archaeopter Stratoraptor
1 model ..... 175 pts

Archaeopter Transvector
1 model ..... 155 pts

Belisarius Cawl
1 model ..... 180 pts

Corpuscarii Electro-Priests
5 models ..... 60 pts
10 models ..... 120 pts

Cybernetica Datasmith
1 model ..... 35 pts

Fulgurite Electro-Priests
5 models ..... 75 pts
10 models ..... 150 pts

Ironstrider Ballistarii
1 model ..... 50 pts
2 models ..... 100 pts
3 models ..... 150 pts

Kastelan Robots
2 models ..... 215 pts
4 models ..... 430 pts

Kataphron Breachers
3 models ..... 150 pts
6 models ..... 300 pts

Kataphron Destroyers
3 models ..... 120 pts
6 models ..... 240 pts

Onager Dunecrawler
1 model ..... 155 pts

Pteraxii Skystalkers
5 models ..... 65 pts
10 models ..... 130 pts

Pteraxii Sterylizors
5 models ..... 75 pts
10 models ..... 150 pts

Serberys Raiders
3 models ..... 80 pts
6 models ..... 160 pts

Serberys Sulphurhounds
3 models ..... 65 pts
6 models ..... 130 pts

Sicarian Infiltrators
5 models ..... 80 pts
10 models ..... 160 pts

Sicarian Ruststalkers
5 models ..... 75 pts
10 models ..... 150 pts

Skitarii Marshal
1 model ..... 45 pts

Skitarii Rangers
10 models ..... 130 pts

Skitarii Vanguard
10 models ..... 105 pts

Skorpius Disintegrator
1 model ..... 195 pts

Skorpius Dunerider
1 model ..... 95 pts

Sydonian Dragoons with Radium Jezzails
1 model ..... 45 pts
2 models ..... 90 pts
3 models ..... 135 pts

Sydonian Dragoons with Taser Lances
1 model ..... 80 pts
2 models ..... 160 pts
3 models ..... 240 pts

Sydonian Skatros
1 model ..... 65 pts

Tech-Priest Dominus
1 model ..... 75 pts

Tech-Priest Enginseer
1 model ..... 45 pts

Tech-Priest Manipulus
1 model ..... 60 pts

Technoarcheologist
1 model ..... 45 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. Scan this QR code to see the latest points values for your army.

DETACHMENT ENHANCEMENTS

Rad-zone Corps

Autoclavic Denunciation	15 pts
Malphonic Susurrus	20 pts
Peerless Eradicator	20 pts
Radial Suffusion	25 pts

Skitarii Hunter Cohort

Battle-sphere Uplink	30 pts
Cantic Thrallnet	25 pts
Clandestine Infiltrator	20 pts
Veiled Hunter	20 pts

Data-psalm Conclave

Data-blessed Autosermon	20 pts
Mantle of the Gnosticarch	15 pts
Mechanicus Locum	10 pts
Temporcopia	25 pts

Explorator Maniple

Artisan	15 pts
Genetor	25 pts
Logis	20 pts
Magos	15 pts

Cohort Cybernetica

Arch-negator	10 pts
Emotionless Clarity	15 pts
Lord of Machines	20 pts
Necromechanic	25 pts



ADEPTUS MECHANICUS NAME GENERATOR

If you wish to create a name for one of your Adeptus Mechanicus zealots, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.



ALPHA ELEMENT	D66
Sy-gex	11
Lho	12
Tyr	13
Teppa-Nyxos	14
Dak	15
Kor	16
Ar	21
Dox	22
Kappic-Schoelendt	23
Sek	24
Tyba	25
Protos-Reductus	26
Dorox	31
09	32
Alb	33
Bartolomus	34
Garba	35
Mu	36
8	41
Rhy	42
Thusdorius	43
Dos	44
Augreus	45
Exitor-Dho	46
Delpha	51
Fel	52
Chu	53
Actus	54
Vettius	55
Xor	56
Neng-Pho	61
Decima	62
Bheta	63
Vitruvius	64
Zhu	65
Gregorius	66

BETA ELEMENT	D66
-XXVII	11
Mojaro	12
Tov	13
-6e20F	14
Vladimus	15
Knoch	16
Thannek	21
Malavont	22
-089	23
/323Mk12	24
-998/56c	25
Virellan	26
-1111	31
Drax	32
Xixos	33
Gedd-38f	34
Dol	35
Osmium	36
-511	41
-888.88	42
-66.75/Mk98	43
Ω5-Decarote	44
-666/2	45
-802	46
-79.09/5	51
Ondos	52
-1010	53
-18.1	54
Kroll	55
Yaekobus-Δ	56
Eng	61
Rhombor	62
-1/5	63
Telok	64
-0.44/K	65
Veriliad	66



The Adeptus Mechanicus are the fanatical worshippers of the Machine God of Mars. For thousands of years the robed priests of the Cult Mechanicus have presided over the fabrication, maintenance and preservation of Humanity's surviving technological wonders with reverence and ritual. Led by Tech-Priests whose weak organic flesh has been replaced with metallic augmentations, their armies fight to defend forge worlds or strike out across the galaxy in search of ancient archeotech. Amongst their ranks are cohorts of obedient cybernetic soldiers, lumbering warrior robots and battle servitors. They bear an array of esoteric weapons capable of annihilating foes in volleys of irradiated ammunition or incinerating them with torrents of searing energy. Those who seek to sabotage the divine works of the Omnissiah must face the might of this merciless mechanical war machine, devoid as it is of both pity and remorse.

INSIDE YOU WILL FIND:

- The ancient origins of the Adeptus Mechanicus, along with details of the acquisitive wars they wage in order to recover and exploit the blessed gifts bestowed upon Humanity by the Machine God.
- All the rules you will need to assemble your collection of Adeptus Mechanicus Citadel miniatures into a cybernetic cohort ready to engage in Combat Patrol, Crusade or Matched Play games of Warhammer 40,000.
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