
WARHAMMER
40,000
CODEX
ADEPTUS MECHANICUS



ADEPTUS MECHANICUS

THE PRIESTHOOD OF MARS

CONTENTS

Introduction 3

Disciples of the Machine God 6
Strategic Disposition of a Forge World.....8
Priests of the Omnissiah.....10
Bastions of the Machine God.....12
Iconography of the Adeptus Mechanicus.....14
Mars.....15
Lucius.....16
Agripinaa.....17
Stygies VIII.....18
Graia.....19
Metalica.....20
Ryza.....21
Triplex Phall.....22
Deimos.....22
Voss Prime.....23
Gryphonne IV.....23
The Ever-faithful.....24
Mechanicus Knights.....26
Questor Mechanicus Heraldry.....27
House Raven.....28
House Vulker.....29
House Taranis.....30
House Krast.....31
The Quest for Knowledge.....32
Belisarius Cawl.....38
Tech-Priests Dominus.....40
Tech-Priest Enginseers.....41
Servitors.....41
Kastelan Robots.....42
Cybernetica Datasmiths.....42
Fulgurite Electro-Priests.....44
Corpuscarii Electro-Priests.....45
Kataphron Breachers.....46
Kataphron Destroyers.....47
Skitarii Rangers.....48
Skitarii Vanguard.....49
Sicarian Ruststalkers.....50
Sicarian Infiltrators.....51
Sydonian Dragoons.....52
Ironstrider Ballistarii.....53
Onager Dunecrawlers.....54
Knights Warden.....55
Knights Paladin.....56
Knights Errant.....57
Knights Gallant.....58
Knights Crusader.....59

Legions of the Omnissiah.....60
Force Acquisitorius.....69
Crusaders for Knowledge.....70

Defenders of the Forge Worlds 72
Adeptus Mechanicus Wargear Lists.....73
Belisarius Cawl.....74
Tech-Priest Dominus.....74
Tech-Priest Enginseer.....75
Skitarii Rangers.....75
Skitarii Vanguard.....76
Kataphron Breachers.....76
Kataphron Destroyers.....77
Servitors.....77
Cybernetica Datasmith.....78
Sicarian Ruststalkers.....79
Sicarian Infiltrators.....79
Fulgurite Electro-Priests.....80
Corpuscarii Electro-Priests.....80
Sydonian Dragoons.....81
Ironstrider Ballistarii.....81
Kastelan Robots.....82
Onager Dunecrawler.....83
Knight Errant.....84
Knight Paladin.....85
Knight Warden.....86
Knight Gallant.....87
Knight Crusader.....88
Armoury of the Forge Worlds.....89

Congregations of War 94
Forge World Dogma.....95
Stratagems.....96
Warlord Traits.....99
Arcana Mechanicum.....100
Points Values.....102
Tactical Objectives.....104

PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to the Mournival for their additional playtesting services

Codex: Adeptus Mechanicus © Copyright Games Workshop Limited 2017. Codex: Adeptus Mechanicus, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental. British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS
games-workshop.com

INTRODUCTION

Greetings, devotee of the Machine God. You hold in your hands the definitive guide to the armies of the Adeptus Mechanicus. This tome will help you to assemble your collection of Citadel Miniatures into a powerful tabletop army, harmoniously synchronised by invisible tethers of encrypted datafeeds and marked by the glorious heraldry of the forge world they serve.

Behold – a procession of cybernetic horrors and soulless automatons approaches. They bring neither salvation nor peace, but march implacably seeking knowledge and archeotech for their Tech-Priest leaders. They wield Mankind's most advanced weaponry and show no mercy to any who dare oppose the will of their Omnissiah, their sacred Machine God. The Adeptus Mechanicus wield a diverse selection of troops and war machines that include the cybernetic warriors of the Skitarii Legions, the zealot Electro-Priests, towering Imperial Knights, robot maniples from a lost age, and more. Clanking forward, sheathed in crackling force fields, the armies of the Adeptus Mechanicus are formidable, resilient and extremely lethal. Whether you field a lone Tech-Priest and his cohort of lobotomised bodyguards or muster an entire Skitarii Legion to war, *Codex: Adeptus Mechanicus* contains all the rules and information you need to bring your army to life on the tabletop. Building and painting Adeptus Mechanicus armies provides a unique and exciting challenge for collectors of any ability. Every model in the range is a lavishly detailed individual, whether it is an arcane Tech-Priest, towering Imperial Knight, or razor-armed Ruststalker. And as impressive as one-off models are, when formed into units, with colours and markings to link them, an Adeptus Mechanicus army is even more spectacular. There are many established forge worlds from which to choose, or collectors can use the examples described in this book as inspiration to invent their own.

Everything needed to collect and play an Adeptus Mechanicus army can be found within, including:

DISCIPLES OF THE MACHINE GOD: This section tells of the history of the Cult Mechanicus, including some of their most famous forge worlds, with examples of how their armies organise themselves and fight in battle, and the colours and icons they bear.

LEGIONS OF THE OMNISSIAH: Here you will find a showcase of beautifully painted miniatures showing colour schemes and heraldry examples from many forge worlds and Knight worlds.

DEFENDERS OF THE FORGE WORLDS: This section includes datasheets, wargear lists and weapon rules for every Adeptus Mechanicus unit and model for you to use in your games.

CONGREGATIONS OF WAR: This section provides additional rules, including Warlord Traits, Stratagems, Relics and matched play points, that allow you to transform your collection of miniatures into an Adeptus Mechanicus army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit games-workshop.com.





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

- The Chime of Eons, Garba Mojaro, Technomagos of the Adeptus Mechanicus





DISCIPLES OF THE MACHINE GOD

The Adeptus Mechanicus are the keepers and manufacturers of technology for the Imperium of Mankind. It is a role they guard jealousy, using their own standing armies, engines of war, and god-machines. It is within their power to unleash the most arcane weaponry in the Imperium, and they do so without mercy.

An Adeptus Mechanicus army marching to war is a sight both terrifying and glorious. Grim processions of soldiers stride in perfect unison, each one a disturbing fusion of man and machine. Behind them stomp soulless automata, golems of metal from ancient times. Vehicles move in support, some lurching on mechanised legs, others grinding on tracks. Towering over them are enormous walkers, each Knight seemingly embodying the pinnacle in war engine technology – until they too are dwarfed by the Titans, war goliaths that can single-handedly destroy not just enemy armies, but cities and nations as well. More than a vital organ of Humanity's galactic empire, the Adeptus Mechanicus is an autonomous creed, even older than the Imperium it serves.

RISE OF THE MECHANICUM

Mars was settled shortly after Mankind left Terra and long before they spread across the galaxy. During what is now known as the Age of Technology, Mars was terraformed, the man-made atmosphere changing the arid world so that soon it was built into a hive of industry and space travel. Mars and Terra worked together for many millennia to send fleet after fleet out into the dark expanse of space, founding hundreds of thousands of new colonies. And then the warp storms came.

The Age of Strife was a time of darkness and isolation. Invasions by warp creatures left entire worlds enslaved or ravaged. Where Mankind survived, there grew regression and superstition. Mars was wracked by civil war, rival factions battling for dominance when disaster struck. No reliable account remains as to what actually happened, but the secrets of the artificial atmosphere were forgotten and catastrophic rad-explosions contaminated all. Mars once again became a wasteland where living things shrivelled. With the planet's surface poisoned, a new kind of culture grew in underground factories.

The only survivors were those that were able to restore the oxygen generators and that learned how to protect themselves from the radiation storms that raged across Mars. They were the Tech-Priests, the holders of knowledge, those who could keep the machines running. Generations passed and it came to be that technology was no longer understood but instead worshipped. A quest for artefacts began, with Tech-Priests daring the planet's surface to search for machines and the knowledge of how to operate them. And so the Cult Mechanicus was born, a new religious order possessed of the belief that knowledge was the supreme manifestation of divinity, and all creatures and artefacts that embody knowledge were holy because of it. Led by the Tech-Priests, the followers of this religion devoted themselves to the divine trinity of the Machine God, the Omnissiah and the Motive Force, which is, according to their dogma, the source of all power and life in the galaxy.

Piece by piece, Mars was rebuilt, and amongst the great factories and forges arose the first temples to the Machine God. When the warp storms lessened, the Tech-Priests sent missions to Terra and beyond. Mars took what she needed, the Tech-Priests bringing items back to the Red Planet to study, disassemble and sometimes replicate. Many years later, when the Emperor rose and united Terra, he reached out to the ruling Priests of Mars, offering a pact between the two planets. Many of the Tech-Priests saw the Emperor as nothing less than a manifestation of the Omnissiah, for his knowledge was unmatched by mortal kind. Thus, with the agreement to serve alongside the Emperor, was the Mechanicum born. They traded weaponry and starships for technology and Navigators so they could once more travel deep into space, continuing their search for knowledge. When the Emperor led his Space Marine Legions on their Great Crusade, the armies of the Cult Mechanicus marched alongside, and as the Imperium expanded, so too did the Mechanicum, claiming many new worlds to be turned into forge worlds like Mars. It is a relationship that continues to this day. Every weapon used by the armies of Mankind can trace its origin to a forge world of the Mechanicum.

'SING THE SONG OF THE MACHINE GOD.
NONE MAY STAY OUR MARCH.

LET THE MERCILESS LOGIC OF THE MACHINE GOD INVEST THEE.
NONE MAY STAY OUR MARCH.

PRAISE AND GLORY BE TO THE MACHINE GOD.
NONE MAY STAY OUR MARCH.'

- Translation of binharic static chorus Litany of Praise

Since this alliance was forged, the goals of the Adeptus Mechanicus have changed little. Their pact with the Imperium often sees their forces battling alongside the Astra Militarum, Adeptus Astartes, or any of the other factions of the forces of the Imperium, but the warriors of the Omnissiah also have their own imperatives to follow. The armies of the Adeptus Mechanicus often march in defence of their forge worlds, but they are not guardians alone. Tech-Priests continue to scour the stars in their Quest for Knowledge, seeking out undiscovered data, uncatalogued phenomena, the lost worlds of the empyrean, forgotten archeotech hordes and unknown life forms. Backed by formidable military resources, their acquisition methods grow bold indeed.

SKITARII LEGIONS

The Skitarii are the bionic heart of the Adeptus Mechanicus, the footsoldiers of the Machine God. They are still human, at least technically, but they have been dismembered and rebuilt with extensive mechanical improvements. Neurosync implants make the Skitarii utterly obedient to their Tech-Priest masters, uplinked via invisible streams of information. As the Skitarii pitilessly blast their foes into bloody oblivion, they record every tiny screed of data for later analysis by the Tech-Priests. As the Skitarii exload the martial capabilities of the foe, the Tech-Priests inload new programs based on this data. In this way their soldiers can be remotely augmented, used as eyepieces, forced into suicidal engagements, or even possessed entirely. The ever-devout Skitarii see these commands as the divine spirit of the Omnissiah entering them. To the Tech-Priests, their minions are little more than electric puppets jerking upon strings of pre-programmed impulse.

THE LEGIO CYBERNETICA

The automatons of the Legio Cybernetica are counted amongst the mightiest servants of the Machine God. The towering robots stride forward, volleys of white-hot phosphor burning death into the enemy's ranks whilst they advance, their power fists mauling anything within reach. Cybernetica Datasmiths stalk in the shadow of their charges, optimising their programming to better destroy their foes. Wherever these relics of Humanity's past march to battle, they attract great numbers of the faithful, amongst them the fabled Electro-Priests, lightning-shrouded holy men that follow the sacred machines to war.

QUESTOR MECHANICUS

The Imperial Knights are massive walkers equipped for war, each guided by a pilot. A lone Knight can alter the course of a battle, but a regiment – known as a lance – can sweep away entire enemy flanks at a time. In return for technical aid and protection, those Knight houses most closely allied to the Adeptus Mechanicus send forth their adamantine Knight suits to honour their patron forge world. These Questor Mechanicus Knights, as they are known, might offer their services to the Tech-Priests for a battle, or an entire campaign, while others might be permanently sequestered beneath their command.

As powerful as these factions are, they alone are not the total of the Adeptus Mechanicus' military might. The aforementioned troops will sometimes escort the goliaths of the Centurio Ordinatus or the siege engineers of the Auxilia Myrmidon to war, or even march in the shadow of the god-machines of the Titan Legions.



'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

STRATEGIC DISPOSITION OF A FORGE WORLD

The following illustrates the organisation of the fighting forces of the Adeptus Mechanicus. This example is an oversimplification of Martian forces as wrought by the Principia Militaris of the Adeptus Munitorum. This work does not attempt to involve the myriad interconnections between the innumerable logis, cults and divisions that make up the labyrinthine structure of the Adeptus Mechanicus. It strictly represents the military of Mars as it stands in the late decades of the 41st Millennium.

Each macroclade is comprised of four cohorts, each consisting of three maniples, resulting in 12 maniples – a number sacred to the Adeptus Mechanicus.

3RD MACROCLADE

MACROCLADE COMMAND
(Other forge worlds commonly use terms such as 'legions', 'regiments', 'divisions', etc, to describe macroclade equivalents.)

Tech-Priest Dominus

Macroclade Assets
- Macroclade Flagship Capital Ship
- Planetary Assault Craft and Drop Ships
- Transports
- Escort Squadrons
- Knight Households
- Super-heavy Cohorts

1ST MACROCLADE

(Alternatively designated as Alpha Macroclade, Macroclade Prime, etc.)

A forge world's first macroclade traditionally garrisons its Titan Legion and/or Ordinatus Engines, a duty that is considered a great honour.

2ND MACROCLADE

1ST COHORT

1

2ND COHORT

2



FORGE WORLD COMMAND

Fabricator General

Fabricator Locum

Cult Mechanicus (Tech-Priests)

Forge World Assets
- Forge World Flagship Explorator-class Capital Ship
- Cruisers
- Secondary Escort Squadrons
- Transport Craft
- Auxiliary Forces
- Titan Legions
- Knight Houses
- Centurio Ordinatus

4TH MACROCLADE

5TH MACROCLADE

6TH MACROCLADE

7TH MACROCLADE

3RD COHORT

COHORT COMMAND

Tech-Priest Dominus

3

Cohort Assets
- Tech-Priests
- Escorts
- Attack Craft Squadrons
- Sicarian Killclades
- Dunestrider Cohorts
- Electro-Priest Congregations
- Knight Lances
- Enginseer Convocations

4TH COHORT

4

Identification: Units in a Battle Maniple are identified by a common maniple sigil, usually displayed next to a squad or vehicle identifier. Each War Cohort is identified by a cohort numeral displayed on the hull of Onager Dunecrawler vehicles. Specialist cohorts bear their own identifying marks, often assigned by the Tech-Priest Dominus.

An Adeptus Mechanicus maniple consists of up to six units of Skitarii, three units of Kataphron battle servitors, one unit of Kastelan Robots or a single Mechanicus Knight.

1ST MANIPLE

SKITARII MANIPLE (EXAMPLE)

1st Unit
2nd Unit
3rd Unit
4th Unit
5th Unit
6th Unit

Δ

2ND MANIPLE

KATAPHRON MANIPLE (EXAMPLE)

1st Unit
2nd Unit
3rd Unit

Σ

3RD MANIPLE

KASTELAN MANIPLE (EXAMPLE)

Kastelan Robots

Ω

Maniple Assets
- Tech-Priest Enginseers
- Electro-Priests
- Sicarians
- Ironstriders
- Onager Dunecrawlers

For Mars, the typical Skitarii maniple is a combined arms Battle Maniple. The first maniple of each cohort is made up of the longest-serving warriors, while the 12th maniple – the third of the fourth cohort – is often made up of the most recently reconstructed (unproven) troops. Specialist cohorts are arranged as needed and include Infiltration Clades, Armoured Cadres, Rad-zone Corps, and so on.

PRIESTS OF THE OMNISSIAH

The Cult Mechanicus – the religion of the Machine God – is a complex and labyrinthine structure, a creed of secret rites and ceremonial processions that is never shared with outsiders. Within each forge world the myriad ranks of Tech-Priests vie for mastery in a world where only through the accumulation of technology and hoarded knowledge can one advance.

Those who lead the workers and armies of the Cult Mechanicus are Tech-Priests. It is they that devote themselves to the service of the Omnissiah, altering their flesh forms beyond recognition to improve their ability to execute rites of repair, to placate machine spirits and to acquire lost technologies. Given the hostile nature of the galaxy, it is also necessary to ensure that a Tech-Priest has the power to slay any that stand in the way of their sacred missions.

The term 'Tech-Priest' covers thousands of different roles within the ranks of the Adeptus Mechanicus. Genetors probe the mysteries of the biological, creating ever stranger cyborgs or slaughtering xenos beyond number in order to excise yet more secrets of their alien metabolisms. Artisans create and restore truly wondrous weapons of war, from ornate gamma pistols to the mind-boggling immensity of the Ark Mechanicus. Magi of all stripes pursue esoteric agendas as likely to end in triumph as they are disaster. Across the galaxy Transmechanics, Lexmechanics, Enginseers, Secutors, Cognitors, Trifactors, Myrmidons, Technoshamans, and more labour alongside the wider Imperium to bolster Humanity's war machine. Within the Adeptus Mechanicus the ranks become even more esoteric. Each forge world is led by a Fabricator General, and beneath him his Fabricator Locum. Each Fabricator Locum can call upon Magi Technicus, Metallurgicus, Alchemys, Cogitatrices, Pedanticum, Tech-assassins, hive monitors and Holy Requisitioners, who in turn can command a body of fabricators minoris, Fulgurites, Corpuscarii, overseers, underseers, stasis clerks, and techno-dervishes. Each sub-division within every facet of the order is split into dozens of ranks. To avoid confusion during war, the most senior of the Tech-Priests adopts the title of Tech-Priest Dominus to lead the effort. Each forge world is a citadel of information, a repository of all Mankind's technological knowledge – the temple to which each Tech-Priest is devoted. Mars, the first forge world, remains the true seat of power for the Adeptus Mechanicus. Its Fabricator General is the de facto leader of the Cult Mechanicus, and is awarded a seat upon the Senatorum Imperialis, also known as the Council of the High Lords of Terra.

Despite the never-ending thirst for knowledge of all branches of the order, most Tech-Priests of the Adeptus Mechanicus have lost the ability to innovate. No longer the master of its creations, the Cult Mechanicus is enslaved to the past. It maintains the glories of yesteryear with rite, dogma and edict instead of true discernment and comprehension. Even the theoretically simple process of activating an engine is preceded by the application of ritual oils, the burning of sacred resins and the chanting of long and complex hymns. Should mechanisms break down, as they often do in service to the Adeptus Mechanicus war effort, a replacement must be found, or knowledge of how to repair the existing one must be learned. Across the galaxy, thousands upon thousands of armies and fleets are already searching, guided by a database begun before the birth of the Imperium. Once found, such items and knowledge are confiscated at all costs in the name of the Adeptus Mechanicus.

THE HOLY ORDERS OF THE CULT MECHANICUS

The offices and titles of the Tech-Priests are shifting and complex. Such is their authority that many senior Tech-Priests adjust their ranks at will, in times of war adopting that of Tech-Priest Dominus.



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


A smith


BASTIONS OF THE MACHINE GOD
Cartographus Divisio
Map produced in aftermath of Cicatrix Maledictum as distributed between forge worlds.
SEGMENTUM OBSCURUS
HALO STARS
SCARUS SECTOR
1
LUCIUS
GOTHIC SECTOR
2a
2b
STORM OF THE EMPEROR'S WRATH
MEZOA
MPANDEX
DUTONIS
CALIXIS SECTOR
FINIAL SECTOR
CYPRA MUNDI
STRYKEN SYSTEM
LATHE WORLDS
MORDIAN
VALHALLA
THE EYE OF TERROR
NACHMUND GAUNTLET
GOTH
4
KRASTELLAN
ALARIC PRIME
3
CADIA
AGRIPINAA
MOLECH
MORDAX (MOREDAKKA)
CICATRIX MALEDICTUM
ARMAGEDDON
ELYSIA
VOSS PRIME
ANVILLUS
MILHAND
8
SEGMENTUM SOLAR
6
SARUM
STYGIES
RYZA
VOSS
MARS
7
THE MAELSTROM
ARTEMIA MAJORIS
CHRYSIS
CATACHAN
SEGMENTUM PACIFICUS
URDESH
NECROMUNDA
BADAB
ESTABAN SYSTEM
10
PHAETON
12
KRIEG
TALLARN
UHULIS SECTOR
SIREN'S STORM
GRAIA
11a
METALICA
11b
SEGMENTUM TEMPESTUS
REDUCTUS SECTOR
RAPTURE
GRYPHONNE IV
RAISA
16
ZHAO-ARKKAD
THE VEILED REGION



The forge worlds of the Adeptus Mechanicus are the cornerstones of their technocratic empire. A single forge world can provide war materiel sufficient to supply an entire sector. Polluted strata of industry belch smoke from every region not lost entirely to biohazard or schism. Indentured serfs go about their labour like worker ants in a planet-sized hive. Archeotech workshops nestle amongst cyclopean guns, macroscaffolds loom over rivers of bullet casings, and fleshy sludge trickles from weapon-testing grounds into yawning food vats. Buried amongst the forge worlds' sprawling archives are secrets that could bring the Imperium's salvation or plunge it into damnation. Yet such secrets are hoarded jealously, kept under lock and key until they themselves are forgotten.

The coming of the Cicatrix Maledictum – the Great Rift – has strained the networks of the Adeptus Mechanicus and the Imperium as a whole to the extreme. Even planets within the same solar system now struggle with communications and warp travel, making the process of transferring raw materials or war supplies to and from the forge worlds far more difficult than ever. Assailed by warp storms, daemonic incursions, and xenos invaders, each forge world has become a besieged fortress.

KEY

- **Forge World**
- **Mechanicus-affiliated Knight World**
- **Skitarii War Expedition**
- **Fallen Forge World**
- **Dark Mechanicum World**

1 The Occlusiad of the Blind King
2a The Metascouring of the Pelegron Cluster
2b Mutiny of the Mezoan Fleet
3 The Hunt for the False Omnissiah
4 Alacadon's Last Folly (Perditas)
5 The Great Retrieval
6 War of Recovery in the Mortuam Chain
7 The Maelstrom Census (Aborted)
8 The Terrorforming of Atasca IV
9 The War of Neotech
10 The Saint's Mirage
11a Course of Explorator Fleet Rho-Mu 121
11b The Quest for Rapture (Aborted)
12 The Search for the Leviathan
13 Metalica Ascendant
14 The Retrograde Exodus
15 Scavenging of the Eastern Fringe
16 The Crusade of Reclamation

ICONOGRAPHY OF THE ADEPTUS MECHANICUS

'THUS DO WE INVOKE THE MASTER OF ALL KNOWLEDGE.

[TOLL THE BELL ONCE]

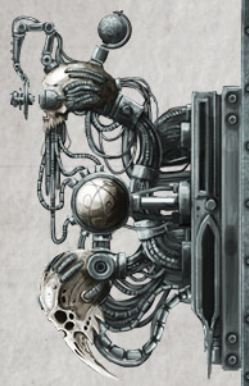
SHED YOUR POWERS UPON THIS MACHINE.

[TOLL THE BELL TWICE]

INVEST THIS DEVICE WITH YOUR HOLY CHARGE.

[SPRINKLE THE UNGUENTS]'

- Excerpt from The Litany of Engine Invocation



All forge worlds have their own iconography. These largely originate from the hallmarks struck into the first fabrications each produced – a method used to track from whence each machine came. Over the millennia, as each forge world further established its own identity, these marks became more and more distinct.

Forge worlds are the arsenals of the Imperium, the great fabricators behind the armaments of the Imperium's vast military forces. Yet forge worlds are more than just suppliers of arms, they are also vital anchors of stability against the tide of Chaos forces and xenos invaders that washes over the galaxy. A forge world provides its star system and entire sub-sector with a stronghold, a breakwater where enemy fleets and armies are turned aside. Thus, each forge world is a point of pride for the star systems that depend upon it for arms and technological assistance, and the iconography worn by its warriors is revered accordingly.

While every forge world owes a debt of allegiance to Mars, each maintains its own autonomous armies. The Tech-Priests, Legiones Skitarii, Legio Cybernetica, servitors and Electro-Priesthood of a forge world do not wear uniforms in the way of the Astra Militarum, but they do bear the colours and insignia of their forge world, as well as unit markings. Likewise, knightly houses have a long tradition of heraldry and follow their own guidelines for displaying colours, iconography and symbols. Those Knights dedicated to the Adeptus Mechanicus or even permanently affixed to a forge world adopt their own panoply to show their loyalty.

SKITARII LEGIONS

The warriors of the Skitarii Legions bear the colours of their forge world upon their heavy robes. Adorning the hems of these robes and the sculpted chest plates of the Skitarii are ancient symbols and icons, each one sacred to the Cult of the Machine God. Skitarii Rangers and Vanguard bear the icon of their forge world and their individual squad number upon their robes, while Sicarian Princeps and Skitarii Alphas may bear their unit's maniple sigil, and sometimes a skull marking their status as overseers.



Maniple sigils



Kill Markings



'AS THE OMNISSIAH-BLESSED WEAPONS SHALL SERVE YOU, SO SHALL YOU SERVE THEM. GUARD THEM WELL FROM THE SHAME OF DEFEAT.'

- Excerpt from Battle Benediction of the Omnissiah



MARS

THE RED PLANET

The Red Planet is the birthplace of the Cult Mechanicus, and is considered the holiest of all celestial orbs. So vaunted is Mars that across the stars a hundred worlds have been terraformed and settled in exactly the same manner.

Millennia of incessant construction have turned Mars into a smog-choked hellscape. The surface is covered with massive forge complexes, sprawling refineries, towering monuments to the glory of the machine and weapons shops that scrape the skies. The massive orbital constructions that turn above the Martian equator are known collectively as the Ring of Iron. Spacecraft are constructed within the Ring's extensive orbital factories, and many of the ships of the Battlefleet Solar are based in its huge floating docks. The moon Deimos is absent from Mars' orbit, seconded to the warriors of Titan in aeons long past.



The Tech-Priests of Mars claim to be the most blessed of the Cult Mechanicus, and their ability to placate machine spirits is second to none. Their zealotry is heralded by the constant buzz of static psalms, each warrior incanting the holy rites of the Omnissiah in eerie synchronicity as they march towards the battle lines.

'BROADCAST THE PSALMS OF WAR TO DRIVE THE MACROCLADES TO TRIUMPH.'

- Excerpt from Canticles of War Doctrina Alpha

The holy cog-and-skull of Mars graces many Skitarii warriors and vehicles, a reminder that all must play their part in the greater war machine of the Adeptus Mechanicus.

Tech-Priest Dominus Bartolomus, Magos Explorator and Holy Requisitioner, Master of the War Psalms



The Skitarii cohorts of Mars wrap themselves in flapping crimson robes which are reminiscent of the rolling toxic deserts of their home world. Long ago, this was doubtless a means of camouflage among the ruddy landscapes of the Martian wilderness, but it has since become a symbol of the might of the Adeptus Mechanicus. It is considered a great privilege to wear the ancient heraldry of the Red Planet, and because of the acquisitive nature of their Tech-Priests, the colours of Mars' cohorts are a common sight in each segmentum, across the length and breadth of the Imperium.

The Tech-Priests Dominus of Mars may wear variants of their forge world's heraldry, but always incorporate the dull silver of industrial sprawl, the matt black of scorched carbon residue, and the deep red of the Martian sunrise.

LUCIUS

THE HOLLOW FORGE

Lucius is one of the Imperium's Supernatura Majoris. A hollow world, Lucius has been part of a grand experiment that should have destroyed it a dozen times over. In the centre of the planet's once-barren core is an artificial sun, a titanic fusion reactor that powers the industrial sprawl covering the inside of the world. No one truly knows how this energy source came to be, though the planet's Tech-Priests are quick to claim credit.

This boundless power supply has helped keep the forge world at the forefront of production, and has led to the creation of the sought-after alloy known as Luciun. Although Lucius-pattern designs are used across the Imperium, this unique metal is used for masterwork pieces and bionics, as well as for armaments exclusively for the forge world's own armies.

Ever eager to acquire more raw materials, the forces of Lucius are always willing to march to war, and their numerous Ironstriders and Onager Dunecrawlers are the most bellicose of all the Skitarii Legions. Lucius is also home to the Titans of the Legio Astorum, known as the Warp Runners, who are the only god-machines sophisticated enough to teleport straight into battle. This is a point of pride amongst the Lucians, and cause of envy amongst their fellow legions, leading to open conflict at times.

TURNING BACK THE LEVIATHAN

The genius and innovation of the Tech-Priests of Lucius was displayed anew when a splinter fleet of Hive Fleet Leviathan invaded the planet. Despatching Lucius' Legio Cybernetica and a great host of battle servitors to the planet's 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 their activities via electromagnetic data-tethers, they waged their war without risking direct harm. Such is the wonder of the Cant Mechanicus that their battle plans were enacted to the letter. Wherever the Tyranid swarms overcame their servitor armies, the Tech-Priests waited for the xenos predators to devour the 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 back up to the surface. Though it took months to accomplish, the resultant war of attrition ended in victory. Deprived of bio-matter, the Tyranid splinter fleet was forced to feed upon itself to produce further troops, and the xenos could not keep pace with the recycled machinery parts and refurbished robots.



The icon of forge world Lucius, as worn by its Skitarii cohorts. The illuminated letter that forms Lucius' icon is burnt into the planet's surface, each detail a dozen miles from top to bottom.

The Inculcata Schism, which nearly saw the forge world implode with force enough to rip a hole in reality, is only spoken of in whispers. Since that near disaster Lucius' Skitarii Legions have used the same system of markings as Mars. They even adopted the deep red of the first forge world, although the cream and dark metal of their planet's heraldry lie beneath. This is an outward sign of obeisance to the strict laws of the Cult Mechanicus, and a reaffirming of the forge world's allegiance to Mars.

The battle plate of Lucius' Skitarii cohorts is dark, almost black in colouration. Like the armour of its vehicles, the plate is made from the world's rare alloy, scorched black by the artificial sun within the planet in a ritual known as the Solar Blessing.

'BASK THE ALLOYS IN THE SACRED LIGHT. ENSURE THEIR SCORCHED FORM BE TEMPERED WITH THE BLAZING HEAT. THAT WHICH BURNS SHALL BE EVER BLESSED.'

- Excerpt from The Solar Invocation

Vanguard unit Sy-gex 511
of the III Radiphracts,
Battle Maniple Beta, Prime Cohort

AGRIPINAA

ORB OF A MILLION SCARS

Agripinaa exists upon the threshold of the Eye of Terror. It was long protected by the fortress world of Cadia and its bastion system of well-garrisoned planets. With the fall of Cadia, however, those days are gone. Since Chaos forces stormed into the sector following the opening of the Great Rift, Agripinaa has been besieged dozens of times. The forge world and its technological marvels have long been coveted by Warpsmiths of the Traitor Legions, and its surface bears the wounds of untold clashes with Obliterator Cults, Daemon Engines, even the grotesque Traitor Titans. Although the entropic forces of Chaos have always been the enemy of the Imperium, the defenders of Agripinaa reserve a special hatred for the twisted minions of the Dark Gods.

Despite having become experts in defensive warfare, the forge world has only managed to fend off the relentless invasions thanks to a massive expansion in its ranks of Skitarii and battle servitors. Most of these reinforcements are recruited from those fleeing the destruction of the Chaos attacks. Cut off by rampant warp storms, entire fleets of escape craft arrive in Agripinaa's orbit. Of course, many choose starvation over the cruel machine fusions of the Cult Mechanicus, but still millions of new troops are being recruited – fresh legions to stave off the assaults and to join the battles that continue to rage throughout the system.

THE CREED MECHANICUS

All of the Adeptus Mechanicus worship the Machine God in one form or another. This practice began before the birth of the Imperium, when the original Martian settlers were beset by solar radiation and plague. The devotees of the emergent Machine Cult hunted out and applied the technologies necessary to provide shelter and safety, and soon technology became synonymous with life. The machine-truths they found were enshrined within the Temple of All Knowledge, and vast monuments were raised to their new, inhuman god. Over the millennia, the cult prospered and became dominant. It propagated the belief that every machine had a spirit, and that efficiency and perfection of function were far superior to concerns such as emotion or spontaneity. Most of the Adeptus Mechanicus worship the Emperor in his aspect as the Omnissiah, the Machine God Incarnate, for he not only knows all, but comprehends all – and so their creed coexists with the Imperial faith of the Ecclesiarchy. However, some see the Omnissiah as a mortal prophet rather than a god. They believe in a far older deity, and that the Machine God is with them on Mars, not on Terra. The religious implications of this have created a long-hidden schism that could potentially lead to a devastating war of faith.

The iconography of Agripinaa shows the sacred cog bracketing a hermetic symbol, which some Tech-Priests believed to be a representation of the Cadian Gate in supremacy over the Eye of Terror. Since the fall of Cadia, however, doubt has been cast on this interpretation.



Vanguard Alpha unit Tyr-1111,
Leader of the Gilded 101'ers,
Battle Maniple Gamma, Delta Cohort

Agripinaa's cohorts often fight across the war-blackened hellscapes in the shadow of the Eye of Terror, where their dark colouration can be the difference between life and death.

The Tech-Priests of Agripinaa wear the colours of Mars reversed, with charcoal black the predominant colour, although some of the crimson of the Cult Mechanicus is always in evidence, showing fealty to the Red Planet.

Ruststalker Princeps, Infiltrator Princeps and Skitarii Alphas alike wear battle robes in the sombre black of their forge world. Their wargear and armour is trimmed with ancient gold taken from those strata of Agripinaa's surface unscarred by war.

'LET BURNISH'D RANKS OF STEEL
CRUSH THE SERPENT 'NEATH THEIR HEEL'

- Excerpt from default Agripinaa Battle Hymn

STYGIES VIII

THE EVER-STARING CYCLOPS

There is no forge world less trusted than that of Stygies VIII. Located on the moon of a ringed gas giant in the binary star system of Vulcanis, Stygies VIII lies far to the galactic north of Terra.

Stygies almost fell to heretic forces in the times of the Horus Heresy, only being saved by the intervention of the enigmatic Aeldari. This event has led to Vulcanis being the home of a secretive sect within the Adeptus Mechanicus known as the Xenarites. The Xenarites are dedicated to the study and exploitation of alien technology, a policy which most Tech-Priests find offensive. Aware of the antipathy of their colleagues, the Xenarites pursue a policy of covert study. It is not unusual for Xenarite expeditions to come under attack from alien populations, planetary garrisons, and even the macroclades of other forge worlds. Open war with Imperial forces is not unknown – these regrettable occurrences have only served to drive the Xenarites deeper underground.



In battle, the warriors of Stygies VIII reinforce their untrustworthy reputation by deploying stealth screens and auspex-befouling technologies to confound their enemies and obscure their presence and mission. When pressed about the details of such equipment, they vehemently deny all knowledge of it.

STEEL IN MIND AND BODY

To the servants of the Adeptus Mechanicus, flesh is merely an inconvenience. They consider it frail in comparison to the mighty pistons, gears and chains of machinery. Flesh must be sustained artificially beyond a certain point, and if one is to make best use of it, much of it needs replacing by newly grown parts or manufactured limbs, organs and systems. Those of the Adeptus Mechanicus often see people as nothing more than a set of complex bio-chemical and bio-electrical processes. In time they see everything, including themselves, in this way, so that injuries, diseases and illnesses are seen as malfunctions and healing simply as a crude self-repair system.

Alongside the augmentations to their bodies, devotees have their brains surgically altered to incorporate memo-chips, ingrams or electrografts which allow them to store and access an incredible amount of information. They are often fitted with a variety of neural systems and plugs which allow them to 'jack in' to the network of a terminal or machine, becoming part of its operating or control system. The most aged of the adepts are many centuries old, kept alive by horrifically produced rejuvenat elixirs which nourish the few parts of mortal flesh left on their bodies.

The stark white icon of Stygies VIII stands out from the dark robes of its warriors. It symbolises not just enlightenment, but the acquisition of knowledge no matter how steep the cost.



Ranger Alpha unit Dak-XXVII,
Overseer of Culax Black Guard,
Guardians of Arc Reactor LCVII

Stygies VIII has been accused of heresy in the past. To show that its faith in the Omnissiah is pure, its heraldry incorporates the colours of Mars, albeit redistributed. The bulk of Stygies VIII's Skitarii wear black robes, crimson armour plate and burnished steel cybernetics. Should such a warrior shed his robe, he could pass for one of Mars' cohorts – a similarity Stygies has exploited many times.

'SING NOW OF THE DISRUPTER SPIRIT.

[BINHARIC STATIC CHORUS]

LOOSE THE CANT OF CONFUSION.

[BINHARIC STATIC CHORUS]

BY YOUR POWER ENSHROUD US.

[BINHARIC STATIC CHORUS]'

- First Verse of Disabler Protocol

GRAIA

THE CROWN OF MIRACLES

The warriors of Graia reside in a geometrically perfect network of space stations that crests the planet like a glittering diadem. Though the Cult Mechanicus does not make it widely known, the Graian Crown is capable of independent flight. Giant fusion engines allow it to escape its host planet's gravity and move to the nearest Mandeville Point, where it can then travel through the warp. This has not always met with success, attracting the attentions of Necrons as well as daemonic foes. Despite the dangers, the Graians continue to use their mobility to better exploit natural resources.

The tenacity of the warriors of this forge world is legendary, and they are known for their steadfast refusal to give ground. As long as they believe in the integrity of their data-predictions, the coldly logical forces of Graia will continue to pursue their goal, no matter the cost. The synapses of the warriors of Graia are so hardwired to pure logic that enemy psykers often find their powers ineffective against them, unable to breach that wall of absolute rationality. In combat, only a binharic imperative from a senior Tech-Priest can cause Graia's Skitarii to retreat. Their redoubtable war ethic is seen as a sign of great devotion to the Machine God, though their allies in the Astra Militarum often conclude that their stubbornness is as much a tactical liability as it is an advantage.

THE CANT MECHANICUS

The Tech-Priests of the Adeptus Mechanicus speak a number of strange dialects that blend the machine tongue with those of the wider human race. These include binharic cant, Lingua Technis, hexamathic code, noospheric bleed and Novabyte, amongst many others. Few outside the Adeptus Mechanicus can comprehend these tongues, let alone reproduce them. Many Tech-Priests have their jaws and throats altered, the better to speak languages that were designed only for cogitators to use. Furthermore, each language is replete with internal self-references and allusions to knowledge that remains unknown to those outside the order. Their use is forbidden by any not of the Cult Mechanicus. A lot of these languages have words and even entire grammatical structures missing, eroded by the entropy of millennia or corrupted by scrapcode. They are sourced and re-imagined from alphabets, lexicons and tongues throughout history into an omnibet that only the Tech-Priests truly understand. This meta-language is the root of the sigils and icons that adorn the warriors and war machines of the Adeptus Mechanicus. More than that, it is the foundation of the battle cant they chant to empower their minions in times of war.

The warriors of Graia bear the icon of the solar cog. The rising sun at its heart signifies the dawn of a new age, while the cog that surrounds it shows that the Tech-Priests of Graia intend to be its masters.

The Skitarii of Graia accentuate the deep crimson of Mars with the bright red of spilt blood. Their detractors believe this is because Graian warriors take an unhealthy interest in each spray of gore that jets from their victims, but the priests of Graia claim their interest in warfare represents only their desire for enlightenment.

War machines hailing from Graia carry the colours of death – blood red, funereal black and bleached bone.

Graia's Kastelan Robots commonly bear white iconography upon the black slabs of their battlehide, while the markings of its Kataphron battle servitor clades are black upon their bone-coloured plates.

'STEEL OF BODY,
STEEL OF MIND.
[REPEAT IN PATTERNS OF 500]'

- Graian Mantra of Discipline



Ranger unit Ar-802 from Factorum 7, Red Regiment XV-07 of the Explorator Army, Requisitionist Force Dominus

METALICA

THE GLEAMING GIANT OF ULTIMA SEGMENTUM

Metalica, a forge world nestled deep in the Ultima Segmentum, is formed almost entirely of metal. No flora or fauna makes its home there, as all biological life has been exterminated. Even the atmosphere is inimical to life. It was not always this way, but the Tech-Priests drove to extinction all other species so their quest for enlightenment could continue at peak efficiency. Metalica is a world of hissing pistons, glowing forges and strata upon strata of industrial waste. Yet it is far from barren, for the engine-driven monstrosities that growl out of its furnace complexes are born by the hundred with every new dawn. The sheer auditory barrage that rings from its gunmetal mountains is deafening, yet oddly inspiring – and all weapons and machinery produced by Metalica can be identified by a distinct blaring sound that is purposefully made louder so that all foes might hear the industrial glory of the Omnissiah before they perish. The hyper-pollution of the planet and its proximity to the Ork empire of Charadon have prepared its legions well for an age of war. Alongside Knight allies from the nearby world of Kolossi, Metalica's armies have fought at the forefront of many battles, including the second and third Armageddon wars. With relentless fervour, the armies of Metalica strive to bring their own strict brand of order to the anarchy growing across the galaxy.

THE TITAN LEGIONS

The Titans that serve the Adeptus Mechanicus are the most powerful ground-based war engines in the Imperium. Giant walking fortresses with firepower enough to level cities, the largest of these god-machines carry great cathedrals to the Omnissiah's glory upon their broad shoulders. Though few in number, the Titan Legions have conquered myriad foes, both within the Omnissiah's domain and without.

Almost all forge worlds have Titan Legions that defend them, and Metalica is no exception. The Iron Skulls, formally known as the Legio Metalica, is amongst the most vaunted of its kind. Its glorious history stretches back to pre-Imperial times. Tragically, the Legio was all but destroyed during the Third War for Armageddon, although it has been rebuilding ever since, hoping to reclaim its honour. Princeps Kurtiz Mannheim, realising his allies would soon be overrun, led the Legio Metalica and its Skitarii escort against a wave of Ork Titan-class threats and six million Ork infantry. After slaying an Ork Gargant in a gruelling duel, Mannheim ordered his badly wounded Titan *Steel Hammer* to self-destruct, his sacrifice killing another two Gargants and burning out the heart out of the Ork offensive in the process.

Though Metalica's legions are fiercely independent from the cloying touch of Mars, the hammer and fist icon of Metalica is depicted in deep red in honour of their Martian forefathers.

The white robes of the Metalican warriors mirror the sterile perfection of their lifeless world, and the purity of the machines that thrive there. To complement these pale colours, the Metalicans use adornments of red, either to pick out details like the cog-toothed hem of the Electro-Priests' robes, or as unit markings on the hulls of Kataphron and Kastelan constructs. The touches of crimson used to embellish the stark colours of Metalica's heraldry are a nod towards their heritage as part of the greater Adeptus Mechanicus, although it is said that the forge world's Kastelan Robots also display the ritual colour to honour the blood they have spilt in centuries of war.

Unusually, the heraldry of Metalica's Skitarii is dictated by their battlefield role. Skitarii Vanguard and Rangers wear metallic armour plates and white robes with red linings. Sicarians usually wear white battle plate, forgoing red altogether. All of Metalica's Skitarii bear gunmetal prostheses and cybernetic enhancements made from the very same substance that covers the planet's surface.



Vanguard unit San-323/Mk12,
Alpha Maniple, Alpha Cohort,
Foot Soldiers of the Iron Skull

RYZA

FURNACE OF SHACKLED STARS

The forge world of Ryza has been plunged into the abyss of war. The planet was famous for supplying containment fields and plasma weaponry – the Leman Russ Executioner and Stormblade super-heavy tank were born within its armour cradles. However, since Ryza found itself bearing the brunt of not one but two major Waaagh!s, the planet has turned every cannon, stubber and bullet to an all-out battle for survival.



In truth, the Tech-Priests of Ryza welcome the opportunity to see their creations in action first-hand. Ryza's Skitarii, alongside the Warmongers of the Legio Crucius and the Astra Militarum's Catachan regiments, have taken righteous pleasure in turning Ryza's most devastating weapons upon the Orks of Waaagh!s Grax and Rarguts. Every vault and warecrypt has been raided, every gun reliquary broken open. Transdimensional beamers light up the night, gatling macro-cannons roar their fury, and writhing lava hoses spew hot death into the streets. To set foot upon Ryza is to see a vision of war unbound – and the violent industry of the Adeptus Mechanicus unleashed on a worldwide scale. Despite the preponderance of ordnance and experimental weapons, much of the fighting on Ryza has come down to close quarters. The forge world defenders – from Skitarii to hulking Kastelan Robots – have all earned a reputation as particularly fierce combatants.

'Blasphemers!' hissed Ruststalker Princeps 3-Cyx for the hundredth time that day. He swept a metal finger towards the Orks teeming through the arches. 'No matter their number, we prevail. Red in cog and claw!'

'Red in cog and claw,' his fellow Sicarians echoed dully. They were a miserable bunch, only really happy when carving apart the flesh of the Omnissiah's foes. Lucky for them, that was something Ryza had in plenty.

The ground vibrated, sending the Sicarians skittering like pond skater insects. A dull roar filtered through the devotional psalms 3-Cyx liked to play to himself when the killing began. It grew to a thunderous shout as – 3-Cyx cocked his head as he made the calculation – 6,834 greenskin warriors poured down the steps of the Mechapotentate Basilica.

'Praise be!' 3-Cyx shouted as he bounded up to the shoulder of a fallen statue. He leapt into the air, Ryza's wan sunlight gleaming from his weaponised frame, before plunging his transonic blades into the armoured Orks at the forefront of the greenskin charge. Behind him, his killclade followed suit. Heads rolled, Ork limbs flew in arcs of blood. Truly, thought 3-Cyx, it was a fine day to be a tool of the Omnissiah.

The illuminated 'R' of Ryza is borne proudly by its warriors. This icon incorporates the skull and cog of Mars, a nod towards Ryza's ancestry.



Vanguard unit 09-Tyba, Squad 44, 2nd Regiment, 3rd Glo-Corps, Radtainment Division

The ochre armour plates and robes worn by Ryza's warriors are the same hue as the immense rust dunes that bestrew the planet. As with many forge worlds, Ryza's Skitarii often bear purity seals of blood-wax and parchment to signify their freedom from harmful scrapcode.

Seniority within the priesthood of Ryza is indicated by the use of crimson on robes and armour – the more red a Tech-Priest wears, the more superior he is considered to be. Red also features sparingly on the warriors of Ryza, often appearing on the lining of robes, or on components of war machines.

Copper is used as an embellishment, particularly on weapons like the Fulgurites' electroleech staves, or mechanical adornments like the Tech-Priest's mechadendrite harness.

Though the Legio Cybernetica of Ryza displays many thousands of variations in heraldry, all its robots bear combinations of ochre, deep red, silver and black. Each maniple's distribution of colour is echoed by the uniform of its assigned Cybernetica Datasmiths.

TRIPLEX PHALL

FORGE OF THE EASTERN FRONTIER



Far to the galactic east of Terra lies the forge world of Triplex Phall. Located in the furthest reaches of Ultima Segmentum, in the Eastern Fringes, this forge world has grown autonomous through long periods of isolation. The Tech-Priests of Triplex Phall have discovered many pockets of worlds on the outskirts of the galaxy settled during the Age of Technology. Many of these lost colonies were Knight worlds – such as Grymm and Roland – and no few of them yielded technological secrets such as caches of old STC designs, or unique archeotech created in Mankind's golden age. A great many Triplex Phall designs appear throughout the weapons and equipment of the Astra Militarum, and their fabrication secrets have never been shared. Even delegations from Mars have been forced to return to the Red Planet empty-handed, or with blueprints that they soon discover are missing vital details. Although Triplex Phall pays homage to Mars like all other loyal forge worlds, this disobedience has prompted Mars to permanently deploy several Skitarii Legions to accompany Triplex Phall's Explorator fleets and alert the Red Planet should further rich veins of technology be discovered. The tactic has proved fortuitous, as Triplex Phall has suffered a series of invasions, and the extra troops greatly assisted in the forge world's defence. First, a splinter of Hive Fleet Kraken was eradicated, followed by a concerted attack by a Plague Fleet led by Typhus, and finally a Daemon incursion. All three attacks made planetfall, but were driven back before the foes could establish firm beachheads. This success was in part thanks to Triplex Phall being home to the Titan Legion Legio Victorum and having the support of over a dozen knightly households.

DEIMOS

THE GIFT OF THE SIGILLITE



Upon the inception of the Grey Knights – the secret Chapter of Space Marines tasked with directly combating the daemonic threat – it was recognised that they would need their own forge world. Using arcane technologies, Deimos, one of the heavily industrialised moons of Mars, was stolen out of its orbit and secretly relocated above Titan, the shrouded home world of the Grey Knights. Since that time, the weapons required by the Emperor's Daemon-hunters have been produced by the manufactorums of Deimos. This includes standard Adeptus Astartes armaments as well as all the specialist gear required to combat warp-based foes, from psycannon ammunition to deadly psyk-out grenades. Each item receives psychic wards atop the blessings of the Omnissiah to ensure protection against daemonic taint.

The handover of Deimos-forged wargear is carried out by especially debilitated servitors whose scant minds and circuitry are scrubbed clear after each transaction. Such extreme measures ensure that the secrets of the Grey Knights can never be learned by the Tech-Priests – and, conversely, that the psychic Grey Knights cannot themselves glean any of the clandestine mysteries of the Adeptus Mechanicus.

Deimos is blessed with a great many macroclades, all bearing the triple blessing of the Omnissiah. Additionally, no fewer than three knightly houses are permanently stationed upon Deimos, including House Steel, whose vows of silence in service to the Adeptus Mechanicus have lasted since the Great Crusade. Deimos' armies are used as guardians, as procurement forces, and upon request, are sent to march forth in battle alongside the Grey Knights.

VOSS PRIME

THE RIGHT HAND OF MARS

Founded during the Age of Technology, Voss Prime was reconnected with Mars during one of the warp storm lulls of the Age of Strife. By the time the Great Crusade reached Voss Prime they found a thriving forge world modelled after, and allied to, Mars. Since that bygone era, Voss Prime has continued to churn out armaments for the Imperium's armies and fleets, a record of service that cannot be matched by any save Mars itself. Home to the Titan Legion Legio Invigilata, Voss Prime's production numbers have soared thanks to their aggressive exploitation of the nearby asteroid fields – known as the Mordon Belt – that surround their sub-system. The asteroids have also proven an effective defence for the planet. Even the Ork fleets that rampaged for so long across the nearby Armageddon sector could not navigate the floating debris, and the wreckage of thousands of their ramshackle craft floats amidst the element-rich rocks. The Daemons that swarmed out of the warp storms, however, proved another matter. Only Voss Prime's unmatched ability to repair their Legio Cybernetica and replace their servitors allowed them to weather the successive waves of invaders. Despite the attacks, the manufactorum of Voss Prime continued to roll armoured vehicles, weapons and ammunition off their assembly lines at rates few could hope to match. Across the Imperium, Voss-pattern vehicles are much revered, although their plasma weapons have rightfully gained a dire reputation. Despite their vaunted output capacity, Voss Prime has less success at replicating plasma technology than other forge worlds. That they have not asked for aid, and that it has not been offered, is indicative of the pride and secrecy that exists even amongst the most devout of the Cult Mechanicus.



GRYPHONNE IV

THE LOST FORGE

Before the arrival of Hive Fleet Leviathan, the forge world of Gryphonne IV had a storied history. Founded during the darkness of the Age of Strife, Gryphonne IV quickly rose to power. By the time the Great Crusade arrived in what would become Segmentum Tempestus, the forge world controlled the Gryphonne Octad – eight star systems rich with mineral wealth. Its Titan Legion, the world-breaking Legio Gryphonicus, fought alongside the Space Marine Legions to earn great victories.

Over the millennia, the defences of Gryphonne IV were built up until they rivalled those of Mars itself. So formidable were its fortifications that the Tech-Priests refused to abandon their industries even when it become clear that the forge world lay in the direct path of Hive Fleet Leviathan. Instead, they shored up their walls, certain that the Tyranid waves would break against them. The armies of Gryphonne IV fought with consummate skill, yet the xenos invaders were unrelenting. One after another, the Adeptus Mechanicus guns were silenced, the defence lines shattered. At last, even the Titans were dragged under. Gryphonne IV was stripped bare, a grim testament to the folly of pride.

The tale of Gryphonne IV does not end with a barren orb, however. When the outcome of the battle was beyond doubt, a handful of Tech-Priests fought clear with a few battered cohorts, extracting vital blueprints with which to remake their lost Skitarii Legions. They vowed to build a new forge world and continue the Omnissiah's work. Travelling across the torn Imperium, they seek a new home world. Even a few Titans escaped, but the mechanised gods of battle were last seen fighting upon Cadia, their final fates unknown.



THE EVER-FAITHFUL

The cohorts of the Legio Cybernetica have marched to war in the colours of their forge worlds for ten thousand years, but the Kastelan Robots themselves are older than the Imperium and some call no single forge world home. Bands of these itinerant war machines may appear in the battle congregations of the Cult Mechanicus, their arrival unheralded and taken as a sign of the Machine God's favour. They will allow themselves to be directed by local Tech-Priests until the battle is won, after which they disappear once more, perhaps for centuries at a time. A number of legendary examples are shown here.



Nihilor Rad-Ulthus, Detestatus Maniple (macrosabotage specialists)



Cromag-Conquestor, Blessed Maniple of Thoth, XIIth Gnuvian Recidivism



Electrus 9-Shantar, reported lost during the Goloch Transmographism



Verg-Rhombor, the Giant of Destregrad IX



3-Null Cortex, Eighth Maniple of the Vitruvian Honour Cohort



Sor-Methuselas, Din-Thoria Maniple, the Red Lessons of Agra Prime



Legionarius 6-Stenngra, last of the Grim Shepherds, Alabastex Schism



Two-Malavont, Cloneskin Suppression, M37 Cross-Segmentum Crusaders



Aladothris 8-Maximal, lost in service, Ghoul Stars Explorator Crusade



Medroloi Mu-Lambda, bloodsworn brother of the High Terran Xenoflayers



02-Hex, the Sol-Blessed, lone trusted guardian of Adept Veritus



Esmodd 9-Determinis, last seen heading for the Protoid Nebula



Galahos 2-Urian, Maniple of the Gilded Dawn, Ultramar Penumbra



13-Tor, Automongrel of the Graian Stellar Drawbridge



Bane of Ecclesiands, destroyed and later rebuilt on site at Sanctuary 101



Dostoyon Vladimus 12, Iron Ghost of Farewell Secundus



8-Ondos, Autostigmaton of the Lucian Cyborg Elite

MECHANICUS KNIGHTS

Through mutual oaths and unbreakable vows, the Adeptus Mechanicus have forged alliances with many Knight worlds. In return for technical aid and reciprocal protection, these Adeptus Mechanicus-aligned houses, or Knights of the Cog as they are sometimes known, send forth their adamantine Knight suits to honour any request made by their allies.

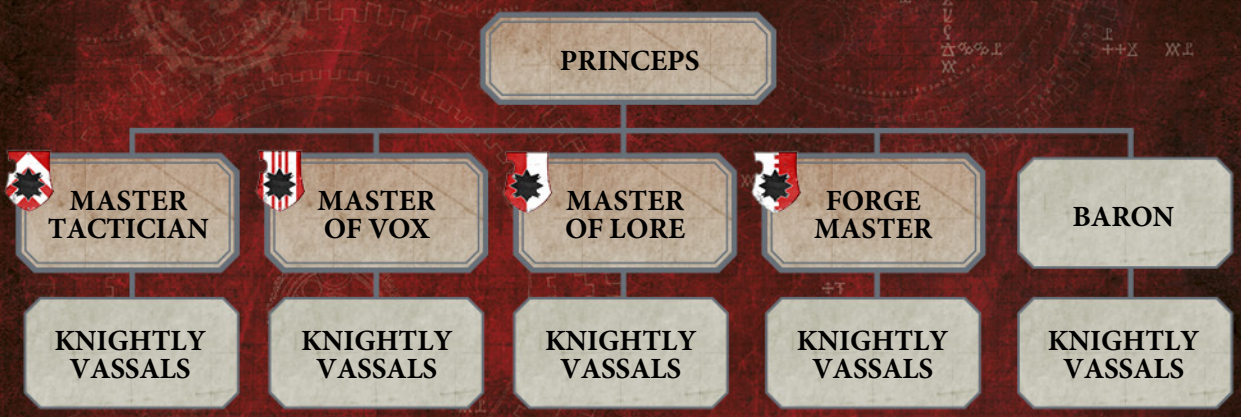
Knights are not mere war machines, but relics from a lost age, armoured giants from a forgotten era. One does not drive such an heirloom – it must be bonded with. Only a Noble from an ancestral knightly house may have such an honour. During a strange and terrible rite known as the Ritual of Becoming, the Noble fuses his mind with the machine spirit of the Knight – a union of flesh and metal. Only then can the Noble truly occupy the Throne Mechanicum – the seat of control from which he uses his mind to command the towering Knight.

The first Knight worlds were founded at the dawn of the Age of Technology, but become lost and isolated during the Age of Strife. A high proportion withstood this cataclysm, for the Knights offered matchless protection from hostile invaders – but it was not only the martial might of these war machines that preserved these colonies. It soon became apparent that the machinery by which the pilots had bonded with the Knight suits had also altered their minds, instilling strong notions of fealty, duty and conservatism. Their draconian rule eschewed new technology and psykers, helping to insulate their worlds from the dangers of the Long Night. Their defences shored up and their watch-fires stoked, these Knight worlds continued as they had for hundreds of years.

During the Great Crusade, the Adeptus Mechanicus sought out these worlds and their ancient technologies, and bonds of allegiance were formed. Those knightly houses most closely aligned to the Adeptus Mechanicus are often called upon by the Martian Priesthood to uphold these ancient pacts. Tech-Priests request military contingents from Knight worlds to accompany Titan Legions, to join Explorator fleets, or to aid them on missions to seize lost archeotech. When a threat is deemed sufficient, Knights are also deployed to help defend key planets – especially endangered forge or mineral worlds. In return for such military aid, the Knight worlds receive technological resources.

To honour minor requests, a knightly house might send a single Knight, or perhaps a lance made up of Knights selected for the task in question. Occasionally, the Adeptus Mechanicus will decree that such seconded detachments must remain with a Titan Legion permanently; in these cases, the Nobles change their vows of allegiance and heraldry to reflect the legion they now serve. When faced with a severe threat, a Princeps will march out with his Exalted Court, these heroes leading forth their entire household. These events are times of great fanfare, but given the increasingly hostile nature of the galaxy, they occur with ever greater frequency.

STRUCTURE OF A MECHANICUS-ALIGNED HOUSE



Knightly houses aligned to the Adeptus Mechanicus are feudal, and are organised in a manner similar to their Imperial cousins. The ruler of the household is known as a Princeps, and his decree is final. The rank below Princeps is that of Baron, and positions within this rank are still hierarchical, based on the individual Barons' influence and battle experience. For his ruling council – also called an Exalted Court – the Princeps will promote four Barons. Known as Barons Prime, these individuals are second in power only to the Princeps himself.

Each Baron will have a number of vassals beneath him, and it is their duty to muster should they be called to battle. The number and exact organisation of these knightly vassals varies wildly from house to house, depending upon the size and power of the knightly house itself. Regardless, when the summons to war is received, lances, groups of oathsworn Knights and entire household detachments will be drawn from the house's strength. Only in unusual circumstances will the Princeps, or one acting in his stead, choose to select only from a single Baron's vassals.

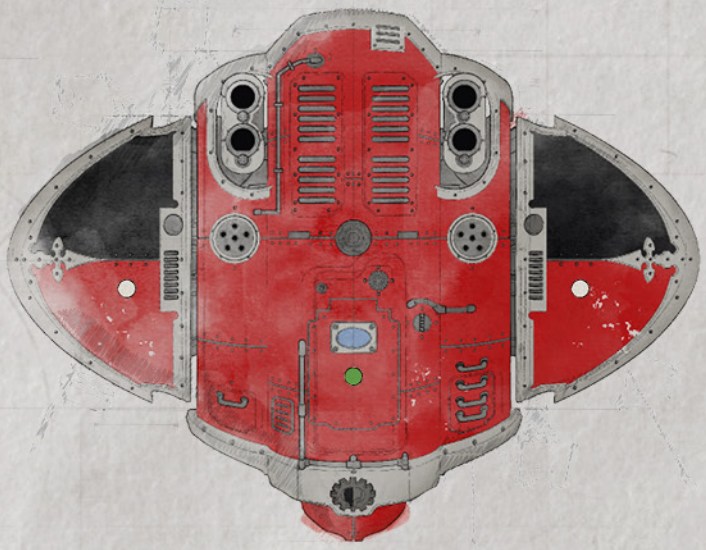
QUESTOR MECHANICUS HERALDRY

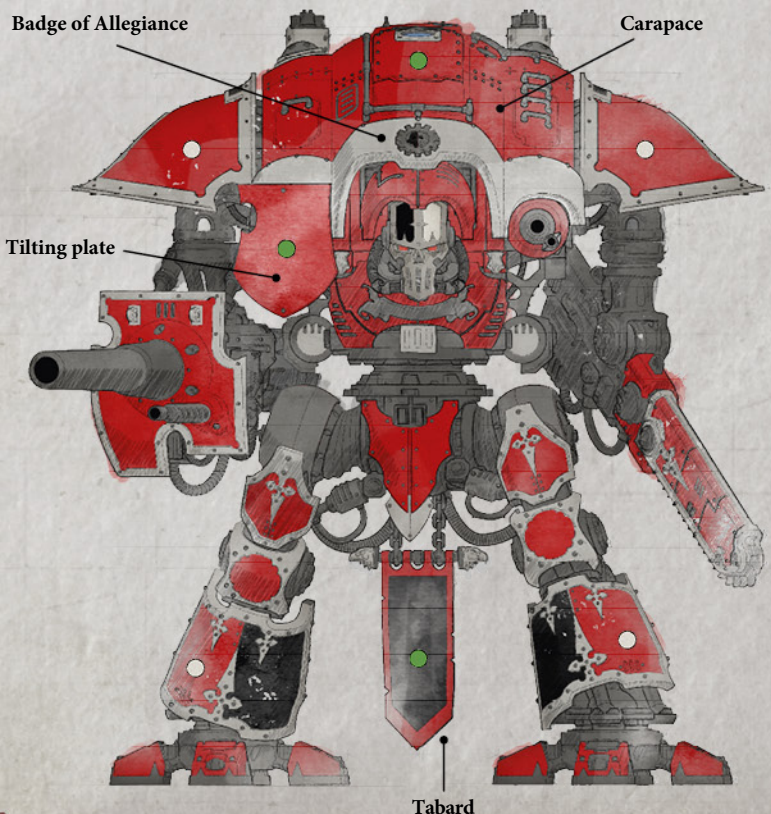
HERALDIC PRINCIPLES

Identical for all members of the house

- Full house crest
- House emblem
- Major Questor Mechanicus livery (typically red, silver or white)
- Minor Questor Mechanicus livery (typically yellow, or black)

Some Knights leave their Knight world to travel the galaxy, owing allegiance to none. Such Freeblades, as they are known, forsake their old heraldry and adopt new livery that reflects their individual quest. The Tech-Priests record many instances of Freeblades fighting alongside forge world armies when their objectives are aligned, before the Knights disappear once more on their personal missions.





The members of a Mechanicus-aligned Exalted Court bear a specific design on their carapace to signify their rank and to distinguish them from ordinary Knights.



Princeps



Baron



Knight



Skitarii Alliance Icon



Duelling Medal



Blessed Laurel-cog

Badges and symbols, normally displayed upon the tabard, acknowledge the wearer's battle honours and celebrate his role in famous campaigns or alliances.

HOUSE RAVEN

Like an endless wall of red metal, the Knights of House Raven march forward. A lone Knight might shake the ground with its metallic stride; however, when House Raven deploys in force the sound of that advance is far more ominous, a thundering tramp that sends even the most fearless of foes over the edge. It is said that when House Raven sets forth its strength, a power that rivals that of a Titan Legion, then victory is sure to follow.

The great arsenal of Knights held by House Raven is unmatched. Deep within the Keep Inviolate, a stronghold so vast and well defended it can be compared to the Emperor's Palace on Terra, lies the Vault Transcendent. Dug deep into the bedrock of the planet Kolossi, its heavily shielded halls house hundreds of suits, each one ready to stride out to answer the clarion call of battle. Yet they would not be alone if they did so. Dozens of other households owe fealty to House Raven, swelling their might still further.

House Raven first allied itself with the nearby forge world of Metalica during the early stages of the Great Crusade. Lord Gregor, Raven's ruler at the time, struck a deal with Metalica's Tech Adepts to ensure that his house had sufficient Sacristans – artificers of a Knight world trained and inducted into the Cult Mechanicus. For House Raven, these specialists became known as the Iron Brotherhood. In return, Gregor swore eternal fealty to Metalica – a pact that remains to this day.



The crest of House Raven depicts on one side their colossal adamantium-clad stronghold, the Keep Inviolate, greatest fortress of their home world of Kolossi. On the other side is displayed the cog of the Adeptus Mechanicus, for it was to them, and specifically to the forge world of Metalica, that House Raven pledged allegiance.



GREVAN, FERROUS MAXIMUS

Lord Grevan Raven, fourth of his name, is the Princeps of House Raven, the Iron Duke of Kolossi who sits upon the Adamantium Throne. A single white stripe on his carapace denotes his rank. The avenger gatling cannon of his Knight Warden – Ferrous Maximus – is said to be triply blessed by the Omnissiah himself.



RANDUL, IMPENETRABLE

Known as 'the Cursed Baron', Randul is one of the many Barons to serve beneath Princeps Grevan. His rank can be distinguished by twin white stripes down his carapace. Each time he has gone to battle, his Knight Gallant – Impenetrable – has been so badly damaged that it has tested the skill of the Sacristans to repair it.

HOUSE VULKER

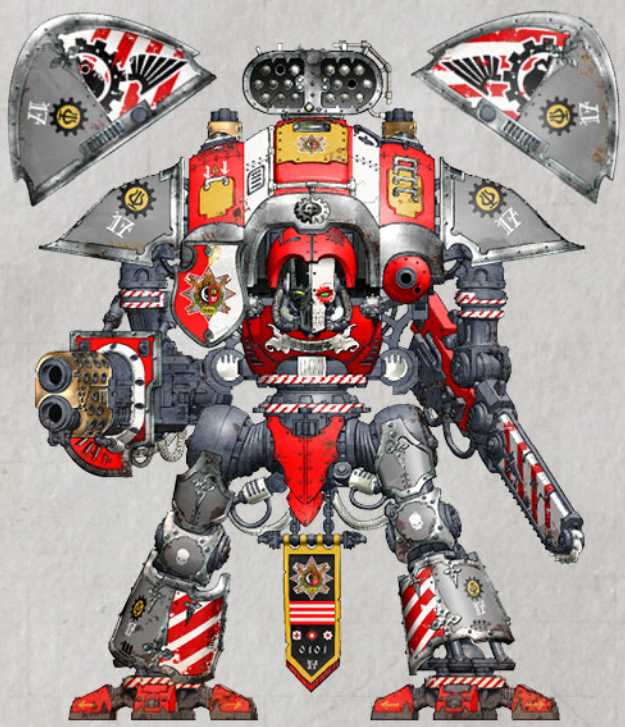
Despite being one of the greater houses aligned to the Adeptus Mechanicus, House Vulker is especially reclusive and mysterious. Their home world is Aurous IV, a mineral-rich planet nestled in a crowded star system. It was to exploit the planets of this system, and surrounding asteroid belts, that the forge world Bellus Prime was established nearby. The bonds between Aurous IV and Bellus Prime remain tight, with the same golden-plated servitor creatures working upon both worlds, and the forces of each joining Mars Explorator fleets that ply the depths of Segmentum Pacificus.

The courts of House Vulker are singular places, full of Tech-Priests and servitors that speak in coded machine language and number sequences. They enact mechanical ceremonies that are, for the uninitiated, disturbing to look upon, their meanings unclear and vaguely sinister. The Nobles of House Vulker hide every inch of their flesh with robes, sometimes even wearing masks of gold. Outsiders are not welcome within their steel-clad fortresses.

When called to war, the Knights of House Vulker leave behind their curious trappings, striding out to do battle with all the surety of their peers. They place a premium upon firepower and well-coordinated plans for both attack and defence. It was they who first developed the Tripartite Lance, a formation later adopted by all other houses.

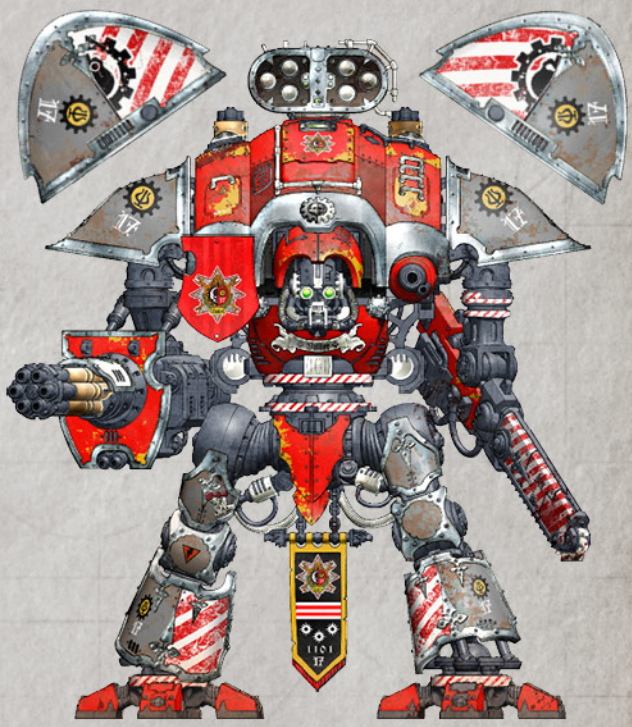


The gilded House Vulker crest proclaims their wealth. Beyond the central diadem with the cog-skull motif, none of the mysterious symbols are decipherable to any outside the learned, yet secretive servants of the Cult Mechanicus.



BARON GOLPHYTES, STRIDENT

Golphytes is a member of the Exalted Court, one of the Barons Prime. This can be seen by his halved tilting plate, which designates him as the Master of Lore, the keeper of sacred data, the Cogitator Prime. He pilots a Knight Errant, and few Knights can match his well-documented record of close-quarters kills.



LUXIOUS, UNALLOYED VICTORY

The display of bare adamantium armour plates is considered a deeply significant tribute by House Vulker. Only the most ancient of machines bear burnished metal, with the amount left in its glorious steel-like state directly corresponding to the age of the Knight suit.

HOUSE TARANIS

Due to its legacy and its home world, House Taranis stands apart from the other knightly houses, even from those in sacred alliance with the Adeptus Mechanicus. The Knights of House Taranis are integral to the military might of Mars, and are true servants of the Machine God.

It was on Mars that the first Knight suit was ever created, just one of the many wonders of the Age of Technology. Taranis bears the honour of being the first knightly house, formed on Mars in that forgotten age and furnished with the most archaic and earliest prototypes of Knight suit. Uniquely amongst the armouries of the knightly houses, however, the subtle mind-altering technology was absent from the Thrones Mechanicum used in Taranis' Knights.

House Taranis was the first of the knightly houses to join the nascent Imperium. Having never been forced to survive on a frontier or build keeps against the dark void, they were more akin to the Legio Titanicus than their peers from the Knight worlds. However, the civil war that erupted on Mars during the Horus Heresy saw House Taranis suffer near total losses. As the internecine conflict drew to a close, just two Knights remained. Only incredible commitment, and the skill of Mars' Tech-Priests, saw House Taranis survive its darkest hour, and rebuild to be stronger than ever before.



The crest of House Taranis bears the cog of Mars, for the Red Planet – the first and foremost of all forge worlds – is its home world. The sword that divides the crest of House Taranis from the demi-cog of the newly named Adeptus Mechanicus was added in the wake of the Horus Heresy.



SOBERAN, OMNISSIAH'S FURY

Soberan, like many Knights of House Taranis, accompanies Explorator fleets, providing protection amongst alien stars. The deeds of his Knight – the legendary Knight Paladin named Omnissiah's Fury – appear in battle accounts dating back to the Great Crusade.



XANTEK, BLADE OF MARS

Terribly wounded by a Chaos Titan, Xantek is one of the few Nobles who have survived the Ritual of Becoming twice. Typically, Xantek works in conjunction with the Legio Cybernetica and has learned well the lesson to stand guard over damaged units so that their revered remains might be collected and repaired once more.

HOUSE KRAST

Ten thousand years has not been long enough to heal the bitterness that pervades House Krast. Still they burn, thirsting for vengeance upon those that betrayed them during the Horus Heresy.

House Krast hails from the first Knight world to be rediscovered by the Great Crusade, a planet named Chrysis. The nobles of Chrysis showed no hesitation in joining the Emperor, making them amongst the longest-serving allies of the Imperium, a fact of which House Krast remains rightfully proud. Since those days, Krast has ever borne the red of the Adeptus Mechanicus in its livery.

The treachery of the Horus Heresy took a fearsome toll on Chrysis, with the traitor Titans of Legio Mortis the chief culprits behind the utter ruination of their home world. House Krast was the only knightly house on Chrysis to survive the calamitous events. So great were their losses that only their proximity to Mars, and the great support of the Fabricator General, allowed House Krast to recover. Since that time, the Nobles of House Krast seek the forces of Chaos above all others, hoping to settle old scores and fulfil oaths sworn by every one of their ancestors. Despite this, House Krast still honours Mars, and never shirks its responsibilities to its Adeptus Mechanicus allies, sending Knights to any forge world that requests military aid.



In the wake of the Horus Heresy, the crest of House Krast was changed by the unanimous consent of its Nobles. Instead of the lion rampant, the crest now depicts an iron fist squeezing the life from the serpent of Chaos.



FORILLUS, HEADTAKER

For many years, Forillus was seconded to the Cockatrices Titan Legion and in their honour he still bears their colours as part of his livery. Since the Great Rift opened, Forillus has fought battles allied with three different forge worlds, even joining Primarch Roboute Guilliman during part of the Indomitus Crusade.



TEROS, HEXENHAMMER

Teros is the Noble pilot of the Knight Errant known as Hexenhammer. Teros has displayed a special gift for finding psykers on the battlefield, and also a keen desire to destroy them. No matter how many of the hateful mind-witches fall before his fury, it will never be enough to sate his loathing.

THE QUEST FOR KNOWLEDGE

Over the long millennia since its inception, the Cult Mechanicus has been riven, reformed, brought to the brink of catastrophe, and has engaged in conquests that span the galaxy. Calculus Logi labour night and day to catalogue its history, though they disclose it not. Only a handful of events are allowed to reach the annals of Imperial truth.

M15-M25 THE AGE OF TECHNOLOGY

Although accounts of this era are incomplete and unreliable, it is generally considered to be a golden era of development and expansion as Mankind spreads across the galaxy. The warp drive, Navigators and Standard Template Construct (STC) technology herald this new era of discovery. The first of what will later become known as Knight worlds are established during this period. Human psykers appear in ever increasing numbers.

M25-M30 THE AGE OF STRIFE

Mankind's collapse comes with terrifying swiftness. It is difficult to unravel the truth, but tales abound of anarchy, daemonic possessions, the coming of the Enslavers and the betrayal of the thinking machines. Warp storms isolate swathes of the galaxy and those civilisations not destroyed outright are cut off from one another. Many come to know this era as 'Old Night', and it descends like a shroud over the galaxy. During this time, the Knight worlds fare best, for they eschew psykers and purposefully regress technologically. They grow superstitious and hidebound in their own traditions while they stand alone in a galaxy besieged by evils.

Mars Expands

Mars overcomes strife and disaster to unite beneath the Cult Mechanicus. As lulls between the waves of warp storms allow, the fleets of Mars travel outwards, raiding for technology and establishing new colonies of Tech-Adepts. With a few exceptions, such travels remain limited in scope and stay within the confines of what will later become known as Segmentum Solar.

The Mars Treaty

The Emperor, fresh from uniting the tribes of Terra, arrives on Mars. Many of the Tech-Priests declare him to be the Omnissiah, and so the Emperor forges an alliance with Mars. It is the Adepts of the Cult Mechanicus that equip the Emperor's Space Marine Legions. In recognition of the fact that to achieve his galactic plans, the Emperor needs the technological and scientific aid of the Mechanicum, Mars becomes an ally to Terra rather than her subject. Of the countless worlds that the Imperium soon claims, only forge worlds dedicated to the Cult Mechanicus are esteemed in such a way.

Covetous Greed

The Knight world of Chrysis is rediscovered and brought into the new fledgling Imperium. It is the first of many. With unseemly fervour, the Mechanicum uses its influence to claim exclusive trading rights with many of these Knight worlds. New forge worlds are established near the most mineral-rich planets. All are put to work at maximum capacity, preparing for what is to come…



M30-M31 DAWN OF THE IMPERIUM

The Great Crusade

The Emperor leads a massive crusade outwards from Terra, with the purpose of reuniting the hundreds of thousands of lost worlds scattered across the galaxy. At the fore are the Space Marine Legions, supported by the growing Imperial Army. All are equipped by the factories of Mars. No less important are the Skitarii Legions, the Legio Cybernetica, the Legio Titanicus, and the Imperial Knights that join the expedition. Planet after planet is reconquered and offered the same choice – bow before the Emperor of Terra or be destroyed. On and on the expeditionary fleets push outwards. The Tech-Priests often refer to this time as the Great Expansion, for hundreds of Knight worlds are rediscovered during this period alone.

The Horus Heresy

Like all of the branches of the Imperium, the Mechanicum finds itself rife with corruption during the epic civil war known as the Horus Heresy. Many forge worlds and Knight worlds turn from the Emperor. Indeed, the Fabricator General of Mars himself declares his allegiance to Horus, and so begins the Schism of Mars, a bitterly fought campaign that mirrors those taking place across the galaxy. Skitarii Legions square off against each other while Titan duels Titan. Those of the Cult Mechanicus that turn to the Chaos Gods are forever after known as the Dark Mechanicum. They are hated and feared in equal measure, for they dare to fuse Daemons with the spirits of their war engines, creating twisted things that mock the Machine God and his true laws of order and reason.

The Scouring

Wars of recrimination follow the Horus Heresy. Led by Roboute Guilliman and the Ultramarines, the Imperial forces fight battle after battle, driving the remaining traitor armies back until they finally flee, seeking refuge in the Eye of Terror. The Knight houses, their honour tarnished by the vile deeds of fallen Knights, are especially vehement in their pursuit of battles of vengeance. Recognising the need for systemic change, Guilliman creates the Codex Astartes, and tasks Archmagos Dominus Belisarius Cawl with a secret task that will align the fates of the Adeptus Mechanicus and the Space Marines for centuries to come.

M31-M32 AGE OF REBIRTH

The Mechanicum is reforged as the Adeptus Mechanicus and the new Fabricator General of Mars is given a permanent position as a High Lord of Terra. Crippled by his wounds during the final Heresy battles, the Emperor is interred within the Golden Throne, a device so complex that only the Adeptus Mechanicus can hope to maintain its systems.

The Shadow War

An intense paranoia drives the Cult Mechanicus to bury their secrets deep. When the Inquisitors of Terra's new order take their tithe of data-tapestries, they also unwittingly take the countermeasures that will unravel them. Aware of their mistake but unwilling to admit it, the Inquisition devises purge protocols that engage in an unseen battle with the self-replicating deletion-programs of the Cult Mechanicus. Though this shadow conflict flares up into several planet-wrecking wars before fading, battles still rage in secret to this day.

A New Breed of Overseer

House Taranis begins the practice of sending the Nobles that fail to enmesh properly with their Imperial Knights to the Adeptus Mechanicus. Though unfit for a place in Taranis' Knight armies, each of these cyborg warriors – known as Psychosis-Neuracanium – are from primaris-grade Imperial stock, and prove to be excellent raw material for the creation of Skitarii overseers. Similar exchanges between other Knight and forge worlds occur across the galaxy.

M33-M34 THE FORGING

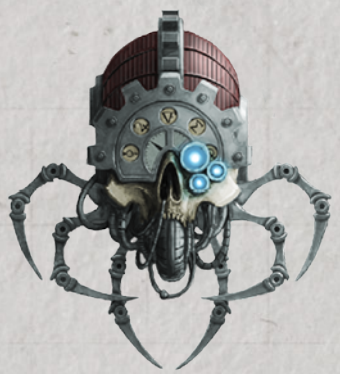
As the Imperium solidifies its measures of control across key systems, including the adoption of the Imperial Cult as the official religion, the Adeptus Mechanicus becomes ever more secretive.

The Howling

An Adeptus Mechanicus Explorator fleet clashes with the Cacodominus, an alien cyborg of colossal psychic potential. The horrific creature learns well of Humanity and its agents. Within a year it controls the populace of thirteen hundred planetary systems. The resultant heresy is ended by a concerted attack from the Legio Cybernetica and their Black Templar allies. Alas, the Cacodominus' psychic death scream burns out the minds of a billion Astropaths and distorts the signal of the Astronomican itself. Entire sub-sectors slide into barbarism without the light of the Emperor to guide them.

The Prophet of Cogs

The long-time rivalry between those Tech-Priests who dwell in the north of Mars and those of the Martian South flares into open war. As the conflict grinds on, both sides are assailed by the feral packs of malfunctioning servitors and burnt-out war machines that haunt the desert wastes. The war reaches a gory conclusion when the self-proclaimed Prophet of Cogs broadcasts a control-chorus that binds millions of long-abandoned machines to his cause. Appalled by the half-living cyberghouls he sets on his foes, both north and south unite to drive him from the Red Planet. Rumours persist that he still haunts the Alpha Centauri System.



M35-M36 NOVA TERRA INTERREGNUM

The Time of the Two Emperors pits many forces of the Imperium against each other, and all forge worlds are asked to declare their allegiance.

The Moirae Schism

During the secession of Segmentum Pacificus, the rebel forge world Moirae is destroyed by retaliatory Exterminatus, but not before the Moirae Schism has split the Adeptus Mechanicus in two. The ensuing conflict draws Titan Legions and even those Space Marine Chapters affiliated with the Adeptus Mechanicus into the turmoil. The schism takes a heavy toll on the Adeptus Astartes, resulting in the destruction of dozens of companies and the excommunication of several Iron Hands clans. It takes over two millennia of desperate warfare before the Moirate doctrines are considered fully purged.

The Fleet Wars

Of all the battles of the Moirae Schism, none are so expansive or long-lasting as the prolonged naval engagement over the nebula space fields of the Gulf of Black Shadows. There, mining wars between rival forge worlds escalate to massive fleet battles. It is estimated that the wrecks of over ten thousand ships – from mining craft to vessels of war – float between the gas clouds. Yet the battle is far from over, for within the floating graveyards, salvage crews continue the war for centuries, fighting each other in desperate boarding actions, each side seeking to reclaim valued tech. Entire robot maniples are recovered by opposing sides, and reprogrammed to attack their former controllers.

M36 THE AGE OF APOSTASY

A new age of dissent washes over the Imperium. A growing distrust separates the Adeptus Mechanicus from the Adeptus Ministorum, with each side conspiring against the other. Few records of their internecine battles are ever recorded by the Adeptus Administratum, but each side keeps their own secret tally.

The War of Recovery

Twelve knightly houses are led by the Adeptus Mechanicus into the Mortuam Chain system. The campaign lasts over a century and many human worlds are freed from xenos rule. The interfering Aeldari are defeated when their own weapons are turned against them. Much ancient technology is rediscovered by the great quest. The fact that one of the conquered worlds had already been converted into a shrine world by missionaries from the Ecclesiarchy is hastily covered up by furtive Tech-Priests, who speak only of the triumphant return to Mars of several first-generation STCs.

The Xenarite Schism

Stygies VIII comes under attack from dozens of Deathwatch Kill Teams when news of the Xenarites' dabblings with alien technology reaches the Ordo Xenos. The Adeptus Mechanicus are forced to employ radical measures in order to survive the ensuing purges.

Missing from Imperial Records

Fearful of the growing record of violations against them, the forge world of Stygies VIII uses viral programming, machine canticles, and infiltration methods to destroy or alter the documentation of the Adeptus Administratum and even the datastacks of the Inquisition itself. Self-perpetuating programs ensure the obfuscation is continuous.

The Occlusiad

The northwestern fringe is ravaged by the Apostles of the Blind King, rogue Tech-Priests who view Humanity as an affront to the Machine God. War rages for a decade, but the tide turns when the palace-warship of the Blind King is found hidden in a fold of warp space. The Blind King is slain and the Apostles overcome – not least due to the efforts of Mars itself and the founding of the heroic Dark Hunters Chapter.

M37-40 THE AGE OF REDEMPTION

The Imperial Cult gains momentum, and countless crusades are launched. As the Space Marines and Imperial Guard are drawn into more and more campaigns, the Adeptus Mechanicus conserve their strength, focusing on their own expeditionary fleets, as well as their manufacturing duties to supply the Imperial war machine.

The Telok Expedition

The radical Magos Vettius Telok leads a foray into the void beyond the Halo Stars in search of the fabled artefact known as the 'Breath of the Gods.' His expedition is reported lost with all knowledge.

The Shadow of Silica Animus

Proof is found of dangerous experiments being conducted by rogue cults within the Mechanicus. As the creation of complex artificial minds is strictly outlawed, a search-and-destroy inquest begins that probes every single forge world.

The War of the Golden Cog

The Fabricator General of Mars claims ownership of the riches of the Fortress of the Soulless, lair of the Culexus temple. A disastrous civil war between Mars and Terra is averted by a sniper's bullet, but the artefact known as the Golden Cog is left in Skitarii hands.

Fires of Conscience

The rogue Tech-Priest Veriliad, after leading his Skitarii to a stomach-churning victory during the Cremation of Alcadia Secundus, knowingly destroys the STC for phosphex weaponry.

The Macharian Conquests

Led by Mars, Graia and Gryphonne IV, many forge worlds send armies to aid this massive crusade.

M40 THE WANING

With Imperial armies stretched thin across countless campaigns, the Imperium becomes ripe for invasion. Xenos and Chaos attacks increase tenfold, occurring with alarming frequency all across the galaxy.

Crushing the Mecha-Waaagh!

Led by House Raven, five different knightly houses, along with no less than a dozen Freeblades, halt the mechanised hordes of Waaagh! Gluttok. Across several star systems, the Imperial Knights are able to counter the Battlewagons and looted tanks employed by the wily Gluttok. It is on the factory planet of Blastoom that the Warboss' Stompa Mob is at last brought to final battle. Leading his Exalted Court into the thick of the fighting, Grevan, the Iron Duke, smashes into the wall of Ork walkers and uses his reaper chainblade to rip apart Gluttok's Stompa. The Stompa's head can still be seen, for it was taken for display and remains at the Keep Inviolate.

Graia Assailed

When attempting warp travel, Forge World Graia is assaulted by Necrons and nearly destroyed.

The Forbidden Runes

After the disastrous Battle of Elixia, Skitarii survivors are sent to extract the runic inscriptions upon the ancient standing stones of Grave's End. In doing so, they open a long-forgotten gate into the warp. Elixia is consumed by a daemonic invasion, its remaining populace eliminated by Exterminatus within the week.



M41 THE TIME OF ENDING

As the galaxy darkens, new threats appear all across the galaxy.

The Death of Tyran

A terrible new foe looms from the void. On the far reaches of the Eastern Fringe, the Adeptus Mechanicus research station of Tyran Primus comes under attack. Despite a stalwart defence by Skitarii cohorts and an entire regiment of Astra Militarum, the planet is conquered and its biomass devoured. Magos Varnak compiles a data-codex that reveals the dread truth of the planet's last few hours and fires it into space before triggering the outpost's runes of ending. The Tyranids enter the galaxy.

The War of Neotech

The T'au settlers of Vesh'yo find themselves fighting for their lives against three Skitarii Legions. The ancient weapons of the Adeptus Mechanicus are pitted against the clean, cutting-edge technology of the T'au Empire. Many additional Skitarii reinforcements are deployed before victory is finally secured. Six star freighters full of T'au war materiel find their way back to the forge world of Tigrus.

Rain of Fire

After the Battle of Macragge, a splinter fleet of Hive Fleet Behemoth winds its way into the Skitarii-held Daugel Helix. Using the knowledge recovered from the Tyran data-codex, the Skitarii fight back. The cohort commander Alpha 9-Thyrrc tuns the tide by saturating a stratum of the atmosphere with gas from the planet's promethium refineries. After his Onagers' neutron lasers set the skies aflame, each new rain of Tyranid spores incinerates those xenos planetside instead of reinforcing them. A triumphalist data-codex is compiled and sent to the nearby forge world of Accatran, where it is swiftly filed away in the Archive Anomalis and forgotten.

Waaagh! Grax

The brutal juggernaut of Waaagh! Grax terrorises the star systems near Ryza. Legions of Skitarii counter-attack alongside Catachans and liberated human slaves. Word of the intense fighting attracts Waaagh! Rarguts, which breaks through the Imperial Navy cordon to invade Ryza for the third time since the conflict began. The fate of a string of systems hinges upon the forge world at their heart.

The Tyrannic Wars

The Tyranid invasion wreaks havoc across scores of forge worlds, with several, including the powerhouse of Gryphonne IV, utterly destroyed by the xenos.

To Punish the Usurper

Upon the lodestone world of Knuthor, a nation of feral humans worships their Ork slavers. When the nearby forge world of Graia learns one of the Ork roks is built around a fabled Ark Mechanicus, it sends forth its legions. Within a year of the travesty coming to light, both xenos and human alike are scoured from the planet, and the salvaged pieces of the Ark Mechanicus borne reverently back to Graia.

The Unknowable

Skitarii from Stygies VIII are sent to the diluvian-class world of Magogue when the planet's industry dries up its oceans to reveal Necrontyr architecture. The Skitarii fight valiantly against the Necrons of the awakening tomb complexes, allowing the planet's islander people to evacuate. Only

the commanding Tech-Priests, hunting for knowledge behind the lines, escape the ensuing carnage. However, in doing so they clash with Trazyn the Infinite. One by one the Tech-Priests are collected in stasis fields and displayed as part of a monument to Magogue's fall.

Ultimate Power

Clues to the location of the Omnicopaeia are uncovered upon Hell's Teeth, a Daemon world on the edge of the Maelstrom. The Omnicopaeia, an arcane device that contains every STC with a psychic component, is of immeasurable value. Many billions of Skitarii are dispatched to Hell's Teeth with all haste. The entire Adeptus Mechanicus across every forge world takes notice – should the legendary Omnicopaeia be found, they will finally have a way to control, precipitate and even weaponise Humanity's psychic dawn.

The Fall of Cadia

The Thirteenth Black Crusade devastates much of the Cadian Sector and spreads disaster across the whole of Segmentum Obscurus. Despite heroic fighting, Cadia falls. Many refugees from the numerous campaigns find temporary safety on the forge worlds of Agripinaa and Stygies VIII, where their numbers help repel the Chaos attacks that soon follow. The loss of dozens of Titans, fleets, robots, and entire armies is a devastating and irreplaceable blow. In the wake of the disaster, the High Lords of Terra themselves decree that all forge worlds are to increase production by any means necessary.

A Primarch Awakens

In news that ripples across a galaxy riven by war and splintering with warp disasters, the Ultramarines Primarch Roboute Guilliman is awakened. Although xenos are rumoured to be involved, the Adeptus Mechanicus claim sole responsibility for the deed that brings back the Avenging Son.

The Great Rift

Warp storms of a magnitude not seen since the Age of Strife wrack the galaxy. Every forge world is cut off from its Explorator fleets and, for a time, from each other. All suffer invasions and raids as emboldened xenos and Chaos forces test them, probing for weaknesses, eager to destroy the bastions of Mankind's empire. No fewer than seven forge worlds are destroyed altogether and several more remain missing, buried beneath fierce and impenetrable storms.

The Secrets of Cawl

Upon the orders of Primarch Roboute Guilliman, Archmagos Dominus Belisarius Cawl begins to unlock the secret vaults and awaken from stasis the many armies of the Primaris project. An entire new founding of Space Marines is born.

Storm of Metal

All across the Imperium, primary holdings – from mining colonies to Knight worlds to forge worlds – find themselves under attack from Necrons. The influx of Chaos energies has triggered anti-warp protocols in every Necron tomb world, and things that have lain dormant for aeons stir once more. The infamous Technomandrites, struck down by the Silent King, return. Panic rises amongst the Tech-Priests, for they are already besieged from without, and the Necron threat is coming from within.

Duels Without Honour

The fallen Knights of House Black, not seen since they escaped into the Eye of Terror during the Great Crusade, return. The fell Knights are seen across hundreds of battlefields, appearing as if from nowhere to ambush the forces of the Imperial Knights.

Indomitus Crusade

The initial blackness that blanketed the galaxy after the Great Rift was torn open finally lifts. In the aftermath of the Noctis Aeterna, many crusades are launched. Although there were several successful campaigns, none could claim more triumphs than the Indomitus Crusade. From Terra, Roboute Guilliman musters a coalition. In addition to Archmagos Belisarius Cawl, Mars sends many Skitarii Legions, maniples of the Legio Cybernetica and several lances of Knights from House Taranis. Over a dozen other forge worlds send supporting fleets as the expedition crosses the galaxy, and many Knight worlds prove eager to join – none more so than the vengeful House Krast. The Crusade's many victories bring a glimmer of hope to the darkened Imperium. However, once Guilliman leaves, returning to aid Ultramar, the remaining forces splinter, the campaign losing impetus as factions return to protect their own home worlds.

War of Slime and Metal

Metalica is besieged by the Plaguehosts of Nurgle, the 3rd and 7th Plague Companies of the Death Guard, Chaos Space Marines, the corrupted Titans of Legio Morbus, and no fewer than seven fallen Knight houses. Only the arrival of the entire House Raven staves off defeat, and only with the aid of a war fleet from Deimos is the attack finally broken and the Daemons banished.

The Adeptus Mechanicus Unleashed

With the Imperium reeling from the disastrous effects of the Great Rift, Mars commands all forge worlds to ramp up production to unprecedented levels. They churn through raw materials and servitors as never before, and vast armadas are launched to strip entire star systems of resources. The forges must be fed at impossible rates in order to supply the endless war materiel required.

War Zone Ultramar

At the urgent call of Roboute Guilliman, over a dozen forge worlds, including Mars, Ryza, Metalica, and Triplex Phall, send reinforcements to Ultramar. There they aid the Avenging Son's armies in defence and counter-attack against Chaos Renegades and the Death Guard.

The Rust Fields War Begins

In their greed to claim natural resources to fuel their factories, 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. Although its interior has never been explored, its exterior is incredibly rich in all manner of metals, minerals and promethium seas – a tumbling horizon of asteroids that stretches across three sectors. Soon after operations are begun, however, it is discovered that greenskin clans rule the interior of the Rust Fields. So begins a great war that draws in untold numbers of additional Imperial forces as the Adeptus Mechanicus fights to retain its foothold.

Bane of the Forge Worlds

Although there are many theories, none understands the reason for the Necron attacks upon forge world territories as well as Archmagos Belisarius Cawl. Both sides are seeking deposits of the strange material from which the Cadian pylons were fashioned, and many Adeptus Mechanicus strongholds have been erected upon sites containing this precious resource. Cawl sends his own agents – armies of Mars and House Taranis – across the stars in an effort to combat the growing danger, and hundreds of battles are fought as more and more forge worlds are drawn into the conflict to aid their beleaguered brethren. Even those Tech-Priests that begin to understand the reality of the dire situation are loath to call upon their Imperial allies for fear of being branded hereteks.



'Deep in the psyche there remains a pervasive need for all to be ordered. The galaxy resists such structure. Such dissent must be systematically eliminated. Without mercy, without exception, it must be eliminated, as states the ultimate path of logic. And so I send forth my legions to pave the way towards the enlightenment of the Omnissiah.'

- Vitruvius Eng, Tech-Priest Dominus





BELISARIUS CAWL

ARCHMAGOS DOMINUS, PRIME CONDUIT OF THE OMNISSIAH

Archmagos Dominus Belisarius Cawl was already old at the birth of the Imperium, over ten thousand years ago. During that span of ages the Tech-Priest has served Mars and the Machine God as a Forge Lord and a Lexico Arcanus, 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 could ever hope to learn. Despite his own memories being stolen – twice has Cawl suffered mind-wiping – he remains a tech-savant, a genius at the forefront of whatever field to which he turns his mind. 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 title such beings as Prime Conduits of the Omnissiah, or as Dominatus Dominus – Master of Masters – and of those few that still survive, Cawl is by far the most active.

Archmagos Dominus Cawl dedicates himself to a multitude of projects, his mind leaping from the construction of Mars' largest Macromag-cannon, to perfecting his stasis field work, or to the endless experiments he conducts within his city-sized laboratories housed in Mars' extensive underground complexes. The majority of these obsessive undertakings are done in secret. Cawl has so many projects running simultaneously that he has added multiple consciousnesses to track them and employed furtive measures to keep them hidden from rivals. Deep in sealed vaults, countless experiments await Cawl's multi-faceted servo-eyes.

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

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 force field, however, even when parts of his mechanised body are blasted off, cables snake out to effect immediate repairs or swarm any foes that come close. The hunched figure is a whir of activity as cogitators adjust firing angles and broadcast orders to his troops. Amidst the maelstrom of combat, the Tech-Priest himself remains calm, his mind assessing threats, predicting enemy attacks, and calculating victory probabilities.

DEEDS THAT WOULD FILL DATA-STACKS

Belisarius Cawl has invented dozens of weapons, uncovered scores of STCs, and quested for knowledge across the galaxy, even once venturing into the Eye of Terror. Malfunctions, erasures, and jumbled bibelots have left vast holes in Cawl's memories, but what remains fills vaulted halls the size of a battle cruiser. There, in binharic code stacks, are mountains of information – from the hundreds of xenos races that he helped drive to extinction, to the schematic details of wonder-engines lost since the Age of Technology. From the galactic census during the Great Crusade to studies of communication difficulties in the aftermath of the Great Rift, it is a knowledge-hoard unlike any other. So vast is the information stockpile that Cawl no longer remembers how he obtained huge portions of it. For instance, much of Cawl's biocraft was learned by assisting the greatest geneticist that Mankind has ever known, the Emperor, in the development of the black carapace membrane implanted into Space Marines. At that time, Cawl's body was still largely flesh. While the eyes that then beheld the Emperor have been replaced, the techniques Cawl absorbed during his understudy remain, even if the Archmagos Dominus has no recollection of that service. Still, that knowledge – along with the potent genetic material contained within the device known as the Sangprimus Portum – allowed Cawl to successfully complete the creation of the Primaris Space Marines and implement the Ultima Founding. Despite the import of this act to the Imperium, Archmagos Cawl believes he has even greater experiments currently in development.



TECH-PRIESTS DOMINUS

Shapers of destruction, masters of the Cult Mechanicus, the Tech-Priests Dominus can reduce entire worlds to ruin. They can command a city to be broken down until not a single rockcrete brick rests upon another, or order an entire race eradicated and expunged from the history books. These feats they accomplish not through diplomacy, but via the relentless, merciless application of firepower, for it is they that command the Skitarii Legions, Electro-Priesthood and Legio Cybernetica.

The vaunted rank of Dominus is bestowed only on those of the Cult Mechanicus with a true talent for war; those who believe the supremacy of the Machine God is to be proven at every opportunity. Though they are as likely to hail from the laboratories of the Biologis as they are from the war halls of the Magi Militarum, each is an expert in weapons arcana. To them the secrets of the battlefield are laid bare. Every bullet's ballistic trajectory, every las-pack's current capacity and every battle engine's optimal fire solution flickers in their mind's eye. They feast on raw data and cerebro-stimulants, allowing them to coordinate front-line tactics and exload war-psalms from their vox arrays even as they visit destruction personally upon the foe. None are safe, for a Tech-Priest Dominus can tear the machine spirit from a super-heavy tank even as he blasts its infantry escort to coiling wisps of steam. To augment their own formidable weaponry, the contents of the vast vaults of the forge worlds are available to the Tech-Priests Dominus, allowing them to carry to war ancient relics capable of extraordinary feats of destruction.

A GRIP OF COLD IRON

The Cult Mechanicus wields vast power. On some dependent worlds they are accorded even more respect than officials of the Adeptus Terra – or even the Inquisition itself. It is the Tech-Priests that are responsible for unearthing ancient technical records and designs, for maintaining millennia-old machines, and for capturing and analysing alien artefacts. They have a holy duty to protect Mankind from the perils that such technology can bring, for it is widely believed that soulless constructs were responsible for bringing about the Age of Strife. Despite worshipping machines, the Cult Mechanicus does not strive for a return to the Dark Age of Technology. Instead they yearn for a time when man and machine are perfectly enmeshed with one another, as typified by the Omnissiah himself. They look down upon those who would work to other ends, and will crush any foolish enough to blaspheme against the Machine God by the acts of unlicensed experimentation, discovery and invention. Though the lowest ranks of Tech-Priest have maintenance and construction duties, as adepts progress and learn greater knowledge, they are entrusted to study the greatest mysteries of the galaxy. All endeavour to maintain a position of absolute knowledge and authority. A Tech-Priest who feels his domain is threatened will go to any lengths to protect his power, including murder, sabotage and outright war.

TECH-PRIEST ENGINSEERS

Enginseers are engineer mystics, members of the Adeptus Mechanicus who are dedicated to the Machine God and steeped in arcane knowledge. Throughout the galaxy they are the most commonly seen members of the Cult Mechanicus, for by virtue of the ancient Treaty of Mars, Enginseers are attached to the Astra Militarum and the Imperial Navy. It is their role to ensure that those who battle in the name of the Emperor have the means to do so. In this regard they maintain, repair and safeguard the Imperium's engines of war – from battle tanks to starship gun batteries. Thanks to training and a lifetime of servitude to the Machine God, Enginseers can soothe even the most belligerent of machine spirits with binary prayer and mystic rites. Indeed, without the chanting diligence of the Enginseers, and their tireless maintenance, the Imperial Guard and Imperial Navy would soon grind to a halt.



Enginseers also appear in the armies of the Adeptus Mechanicus and, although their role still centres around their mechanical charges, they are quite capable of leading an army of the Omnissiah's disciples to war. To the soldiers of the Imperial Guard, an Enginseer is a mysterious figure, but within the Adeptus Mechanicus, he is just another cog, albeit a vital one. While other Tech-Priests concern themselves with the Quest for Knowledge, Enginseers take on a more utilitarian role, tending the servitor flocks and acting as custodians to the machines they serve.

On the battlefield, Enginseers prove extremely useful, for they can effect battlefield repairs and rouse machine spirits to wrath. Enginseers are clad in sanctified power armour, allowing them to wade fearlessly into the fray. There, they wield cog-toothed power axes, while the robotic tentacles fused into their spines, known as mechadendrites, snake out to repair damaged vehicles, lift heavy equipment or to rip apart foes in close combat. An Enginseer is often accompanied by a retinue of servitors to assist in repair works and to provide some measure of protection.

'THE MACHINE IS MY TEMPLE, EACH ONE A SACRED SHRINE. I NAME EACH PISTON BLESSED, AND EVERY GEAR DIVINE.'

- Hymnal of Engine Commencement

SERVITORS

Servitor is a catch-all term to describe the near-mindless fusions of flesh and robotics that are created by the Tech-Priests of the Adeptus Mechanicus. There are many classes of such cyborg beings, such as guardian or technical servitors, or the more powerful Kataphron battle servitor. Many Enginseers are accompanied on the battlefield by retinues of servitors. These typically bear industrial-level cybernetics, such as hydraulic-powered servo-arms for heavy lifting so they can aid an Enginseer in making battlefield repairs.

Another common form of servitor is that of a gun carrier. Fitted with heavy weapons whose chattering volleys can drive back the foe, such servitors allow an Enginseer to make repairs uninterrupted. The organic materials used in the creation of these programmable slaves are sourced partly from growing vats on forge worlds, as well as supplemented from Imperial penitentiaries from across the galaxy. Once lobotomised and 'improved', by process of painful operations, even criminals and heretics are granted one last chance to serve the Imperium.

KASTELAN ROBOTS

The Kastelan Robot combines tremendous physical might with a rugged stamina that has seen it fight the Imperium's foes for ten thousand years. Indeed, some of the relic robots have existed much longer still. As robotic technology stems from an age prior to the foundation of the Imperium, many forge worlds believe a number of their battle automata survive from those dark times. As damaged robot parts are cannibalised to make repairs upon machines that still function, such claims are doubtless at least partially correct.

Standing nearly twice the height of a Space Marine, the Kastelan Robot is a nigh unstoppable force, for it is built of solid metal with a ceramite hide that allows it to stride through hails of fire without pause. In addition to thick armour, they are protected by a wonder from a bygone age – the repulsor grid. The invisible shield emanates outward from each robot with a deep thrumming sound, its force capable of stopping all but the most powerful of shots. Most incoming fire simply fizzles out against the unseen barrier, but should the deflection angle be just correct, the repulsor grid will send enemy shells or focused energy beams ricocheting back at the foe.

Kastelan Robots fight in maniples – self-contained units that are sub-divisions of the Legion – composed of between two and six automata. The robots have a number of battle protocols that they follow, and every Kastelan must be carefully programmed for each new task, lest it simply continue ad infinitum with its existing orders. It is not unknown for a maniple of Kastelans to stride purposefully into a lake of lava, or slaughter its way through a city even after destroying the techno-insurrectionists it was sent to eliminate. Specialist Tech-Priests, such as Cybernetica Datasmiths, can adjust the Kastelans' programs during the course of a battle, allowing the unthinking automata to respond to changing circumstances.

When commanded with the Conqueror protocol, Kastelan Robots will advance and, as they near a target, their stomping stride turns into a loping run that shivers the tortured earth. Shrugging off incoming fire, they close with a foe, becoming battering machines. Each Kastelan uses its pair of barrel-sized power fists like wrecking balls to maul the enemy, the blows striking with force enough to crumple the thickest armour or tear holes in ferrocrete. Should the foe seek to overwhelm the metal goliaths with sheer numbers, the Protector protocol can be activated, allowing the Kastelan maniple to fire their carapace-mounted incendine combustors, spraying the area with sheets of triple-blessed promethium. The robots' varied weapon load-outs make them even more versatile. Those Tech-Priests with a penchant for ranged firepower will often replace power fists with twin-linked phosphor blasters, ensuring that when a maniple's ballistics subroutines trigger, the enemy is riddled with incandescent, glowing shot.

CYBERNETICA DATASMITHS

Cybernetica Datasmiths are the specialist rank of Tech-Priest that program the Kastelan Robots of the Legio Cybernetica at the maniple level, often having to do so in the thick of battle. They have access to the dizzying array of weapons and arcana of their forge world's arsenals, which they use in defence of themselves and their charges.

Since the aftermath of Warmaster Horus' rebellion, the Legio Cybernetica's robots have been controlled completely by their masters – not by the bio-plastic cerebra and nerve-like tendril webs of Mechanicum constructs, but by sanctified doctrina wafers, fusions of bio-matter and electronics often in even shorter supply than the robots themselves. No bigger than the cards of the Emperor's Tarot, these slivers of wetware are entrusted to the Cybernetica Datasmiths that accompany the robot maniples to war. Inserted into the dataslot hidden behind each robot's chestplate, the wafer's command protocol will dictate every iota of the host's behaviour, usually optimising its ability to destroy its foes in a spectacular fashion. If the accompanying Datasmith wishes to change the behaviour of his charges – for instance to the assault-oriented Conqueror protocol – he must manually remove the first doctrina wafer and insert a new one in its place. Should a maniple of robots find itself in battle mode without a Datasmith, it will continue to prosecute its last doctrina protocol until it runs out of power – something that usually takes weeks of unbridled slaughter to achieve. Such risks and limitations are willingly accepted by the Cult Mechanicus, for the act of hardwiring independent thought into a battle automaton is strictly forbidden.

THE MIND IN THE MACHINE

The Legio Cybernetica can trace its origins to when early tech-savants experimented with artificial life during the Age of Technology. Ever curious, those early pioneers not only constructed vast hosts of automatons but also gave their creations the gift of independent thought. That decision was to cost them dearly, and the rest of Humanity with them. After the terrible consequences of those times, the dread concept of the Silica Animus was outlawed forever, its creators subjected to *excommunico fatalis* and its resurrection punishable by torture to the point of death. And yet there were those that still yearned to walk in their shadow, to perfect a thinking machine. In lieu of creating automata with the souls of men, many recidivist Tech-Priests created machines imbued with the animus of loyal beasts – or worse, with essences from the empyrean. This too had disastrous consequences. The resultant schism was exploited by Horus himself when he betrayed the Emperor. Its legacy was the Dark Mechanicum, whose members go to infernal lengths to give life to their machines. Many latter-pattern robots are tainted by their association with the machine-predators of that desperate age. So it is that the animalistic Thanatar, Castellax and Vorax are forgotten on all but the most intrepid and independent of forge worlds, and the Dark Mechanicum spoken of only in whispered code. Yet the fear and dark legend of those unstoppable robot armies lives on.



**'O, TO STRIDE WITH GIANTS INTO THE CRUCIBLE OF WAR!
BLESSED IS HE WHO GUIDES THE BLAMELESS MACHINE,
TRUSTED IS HE WHO CARRIES THE SACRED WAFER,
ITS HOLY WRIT BRINGS SALVATION AND DESTRUCTION,
THE WORD OF THE OMNISSIAH THAT BRINGS ALL DOOMS.'**

- The Cant-Mantra of the Datasmith Prioris

FULGURITE ELECTRO-PRIESTS

Fulgurite Electro-Priests crackle with energies stolen from those they slay in mortal combat. A protective shroud of lightning known as a voltagheist field surrounds them, and their rewired veins and subcutaneous electoo circuits thrum with divine force. The Fulgurites are amongst the most blunt and bellicose of the Omnissiah's disciples – these holy warriors do not slay their foes at range, but bludgeon the life from heretic and foe-machine alike.

Also known as Luminen or 'the sparks of life', Electro-Priests exist as lesser orders of the Tech-Priest hierarchy. They are fanatically devoted to the Motive Force, third of the Machine God's trinity, believing that all life and motion owes its continued existence to that ineffable divinity. Electro-Priests are capable of channelling energy through anything they touch. Cybernetic grafts in their nervous system allow them to channel electrical energy through their copper-etched palms, the charge building quickly as the Electro-Priest works himself into an ecstatic frenzy. At the heights of their religious mania, the truly devout can destroy enemies of the Machine God with bolts of living lightning – or, in the case of the Fulgurites, drain their life energy as a Catachan mega-leech drains blood.

It is the creed of the Fulgurite to tear the life energy from the galaxy – in particular the bioelectricity that animates living souls. Also known as the Brotherhood of Petrified Lightning, they wish to harness the animus of their foes and bind it to the Omnissiah, reclaiming the Motive Force and solidifying it with the power that dwells in the care of the Tech-Priests. The Fulgurites believe that only those found worthy in the eyes of the Machine God should possess the divine grace of his galvanising power. They would willingly render every culture that did not praise the Omnissiah totally inert, plunging the civilisations of the unenlightened into eternal night. This selfish creed is no idle philosophy, but rather a holy crusade, and they fight for it night and day.

To the Fulgurite, to waste energy is almost as vile an act as to allow the unbeliever to use it to his own ends. Rather than slaying their foes from afar or committing what they see as blasphemy by using powered weapons, these priests stride bare-chested into battle, smiting their foes in person with long-hafted electroleech staves. These contain conductor rods that draw the energy from those they strike and store it in powerful capacitor cells. They can rob the Motive Force from an enemy war machine, leaving it cold and dead. More unsettling still, they can suck the bioelectricity from living creatures, drawing it out in one great draught and harnessing it within their core capacitors so that same energy can later power the holy instead of the heretic. Those so struck will collapse to the ground, their corpses left cold and motionless as stone, while the Fulgurite strides onwards, further invigorated by their holy work, deadly stave crackling with reclaimed power.



ELECTOOS

Every one of the Omnissiah's worshippers is fitted with a personal electoo. Taking the form of subcutaneous circuitry, some of these devices are little more than small identifier-plates and information wafers that can only be accessed when illuminated by senior Tech-Priests. Others are far more advanced. The electoo networks the brotherhoods of the Electro-Priests implant beneath their skin are so extensive they cover the entire nervous system, their bio-electric pulses potent enough to send out bursts of scorching power that intercept incoming projectiles. Through devices such as these, the manna of the Machine God can visit Fabricator General and lowly Skitarii warrior alike. Even servitors and robots are blessed with their own form of electoo, as much to brand them as the property of their masters as for the religious rapture they can bring.

Through these electoos, the disciples of the Adeptus Mechanicus can channel the electric majesty of the Omnissiah. So are the faithful bounteously rewarded, as they are filled with a glorious ambrosia of data, their floodstreams thrilling with each new pulse of the sweet nectar of pure information. In times of battle, an entire procession can have their electoos remotely set to respond to the same canticles and invocations. In doing so, the leaders of the Cult Mechanicus ensure that every member of their cybernetic congregation is simultaneously filled with the divine ability to destroy its foes in spectacular fashion – be it with blasts of living lightning, piston-driven fists, or the blinding light of the Omnissiah's truth.

CORPUSCARII ELECTRO-PRIESTS

The Corpuscarii Electro-Priests are a rival faction to their Fulgurite brethren. They too are devoted to the Motive Force, and it is their desire to share its glory with every creature and machine not already so aligned. On every forge world there are many different subsects within the factions of Electro-Priests, each preferring their own rituals and rites to worship the Divine Current.

The Corpuscarii are truly blessed, for the Motive Force literally runs in their veins. In battle, the Corpuscarii advance, chanting litanies to build up the charges within their bodies. Incoming fire sparks off their voltagheist fields, sending chain reactions of arcing charges crackling outwards. At close range, the blazing fanatics can summon lightning at will, stretching out their electrostatic gauntlets to send jagged bolts of the Machine God's wrath into the foe. Those struck by these sacred energies are granted the ecstasy of full-body electrocution. For a brief second before death, the unbelievers see the light, their paroxysms shaking them apart as their bodies burn from the inside out. Such is the generosity of the Corpuscarii, for their duty is to illuminate the galaxy, and to bring the light to non-believers.

The Electro-Priests' sacred calling requires their bodies be hardened, conditioned and electrosurgically prepared for the ordeal of hosting the Motive Force's sacred energy. They have become living batteries that not only absorb the Motive Force but can conduct it whither they choose. The wearing of heavy rubber boots is of paramount importance, for to simply ground the energies of their order is seen as wasteful by brazen Corpuscarii and miserly Fulgurite alike.



Regardless of faction, Electro-Priests do not see in the conventional sense – the channelling of sacred electric force boils the eyes in their sockets, or else melts them so they run, globular and bubbling, down the cheeks – a sacred phenomenon the order knows as the Omnissiah's Tears. Corpuscarius and Fulgurite alike are grateful for this gift, for they need no eyes to see – they can sense the electromagnetic signature of friend and foe alike, and perceive the world around them as a crackling vision of the Motive Force that powers all things. To the Corpuscarii, the galaxy's inhabitants are little more than dim ghosts of electric force just waiting to be sent blazing to the Omnissiah's side.

ALL PRAISE THE EBB AND FLOW,
ALL FEEL THE NIMBUS RISING,
ALL SING THE BODY ELECTRIC,
FEEL THE FULL CHARGE CRACKLE!

- Excerpt from the Chant of Electro-traction

CONDUITS OF STRIFE

The schism that divides the Electro-Priests dates back to pre-Imperial times, when this offshoot of the Mechanicum was still in its infancy. The forefathers of the Corpuscarii focused their worship upon the Machine God – they believed his light should be brought to the galaxy. His energies were to illuminate the savage, in doing so bringing more resources to their order. The Corpuscarii mounted great religious crusades to this end, expending a great deal of Mars' resources in the process, but believing the price worthwhile – those early pioneers considered the Omnissiah's power to be infinite. Those who would become known as the Fulgurites were aghast when they counted the cost of such crusades. They were jealously protective of the Motive Force – that invisible deity that gives all creatures, be they mechanical or be they flesh, the power to move of their own accord. Believing their god's favour to be finite, they claimed that the Corpuscarii were flagrantly wasting the Machine God's power – they not only abused his divine energy in illuminating their ships, but frittered his power into the ether by channelling blasts of electricity. Incensed at these accusations, the brotherhood of Electro-Priests fractured many times, and the first Conduit Wars began. To this day, Mars' surface is still scorched by the legacy of those bitter internecine battles. The dogmatic nature of Electro-Priests means this conflict will never truly be resolved. While outbreaks of open warfare between the rival factions of Electro-Priests are now mercifully rare, on every forge world innumerable smaller hostile acts – both political and covert – still take place on a regular basis, and neither side can forgive the transgressions of the other for long.

KATAPHRON BREACHERS

A Tech-Priest Dominus can call upon a body of battle servitors to protect him in battle. Among the largest and most potent of these living artillery pieces are the Kataphron Breachers, battle servitors many times the size and power of those supplied for use by the rest of the Imperium. Utterly deadly at close quarters, Kataphron Breachers are not born so much as constructed, their every enhancement geared for maximum lethality. They are easily recognised by their growling motive units, vicious hydraulic pincers and deadly shoulder-mounted cannons. Yet the most vital component of all is within. Many of the fleshy components of servitors are vat-grown, but it was soon discovered that these artificial organics were unable to bond properly with the hulking machinery of the Kataphron Breacher. After some experimentation, it was found that the constructs only worked properly when centred around the soul of what was not just a living man, but a particularly violent one. The part of the Kataphron Breacher that was once human shows no emotion, but will respond by rote to the binharic imperatives of the Tech-Priests. The process of being turned into a battle servitor preserves something of the pugnacious spirit, however, and the promise of slaughter seems to accelerate the bulky man-machines.

In battle Kataphron Breachers rumble forward at the command of their Tech-Priest masters, fulfilling the role of living shield and battering ram alike. Originally devised to break apart enemy battle lines and fortifications, they are of great use to those adepts who wish to seize a valuable artefact from the clutches of would-be usurpers. As they near the front line the volleys levelled by the foe fall like hail around the Breachers to little effect; the thick overlapping plates that cover the flesh-parts of the battle servitors make them all but invulnerable to small arms fire as they roll forward. Once their proximity bells chime, Breachers return fire with helical blasts of energy from heavy arc rifles or the twisting, ripping fields of torsion cannons. Whilst the foe scatters in disarray the Breachers accelerate, crashing into enemy lines to crush and kill with piston-driven talons and coruscating arc claws. At the whims of Tech-Priests, cities and even entire worlds have been ground to dust beneath the remorseless tracks of these half-creatures.

Though Kataphron Breachers are potent, they are easily replaced and can be mustered in the thousands if necessary. All forge worlds create these half-machine war constructs on a daily basis, their biohangars stacked with rank upon rank of dormant Kataphron servitors awaiting the binharic command to awaken. In battle they are used callously, and unlike the relic robots of the Legio Cybernetica, the mangled remains of destroyed Kataphron Breachers are regarded as nothing more than scrap metal. Their survival is of little import, and a Tech-Priest will expend them with no more thought than a Space Marine would expend a clip of bolter shells.



THE MERCY OF THE OMNISSIAH

The servitor complement of even a single forge world will typically number in the tens, or even hundreds, of millions. Many were once wanted criminals – hard and intimidating men from all walks of Imperial life, from hive gangers stitched with vat-grown slabs of muscle to Inquisitorial enforcers who simply saw too much. Smuggled into the shipments of raw materials traded between planets of the Imperium and the forge worlds, payloads of human cargo are not uncommon, providing another source of flesh that can be used to good effect by the Tech-Priests. When the Adeptus Arbites find a transgressor of surpassing physical size, that individual will be beaten senseless with power mauls and sent battered and bloody to the nearest forge world. There he is given a second chance to serve the Imperium as one of its most faithful servants. First the specimen is mind-wiped, chemically lobotomised so that his personality and memories are a blank slate – in theory at least, for there have been numerous cases where some residual effects remained. Next his arms are cut away, usually replaced with weapons or tools suited to the new role his masters have chosen for him. In the case of battle servitors, the specimen will be halved at the abdomen and permanently sutured into a tracked motive unit. His mind will be hardwired with targeting computers, and his voice box surgically modified to better sing binharic praise to the Machine God. The process is of course painful in the extreme – grafting, flesh-welding, and attaching cables to muscle fibre is bloody work – but then no atonement is ever truly complete without sacrifice. And no sacrifice is too great for the Omnissiah.

KATAPHRON DESTROYERS

The cyborgised horrors known as Kataphron Destroyers exist only to kill. There is perhaps no purer calling in all the galaxy than that of the living weapon, especially one unsullied by the responsibility of morality, or even thought. All servitors are ultimately tools wielded by the hand of another, and the Kataphrons are no exception. When such a battle servitor is controlled by an adept of the Machine God, they become destruction incarnate.

Where the standard Kataphron Breacher has at least one claw-like arm, the Destroyer has both its upper limbs replaced by high-yield weaponry. This configuration allows it to fulfil its role as a mobile heavy weapons platform, a task it undertakes with uncompromising effectiveness. On one side it mounts a cannon of advanced design, ranging from the much-feared heavy grav-cannon – a weapon of such power that it can flatten even the wraithbone ghost-constructs of the Eldar in a single crushing second – to the plasma culverin, a cannon so volatile the servitor's own flesh crisps and burns even as his targets are reduced to molten sludge. The Kataphron Destroyers' potential for dealing death does not end there, for on the other side of their torso they bear secondary weapon systems that can hurl nearby enemies back with roaring gouts of flame and streams of phosphor shot. Those that somehow survive this blistering array of firepower would do well to flee quickly, lest they be ground into the dirt under the Destroyers' heavy tracks.

All servitors carry identification numbers, and battle servitors are no different. These numbers and the clade or unit to which they belong become their entire identity, their every action driven by their limited programming, for only malfunctioning servitors develop any sense of self-awareness. A servitors' functions are rudimentary at best, regardless of its type – be it a construction servitor, maintenance servitor, battle servitor, or any other configuration. The cybernetic optics of a Kataphron Destroyer are designed to focus on enemies, allowing the constructs to pinpoint and eliminate viable targets, but due to the limits of their programming, numerous friendly fire accidents have occurred. During the Third War for Armageddon an enemy-verification error allowed the amassed Kataphron Destroyer clades to turn upon their own allies, mercilessly blasting apart two Imperial Guard divisions and an entire squadron of Leman Russ battle tanks. While most such incidents truly are accidents, some Tech-Priests – the boldest and least scrupulous of their acquisitive kind – have been known to use the cover of such programming 'malfunctions' to achieve their own ends. Tech-Priest Dominus Omingo Sahr was determined that his Requisition Crusade would acquire samples of all the technology it discovered. After his Kataphron Destroyer clade opened fire upon the Adeptus Astartes of the Dark Angels, he was at last able to secure several relic weapons that the Space Marines had foolishly kept from him, even denying that they had such devices in their possession.

The basilica wall gave way with a landslide crash. A gigantic bio-beast shouldered through it, thick knots of lesser Tyranids spilling out amongst the rubble and clouds of ancient brick dust. The cognis weaponry of Destroyer-clade Vho-9-Rhombus reacted before the servitors themselves, snapping round to belch great clouds of promethium flame into those weapon-beasts skittering forwards. As one, Vho-9-Rhombus pivoted and slowly reversed, the expressions of the three battle servitors as slack and disinterested as if still in transit to the war zone. The spindly servo-limbs of their cognis flamers deftly detached the empty canisters and replaced them without a microsecond of hesitation. Tyranids leapt, blade-arms whipping through the air, only to be caught once more in blasts of flame.

A giant wrecker organism barrelled through the fires with a screeching roar, a crab-like pincer crushing the leftmost battle servitor in an explosion of sparks, black oil and stinking blood. From the nave behind came a monotonous chant, the sound filling the basilica's perfect acoustics with binharic battle cant. The two remaining Kataphrons shook as if in ecstasy before levelling their graviton cannons at the hulking beast ploughing through the pews towards their master. As the battle servitors unleashed the full fury of their weapons, the Tyranid creature slowed, staggered, and then screamed as its carapace cracked in a hundred places. Then it burst, spraying out ichor in wide arcs. What was left was mostly fluid, for the beast had been squashed like an insect under the Omnissiah's iron heel.





SKITARII RANGERS

The Skitarii are the infantry of the Adeptus Mechanicus. They will be deployed en masse to defend their forge world, diverting the foe from the approaching feet of towering Titans, or sent across the galaxy to march at the fore of an expedition to procure new knowledge for their Tech-Priest masters. They were made for such tasks, as augmentation has replaced flesh – from synthetic synapses to limbs made of uncompromising steel. Due to their extensive modification, the Skitarii can excel in almost any environment. Each legion hails from a hyper-industrialised forge world – even extreme doses of radiation are nothing to those who have trodden such toxic wastes.

To fight the foot soldiers of the Cult Mechanicus is to kill or be killed, for the Skitarii Rangers never give up when hunting down their foes, and their stamina is legendary. They hunt the reaches of the galaxy like patient predators – once they have been dispatched, they home in on their quarry at a slow but relentless pace. At first their victims, ranging from pirate warbands to xenos warhosts, might slip the net of Skitarii gunfire. If they flee far enough, months will pass, even years – long enough that the terror of the initial engagement is all but forgotten. All the while the Skitarii Rangers march in silent, unstoppable lockstep, their noose closing a little tighter with every night. Just when their quarry assumes itself safe, a constellation of blue will-o-the-wisps appears on the horizon. Almost imperceptibly, it grows closer and closer – and then darkness lights up with blazing gunfire. The Skitarii, for whom the engagement never ended, close in again and again until the deed is done. Whatever perils they face, the Skitarii march falters not.

BLESSINGS OF THE MACHINE GOD

As with so much of the Cult Mechanicus' business, 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. Regardless of origin, all find a fanatical faith in the Omnissiah soon after their inception. It is then that their true transformation begins.

Without exception the Skitarii have pallid bodies of puckered flesh and sutured cybernetics. Ceramic valves and adamantium sockets stud hard knots of translucent muscle. In imitation of the ancestor cohorts that first ground their limbs to stumps upon the dunes of Mars, the Skitarii cut off their lower legs and replace them with prostheses of inviolate alloy. Even the brains of these warriors are grotesque hybrids of grey matter and twisting neurocircuitry. One who looked for consistency in Skitarii augmentations would be sorely disappointed. A soldier of the Mechanicus may have a punchcard skullslot 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 man 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 his masters' predatory curiosity.

SKITARII VANGUARD

The Skitarii Vanguard, known informally as rad-troopers, are so infused with baleful energies that simply being near them is deadly. Over the many civil wars waged by the Cult Mechanicus, the Vanguard have learned to endure and weaponise these lethal emissions. So much radiation bleeds out from a Skitarii Vanguard's wargear that foes in close proximity become weakened and fatigued; for non-Skitarii to be stationed in the same barracks is a death sentence. The Vanguard themselves are theoretically safe inside their war plate, but on the rare occasions these warriors unscrew their helmets, the sight of their missing teeth and hairless, sore-pocked skin tells the awful truth. It is a price they willingly pay, for their devotion to the Machine God is absolute.

The Vanguard troopers' signature rad-carbines unleash volleys of hyper-irradiated shot that can fell any target. Even if foes survive the glowing cavalcade, the rad-poisoning of the shells contaminates the air and ground. Because of this, the Skitarii Vanguard are assigned to the most hazardous war zones the galaxy can offer. They bear this duty stoically and in solemn silence, fighting to the last in the name of their inhuman god. The most blessed of Skitarii 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 – overseers who can operate independently for years if necessary, as solid and reliable as the titanium, steel and iron that replaces their flesh.



'Fear the iron fist, for its grip is death.'

- Ferromort

RADIUM WEAPONS

Radium weapons are so volatile that they eventually kill their wielders. Their baroque beauty belies a singularly vile function – not only to strike, but to render the battlefield as deadly as the rad-wastes of Mars. Each weapon's bullet cylinder is so thoroughly bathed in radium that a volley can cause a localised rad-storm. Those inside soon find their flesh blackening and sloughing away.



Radium pistol



Radium carbine

SICARIAN RUSTSTALKERS

The Ruststalkers of the Skitarii Legions fall upon their foes in a slashing, stabbing frenzy. Their transonic blades blur as they dart and cut like the weapons of gladiatorial knife-fighters, the deadly resonances they transmit bypassing armour as if it offered no more resistance than a hologram.

The Ruststalkers were originally devised as cybernetic assassins, sent into the Red Planet's wastes to hunt down feral servitors and other undesirables excommunicated from the Cult Mechanicus. They proved so effective at their task they were repurposed and militarised into groups known as killclades. Since that day Ruststalker manufacturing has spread to every forge world and the troops have fought on the front line of the Cult Mechanicus' many wars.

The weapons of the Ruststalkers are sinister examples of the Adeptus Mechanicus' mastery over the laws of physics; they emanate a strong, sick hum that plays on the soul. When these horrible devices are put to use, their sonic field swoops across a variety of wavelengths until it finds the right molecular frequency to simply pass through whatever armour their foes are wearing. The gory results, though they take a second or two to manifest, are considered by the Tech-Priests to be well worth the wait. So lethal is this offshoot of sonic technology that the Tech-Priests have refined it into many different forms. These range from stiletto-swift razors to the much-feared chordclaw, a needle-fingered gauntlet capable of turning a man's flesh to quivering mulch.



LEGENDS TOLD IN BINHARIC CODE

The Tech-Priests of the Adeptus Mechanicus revere ancient technology such as the robots of the Legio Cybernetica, which are held in greatest regard, but the same cannot be said for the Skitarii Legions, who are churned out on uncaring production lines. The Skitarii are functional and effective en masse, but are never treasured as individuals, even by the Tech-Priests that fix them, often using whatever spare parts are to hand. However, this has not stopped a few clades from distinguishing themselves, and if their deeds and heroic efforts are not recognised by their masters, they are at least made note of by their foes. During their invasion of Ryza, the Orks of Waaagh! Rarguts learned to fear one particular unit of Ruststalkers more than any other. Clade R2-111 attacked during the acid rain season, using the deluges to cover their infiltration. They developed distinctive dripping rust patterns that the greenskins grew to fear, naming them the Rust-rippers. Several clades from Stygies VIII have earned similar infamy amongst their foes, including those clades known as the Crimson Blades and the Skullmarks. These units seem to have gone rogue, often bearing unusual markings and appearing unbidden amongst other legions that have been summoned to battle. As all their acts have been in aid of their forge world, little effort has been expended to track them down for reprogramming.

SICARIAN INFILTRATORS

Sicarian Infiltrators are perhaps the most sinister of the Skitarii's warrior clades, for their neurostatic bombardment robs their victims of their senses. When hunting, they emit a white noise that fills the visual, auditory and even olfactory spectrums with static, leaving their foe all but helpless before the killing begins.

Tall and slender, Sicarian Infiltrators pick their way across the battlefield with the stilted grace of spearfisher birds. They were not always this way, however, for each Sicarian is far from whole – not in spirit, nor in body.

As with their Ruststalker brethren, every Sicarian was once a warrior of the Skitarii who, in the pursuance of the Cult Mechanicus' agenda, was blasted limb from limb, extensively burned, or otherwise dismembered. During the data-harvest at battle's end, if these fallen are judged still fit to serve the Omnissiah, they are not incinerated but instead taken back to the augmetic slabs. There they are given a new lease of life by the addition of slender but powerful metal limbs. Technically speaking, all the Magi Biologis require to create a Sicarian is a head, a torso and some limb-stumps, though a detachment from emotion and a knack for inspiring fear is vital for best results.

An Infiltrator can bypass enemy defences with ease, though this ability owes nothing to stealth, nor skill. Instead it hinges upon the potency and variety of the disruptive wavelengths they broadcast from their domed helms and jutting antennae. When the Infiltrators approach, their prey's every sensory apparatus is bombarded by overwhelming stimuli. Vox-casters howl with anguished feedback whilst vid-screens craze with fizzing static. Yet this crippling assault is even more effective upon natural senses than artificial ones. Ears ring with cruel tinnitus, eyes water and turn red, and the taste of burnt metal fills the mouth. It is all the Infiltrators' victims can do to remember how to breathe. As their prey clasps hands over bleeding ears and screws shut bloodshot eyes, the Sicarian Infiltrators simply walk into point-blank range and open fire.

This sensory assault, though broad in spectrum, is calibrated precisely by the Tech-Priest sanctioning the dispatch of these macabre assassins. Those Skitarii sent to fight alongside the Infiltrators are given null-codes that transmute the frequencies used into harmless song; to them, the constant barrage of neurostatic coming from each domed helmet is nothing more than a soft psalm to the Omnissiah's glory. For this reason the Infiltrators are seen as wise and holy heroes by their Skitarii brethren, talismans against data corruption that fight a selfless war on the front line. Only to the enemy is the truth revealed. There is little virtue left inside these merciless prowlers, and what personality remains is interested only in death.





SYDONIAN DRAGOONS

Sydonian Dragoons stride the battlefield like graven idols given life, charging from clouds of sacred incense to slam crackling taser lances into the scattering foe. In their wake they leave a ragged trail of corpses that stretches to the horizon and beyond. Mounted on the marvel of science that is the Ironstrider engine, the Sydonian Dragoons know not the concepts of doubt nor rest. Theirs is the power of endless motion put to the purpose of death.

The first Sydonians settled a vast cratered area of Mars swathed in dense acidic mist. In the schisms that haunted Mars' past, those with stilt-augmetics could stalk these mists and yet live, their elevation allowing them to escape the worst effects of the acidic fug whilst remaining hidden from the enemy. The Sydonian Dragoons echo the tactics of these warrior-explorers. Using incense exhausts, they march through an ochre cloud redolent of ancient Sydonia. Many a foe has been confounded by this mist long enough for the Dragoons to mount a deadly charge.

Though the monotask servitor that steers each Ironstrider engine towards the foe is all but mindless, its rider is a tried and tested Skitarii warrior. Once the Dragoon has spotted his quarry, he will mark it with a bullet from his phosphor serpenta or radium jezzail. The glow from the impact guides his unit's next charge even in the fog of war. Within moments, one so marked is assailed by a stampede of titanium-hard feet and high-yield taser weaponry.

THE IRONSTRIDER ENGINE

Taking his inspiration from the stilt-legged seekers of the Sydonian Mask, the Tech-Priest Aldebrac Vingh perfected the Ironstrider engine in early M33. His achievement was profound indeed. The strange bipedal apparatus he invented is as close to a perpetual motion machine as the Adeptus Mechanicus have ever seen, its efficiency near to perfection. Acting as a dynamo as the Ironstrider walks, the miraculous design essentially powers itself. There are prototype models still circumnavigating the equator of Mars today. Sadly Vingh, never the most politically astute of his Tech-Priest kin, was all but ostracised by his jealous colleagues, and never reaped any reward for his breakthrough invention. After his mysterious death the design secrets behind the Ironstrider engine were lost, and the concept of perpetual motion was abandoned. So it is that the Ironstriders of today are never switched off, lest their relentless machine spirit fade away forever. Thousands are put to use as mounts in the Skitarii cohorts, their riders lowered into the saddles of ever-circling 'striders by articulated cranes that overlook the Iron Stables. Others are guided onto industrial treadmills and cog-steps where they pound away in their hundreds, used to power inefficient but far deadlier machineries of destruction. Such is the way of the Tech-Priest; to turn a work of genius into a weapon, to forge from an exquisite design something that is no longer understood, yet can be replicated and put to use in the Mechanicus' never-ending war effort.

IRONSTRIDER BALLISTARII

Striding upon the fringes of a Skitarii maniple or picking their way into a firing position, the Ironstrider Ballistarii are fast-moving sharpshooters. The distinctive shape of the Ironstrider Ballistarii strikes fear into the heart of xenos, renegade and Imperial commander alike. Marksmen beyond compare, the Ballistarii have at their command the anatomical data, defensive capabilities and weaknesses of every race the Adeptus Mechanicus has encountered. Tirelessly scanning the battlefield for high-value targets alongside their Skitarii Ranger escorts, the Ballistarii stalk from the ochre mists with their oculist lenses flaring. To fall under the azure beam of their omnispex is to have but a heartbeat left to live. For a Ballistarius sniper, making a killshot is as easy and as natural as drawing breath.

Ironstrider Ballistarii are mounted upon the same long-legged walkers as their Sydonian Dragoon counterparts, able to stride the most hostile of terrain for years on end without rest. The monotask servitor charged with the duty of steering the Ironstrider is often the first component to fail, its long-suffering body finally wheezing its last. Upon such occasions the Ironstrider will keep pacing on its last heading. It can only be repaired by the ministrations of a Tech-Priest upon a grav-bier who will excise the dead flesh and install a replacement even as the engine walks on. The 'strider will later be returned to duty as if nothing had happened, the remains of the former incumbent cast into the dust without comment.

When a squadron of Ironstrider Ballistarii near a war zone, the sum total of the Adeptus Mechanicus' knowledge about that enemy's leader-figures is downlinked into their data-banks. Target reticules flicker and datagheists glow, each searching for a thousand different iterations of the enemy commander-form's silhouette. When a positive ident is achieved, that Ballistarius will be rewarded with the chime of a brass bell and an intravenous dump of hyperfocus stimulants. The information is quickly shared with the hunter's squadron, and their Ironstrider engines, formerly pounding across the battlefield at a fearsome pace, will slow to an exaggerated stalk, like some long-legged, dagger-beaked crane hunting the shallows. For a Sydonian Dragoon to attempt this would risk his steed toppling, but the gyroscopic stabilisers attached to each Ballistarius' Ironstrider engine compensate. This gives the appearance that time has slowed down around the squadron as it lopes on the spot or creeps forwards with macabre grace. It is from this mobile but steady platform that the gunner takes his shot. With the power of cognis heavy weaponry at his fingertips and the enemy's weak spots under his crosshairs, a Ballistarius could shoot through the hull of an enemy tank and still hit the vehicle's commander in the eye socket. Indeed, sharpshooting key enemy vehicles is only second in priority to hunting down enemy commanders, heretic priests, or xenos warlords, for silencing such leaders can throw the foe's entire army into disarray.



ONAGER DUNECRAWLERS

The Onager Dunecrawler's various armaments can blast apart squadrons of aircraft, punch holes through traitor battle engines, or atomise enemy commanders in beams of blinding blue light. When on the hunt, their scuttle-legged gait and bristling appendages make them seem like predatory insects with a mighty sting. These walker-engines possess a daunting amount of firepower for their size. To the Skitarii, the Dunecrawler is no mere weapon, but a walking reliquary protected by the Machine God. To the Tech-Priests, it is little more than a tool of destruction, albeit one tempered in the fires of history.

The Onager Dunecrawler owes its origins to the Mars Universal Land Engine. Fashioned by the technoarchaeologist Arkhan Land, the original M.U.L.E. was inspired by the bad-tempered, insectile beast of burden that its maker believed walked Holy Terra in aeons long past. Intended as a workhorse that could escort its masters across the wastes of Mars in relative safety, the machine proved so successful it was inevitably rebuilt as a weapon of war. It was renamed, outfitted with Emanatus force shielding, replicated by the million, and sent to the front lines.

The Dunecrawler of the 41st Millennium still bears very powerful weaponry, and the miniature fusion generator at its rear means it is able to outlast even the rugged vehicles of the Adeptus Astartes. Its guns are hard-linked to extensive databanks that can record its successes until it is as full as a tick bloated with stolen blood. The Dunecrawler's modifications allow it to send this hard data directly to its Tech-Priest masters – and conversely to channel their imperatives to the Skitarii around it.

The Dunecrawler holds two crew, enmeshed with their Onager host in a strange symbiotic relationship. Its gunner is a Skitarii Ranger, his formidable marksmanship bolstered by a variety of autoscryer lenses. The machine's driver is a Skitarii Vanguard, his resilience to harmful energies allowing him to immerse himself in an electro-amniotic tank that allows direct communion with the Onager's formidable machine spirit. Such crewmen will eventually be used up in the manner of energy batteries, but these drivers are easily replaced – by inserting a new Vanguard into the filthy, electrode-rich soup, the Onager can be given a new lease of life. The Skitarii crewmen meet their fate uncomplainingly – to serve the Machine God is reward enough.

Because of their durability, Dunecrawler squadrons are a common sight in the Skitarii Legions. To the pounding of hydraulic feet they drive the foes of the Omnissiah before them. Dunecrawlers typically serve as infantry support in combined arms Skitarii maniples, but many forge worlds, particularly Lucius, are known to field great phalanxes of the walkers, grouped together to unleash maximum firepower upon the foe.



KNIGHTS WARDEN

Many Knight houses, including Houses Raven and Vulker, use Knights Warden as breakthrough forces, or to eradicate enemy strongholds. This tactic is especially effective in dense terrain, such as battles that take place within the confines of a hive city, a manufactorum or a thick jungle. Whether clearing hab-blocks or advancing beneath tightly packed alien canopies, the heavy thudding footfall and whirring drone of the high-velocity avenger gatling cannon let friends and foe alike know that a Knight Warden has arrived.

The highly feared avenger gatling cannon is like an oversized assault cannon, though its larger calibre shells are more destructive and its rate of fire is even more prodigious. A single blazing volley from the rotary weapon can stitch a pattern of death across the foe's battle lines, causing charges to falter and fail or destroying entire attack columns of light vehicles. In support of this already lethal weapon, the avenger gatling cannon has a built-in heavy flamer to flush foes out of cover. Any enemies that get through the curtain of deadly fire laid down by a Knight Warden must then seek to avoid the wide-sweeping blows of its signature close combat weapon, the reaper chainsword. This massive chain-toothed blade is typically used to destroy the largest of targets, slicing apart battle tanks or delivering the killing blow to Titan-class foes. It is this combination of mid-ranged firepower and close assault capability that makes the Knight Warden such a formidable adversary and so popular amongst its allies.

Upon realising that they cannot match the might of an Imperial Knight, many of Mankind's enemies will attempt to overrun the war engine with weight of numbers, or probe around their more vulnerable flanks. It is against tactics such as these that the Warden truly comes into its own, thanks to the volume of firepower it carries. Should fast foes such as Tau Piranhas or Ork buggies streak around a Knight formation's flanks, seeking to compromise the walkers' ion shields, they will find a Knight Warden a formidable obstacle. Tracking the oncoming foe, the Knight Warden will fire short bursts from its avenger, quickly and efficiently turning such light armoured vehicles into burning wreckage. Because of their penchant for engaging enemies at close quarters, many Knights Warden also sport a turret-mounted heavy stubber upon their shoulder plate. So armed, Knights Warden have proven especially effective at halting Ork charges and eradicating even the great swarms of creatures that are the hallmark of many Tyranid invasions.

It is not uncommon for some Knights Warden to bear a thunderstrike gauntlet in lieu of the murderous reaper, using the energy-crackling power of its prodigious blows to hammer apart even the mightiest of foes. The Avenger Lance formation made famous by House Terryn has been known to feature a trio of Knights armed in such fashion, and House Vulker employs several similar lances for bunker-busting besiegements.

'TRUST YE IN FIREPOWER,
BUT KEEP THINE REAPER READY.'

- Knight Warden maxim



KNIGHTS PALADIN

Knights Paladin are a common sight in Adeptus Mechanicus armies, most often seen surrounded by supporting Skitarii infantry. The Paladin-class Knight suit is a perfectly balanced combination of speed, firepower and armour – a supreme example of combat design. Those Nobles who pilot Knights Paladin pride themselves on being able to perform any battlefield assignment with aplomb.

The rapid-fire battle cannon grants the Knight Paladin the capacity to provide long-ranged fire support, delivering volley after volley of massive shells onto the foe. However, while a Paladin excels in an artillery or anti-armour role, it is also suited to close assault. The Paladin's bipedal design, agility and speed allow it to engage the foe quickly, often by moving through or over terrain that would slow down more conventional vehicles. Its massive reaper chainsword can hack through even the iron hull plates of an Ork Gorkanaut with ease, while a single thrust from the powerful servo-motors can embed the blade deep into a ferrocrete bunker, ripping apart the defensive structure and slaughtering any occupants. Should enemy infantry attempt to overrun a Knight Paladin, the suit's pair of heavy stubbers – one projecting from a ball-turret and the other mounted alongside the mighty rapid-fire battle cannon – send forth suppressive bullet sprays, allowing the armoured giant to mow down any foes that manage to avoid its crushing feet.

The Skitarii Legion Triplex Phall 211-R sent maniple after maniple over the ridge. Each wave was destroyed in turn. Tech-Priest Dominus Jacbyte felt each data-tether become slack, saw the signatures upon his internal sensors flatline. Unexpected enemy reinforcements had thrown Jacbyte's calculations into disarray. His Skitarii could not breach the defensive line, as was proven by the ever-growing pile of broken bodies scattered across the crater-ridden killing field before the enemy walls. At that moment, the harmonic static of binharic battle code that buzzed across the vox channels was interrupted by a new and terrible sound. Again and again the brazen trumpet sounded, its notes clear and rising, followed by ground-shaking impacts as a lance of Knights strode between the ranked Skitarii. The troops seconded by House Krast had arrived! Cresting the ridge-line, the Knights drew prodigious enemy fire, but with incoming shots flashing off their front-facing ion shields, the trio weathered the storm and responded with the heavy thump-thump of their rapid-fire battle cannons. The Knights' spearhead did not breach the trench-line, but merely strode over it, halting momentarily to pour point-blank fire down the line, or thrust a revving chainsword through a bunker. Jacbyte sent forth the remainder of his Skitarii to exploit the breakthrough. Soon the mission would be complete and the archeotech would be his…



KNIGHTS ERRANT

Of the varied types of Imperial Knight seen upon the battlefields of the 41st Millennium, the Knight Errant is best known as a devastating, close-ranged killer – a tank-hunter extraordinaire. Enemy armour is quickly melted to no more than piles of molten slag by the thermal cannon slung underneath a Knight Errant's mighty shoulder. Once a foe is sighted, a Knight Errant typically seeks to close the distance – firing off hissing blasts from its thermal cannon as its great strides propel the walker rapidly forward. Thanks to their size, thick adamantium armour and directional ion shield, Knights Errant do not hesitate to charge straight into the teeth of the enemy's most potent weapons. Once amongst its foes, a lone Knight Errant can best an entire tank battalion, shooting and stabbing its way through their formation to leave only twisted ruin and blackened hulls in its wake.

OH GREAT VESSEL OF HONOUR,
MAY YOUR SERVO-MOTORS BE GUARDED
AGAINST MALFUNCTION,
AS YOUR SPIRIT IS GUARDED FROM IMPURITY.
WE BESEECH THE MACHINE GOD TO WATCH OVER YOU.
LET FLOW THE SACRED OILS,
AND LET NOT THE SORROWS OF THE SEVEN PERPLEXITIES
TROUBLE THINE PISTONS.
LET FLOW THE BLESSED UNGUENTS,
AND MAY THINE CIRCUITRY REMAIN DIVINELY BLESSED.

- Excerpt from Chant for the Consecration of a New Machine

The Knight Errant is a mainstay of many knightly houses. The strengths of the Knight suit are perfectly matched by the aggressive, charge-the-foe nature of its pilots. It is a cyclical relationship – for over thousands of years, the combative character of the pilot has a residual effect upon the machine spirit of the Knight suit, making the machine's sentience bolder still. And so each new Noble pilot perpetuates and contributes to the eternal pattern.

As a battle begins, Knights Errant invariably choose to close with their foes, and any enemies not despatched by blasts from the deadly thermal cannon are quickly put to the test by the Knight Errant's reaper chainsword. It is a trial that few creatures or war engines, no matter how massive or well-armoured, can survive. The adamantine teeth of the reaper blade can churn through ferrocrete bunkers or rip open a super-heavy battle tank. Some Knights Errant choose a thunderstrike gauntlet over the great blade, using the unmatched power of its grip to bludgeon foes to the ground, to crush the innards of living creatures, or to rip limbs from enemy Titans. Such is the awesome power of the thunderstrike gauntlet that tanks can even be flipped over or hurled aside to roll and crash amongst the Knight's foes. The extra carapace mounting allows Knights Errant to bear another weapon, including the anti-aircraft twin Icarus autocannon – an addition often included by Tech-Priests that expect to operate beneath enemy-controlled skies.

Knights Errant often spearhead attacks and by a battle's end they will have smashed and carved their bloody way into the very thickest of the fighting. Even protected by their armour and ion shield, battle damage is common for such venerable engines of war. After each action the hulking giants are literally crawling with Sacristans, for most knightly households uphold the tradition that post-battle a Knight should not be seen with so much as a single scratch upon its livery. The ancient machines are lovingly cared for, with attention paid to every armour plate and sacred unguents lavished upon every cog. No less scrutiny is spent ensuring that the Knight's personalised heraldry is likewise maintained, for the symbols it incorporates proclaim everything that a Noble takes pride in, including his home world, house, oaths, rank and his most lauded battle honours.

While all Knight houses make use of the Knight Errant pattern armour, perhaps none are so feared as those that fight for Forge World Lucius. While unable to replicate the teleportation abilities bestowed upon the Titans of the Legio Astorum – the legendary Warp Runners – the Tech-Priests have had some limited success in sending smaller units. During the defence of their world against Hive Fleet Leviathan, the robed leaders of Lucius succeeded in sending a phalanx of Onager Dunecrawlers directly into the midst of the foe. Continually working to improve the method, the Tech-Priests found they were able to send larger and larger war machines into the fray. By the invasion's end, they concluded that sending a Knight Errant deep into enemy lines provided maximum disruption, the massive war machine able to instantly destroy swathes of Tyranid creatures. Naturally, all the Knights Errant seconded or allied to Lucius wished for the distinctive honour of leading the slaughter. Although anathema to the practical and logic-minded Tech-Priests, the varied Knight houses began what is now known as the Lucian Contest – an honour duel fought by Nobles to earn the right to be teleported directly into battle.

MOTTOS OF THE GREAT HOUSES

For thousands of years, loyalty and tradition have been ingrained into the rulers of the Knight worlds via the mental manipulations of the Throne Mechanicum. To this end, it is no surprise that many millennia later, honour, tradition and ceremony are paramount on such planets. Every household has distinct heraldry, history and rites, many of which are known to every citizen, from powerful Barons to lowly worker-serfs. Following are some of the mottos of the best known Great Houses aligned beneath the Adeptus Mechanicus.

HONOUR THY FORGE, HONOUR THE PRIMUS ORDINUS

- Motto of House Taranis

CRUSH THE SERPENT

- Motto of House Krast

FOR THE GILDED GLORY OF THE OMNISSIAH

- Motto of House Vulker

HONOUR INVIOLATE, KOLOSSI ETERNAL!

- Motto of House Raven

UNYIELDING, UNRELENTING

- Motto of House Adamant

STRENGTH IN FAITH, STRENGTH IN STEEL

- Motto of House Durbach

KNIGHTS GALLANT

Impetuous. Mad. Beyond bellicose. These words and more have been used to describe Knights Gallant, for they are considered by the majority of their peers to be the most reckless and combative of all Imperial Knights, proving themselves to be even more headstrong than those Nobles who pilot Knights Errant. Man and machine share the same traits – they are aggressive, bold and difficult, if not impossible, to restrain. They long to attack, and will do so with unrelenting fervour.

A noble destined to pilot a Knight Gallant will learn three basic tenets when he is bonded with his Throne Mechanicum. Depending upon the specific Knight household or the ancient heritage of the Throne, these commandments might be phrased in many different ways, but they all boil down to the same three truisms: trust in your ion shield, make all speed toward the foe, and strike swift and sure. Equipped exclusively for close-ranged combat, a Knight Gallant will thus charge headlong at the foe, its immense strides allowing the bipedal giant to cover the battlefield swiftly.

Once a Knight Gallant closes the distance, the towering walker can unleash the full measure of its adamantine fury. The reaper chainsword deals death. Long sweeping arcs of the blade will scythe down infantry or destroy light vehicles, while brutal stabs effortlessly chew straight through battle tanks or enemy walkers. Yet a Knight Gallant does not live by its blade alone, for its other arm bears a thunderstrike gauntlet. This weapon – surrounded by a sparking nimbus of power – can deliver the coup de grâce to anything on the battlefield. Its thunderclap impact can punch through any amount of armour plating, ripping the hearts out of enormous beasts, or flipping vehicles, sending them to tumble and crash onto their roofs. During the Suppression Wars on Dhollox, the sheer might of the thunderstrike gauntlet was put on theatrical display for all to see. Furious at the slaughter wreaked upon his Mechanicus allies by a traitor tank company, Baron Winstone of House Krast closed quickly. He sliced with his blade and stomped his way through the armoured line until he reached the command vehicle. Using his thunderstrike gauntlet, Winstone swiped down the rebel's vile banner before thrusting his fist straight through the tank's armour to pluck out the company leader. Enemy shots flared off Winstone's ion shields as the Baron lifted his foe high for all to see before squeezing and discarding the remains with disdain. The remaining traitors fled, dismayed. So began the rout, and the merciless pursuit that only ended when every last rebel was slain.

Although geared towards close combat, all Knights Gallant also bear a single ball-turret mounted weapon. Typically this is a heavy stubber – its flurry of rounds used to pin foes down before a charge, or to decimate hordes attempting to swamp the Knight through weight of numbers. Some Knights Gallant opt instead for a meltagun, using its searing heat to dispatch tanks at close range. It is not unusual to see Knights Gallant augment their limited firepower with the addition of a carapace-mounted weapon. The ironstorm missile pod has proven especially effective at halting attempts by infantry to swarm over a Knight, with the barrage capable of scattering even the most determined of incoming foes.

When a household formation of Knights Gallant take the battlefield, they are sure to attract a disproportionate amount of the enemy's firepower. Indeed, most foes will do anything they can in hopes of preventing the Knights from reaching their front lines. Since the Great Crusade there have been many tales of the devastation wrought by these aggressive Knights, for their bold and reckless attacks have made them famous across the galaxy. It was a Knight Gallant that charged the vaunted heretic stronghold of Archeonite, smashing its way through thirteen defensive lines to batter down the citadel's gates. It was a trio of Knights Gallant that counter-attacked the Tyranid invasion of Grodisphere – ploughing headlong into a siege-breaking line of Carnifexes, blunting that xenos offensive in spectacularly bloody fashion. Indeed, the great conqueror Macharius is said to have favoured the Gallant Lance formation above all others for breaking enemy battle lines.

TRAPPED BY RITUAL

The culture of the Knight worlds pre-dates the Imperium by thousands of years. Although now bound to the Imperium and the Adeptus Mechanicus by oaths of fealty, little has changed upon the vast majority of Knight worlds. Their lives are far more informed by the strange bonds between the ruling Nobles and their Knight suits than by any outside influence. Theirs is a society of relentless formalised ritual, revolving around a stultifying observance of ceremony and courtly mundanity. Against this tableau of formality, the joy of battle and martial challenge is the only true release for the Nobles. They are a breed of warriors over ten thousand years in the making, born and raised for war, each yearning to escape the cloistered strongholds and oppressive dullness of courtly life.

Each knightly house has its own esoteric traditions and conventions. House Vulker boasts a toasting ceremony before every daily feast that involves sixty-four different hails and responses, while House Raven Nobles must memorise every victory recorded by their household – an archive which extends back well beyond the founding of the Imperium. Each of these triumphs must be explained in detail upon the eve of a Noble's Ritual of Becoming – and this is by far the most easily accomplished of their ceremonial duties. It is little wonder that Knights respond so quickly and eagerly to the battle summons sent by their allies…

'WITH EACH TURN OF THE SPANNER IT IS BEST TO CHANT FROM ANY OF LITANIA MINORUS, WORKING FIRST THROUGH BENEDICTIONS BEFORE PETITIONS AND FINALLY BESEECHMENTS. THIS CAN BE DIFFICULT WHEN UNDER ENEMY FIRE, BUT THE MAJORITY OF MACHINE SPIRITS RESPOND BEST TO THE STAID AND RHYTHMIC, SO AT ALL COSTS AVOID VOICE MODULATIONS THAT DEVIATE FROM YOUR REGULAR TONE AND PITCH. WOE UNTO HE THAT STARTLES OR ALARMS THE MANY VOICES WITHIN THE THRONE MECHANICUM.'

- Excerpt from the Sacristan Teachings of Enginseer Gustave

KNIGHTS CRUSADER

A Knight Crusader advances to the optimal firing position, braces its mighty legs and lets loose death. Blazing away with two weapons, a Crusader sends forth a fusillade of heavy shells from its avenger gatling cannon, sketching deadly patterns across the foe's frontage. Its other weapon – a thermal cannon – causes the very air to sizzle as it hisses out blasts that can reduce a squad of Chaos Terminators to bubbling slag with every shot. With each sector it clears, the Crusader's steady advance brings new targets under its sights, and it continues to fire with every new stride.

The priority for a Knight Crusader is to find wide open fields of fire, and if the Noble pilot gives any concern to his own shelter, it is but an afterthought. Each such warrior has long ago learned to trust in the strength of his Crusader's ion shield, and his own skill in positioning it to halt the worst of any incoming firepower. Should the enemy press forward too closely, the Knight Crusader bears a heavy stubber, in addition to the considerable crushing power of its stomping gait.

Some Knights Crusader opt for a longer-ranged weapon, exchanging their thermal cannon for the rapid-firing battle cannon. House Raven has been known to employ a formation of Knights equipped in this manner, a deadly grouping that can pulverise enemy battle lines at a great distance, saturating them with high explosives.

Sir Gladius felt the machine strain, for it was part of him. Although he sat upon the Throne Mechanicum, cocooned deep within the adamantium hull of his Knight suit, Unyielding, the mind-relay he shared with the ancient machine spirit allowed him to experience every sensation. He felt the immense pressure hammering upon the crackling ion shield just as he felt the light rain pattering softly off his metal skin. With each loping stride he felt the whirring of over-taxed servo-motors. The feedback impulse made it impossible to forget that his Knight, his metal form, was badly damaged. That knowledge did not slow the Knight Crusader, and it crossed the trench lines, stalking the enemy artillery.

Runes and binary codes flashed upon Gladius' monitors, bathing the Noble in bluish-green light. Klaxon-signals warned of incoming shots as the heretics' shells came screaming downwards. Guided by the ancient voices which echoed through his mind, Sir Gladius shifted his ion shield as explosions blossomed all around. Within the heavily wired gauntlets, Gladius' mortal arms twitched as the towering Knight's avenger gatling cannon sprayed rounds into the trenches around him, and his thermal cannon melted away heavy weapon nests. The flickering icons revealed the enemy artillery would be in range in a few more strides, and Gladius smiled as his Knight's weapons locked on to new targets. There was vengeance to be had and glory to be won.



LEGIONS OF THE OMNISSIAH

The armies of the Adeptus Mechanicus hail from mighty forge worlds, each of which has a proud history and heraldry of its own. This section showcases the forces dedicated to the Machine God.



Archmagos Dominus Belisarius Cawl





To the cant of binharic imperatives and the chanting of litanies to the Machine God, the armies of Mars advance upon the warriors of Commorragh. Knowledge is power, and the Tech-Priests seek to seize all they can, destroying any who bar their path.



A Skitarii Battle Maniple from Metalica advances to claim their rightful due. The massed firepower of the Skitarii Rangers and Vanguard is augmented by an Onager Dunecrawler and an Ironstrider Ballistarius, while the Sicarian Ruststalkers dash in to deliver the killing blow.

'We walk with the will of the Omnissiah. Where he sends us we will go. It is ours to trust and to obey. Receiving incoming datafeed <Binharic Static Chorus> I hear and I obey. Skoptec 11 autosanctified and acknowledging receipt of blessing. Datafeed captured. Translating codified data upon signal <patterned series of mechanical whirs > Translation complete. Imperative successful. Binharic Omniscience received. Switching maximum power to optics upon signal <series of alternating clicks ending in strong thrum of energy> Engaged. Firing at will, I hear and obey. Blessed be the Omnissiah.'

- Skoptec 11,
2nd Maniple, 3rd Cohort





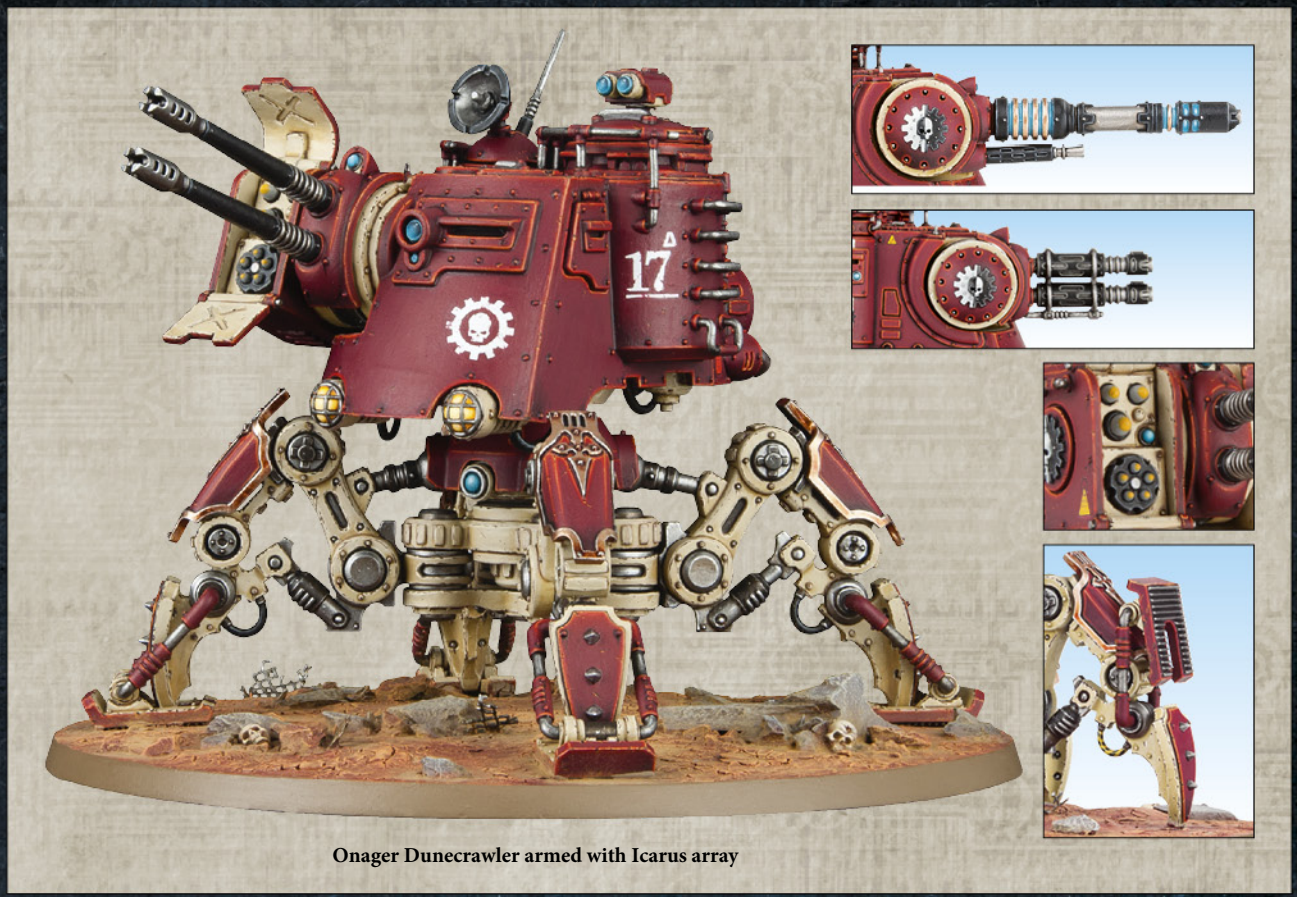
Tech-Priest Enginseer







Under the imperatives of the Tech-Priests, Skitarii Rangers relentlessly hunt down all enemies of the Omnissiah.



Onager Dunecrawler armed with Icarus array



With enormous strides, the Ironstrider Ballistarius moves into range, seeking the ideal vantage point from which to punish the enemy. Equipped with a twin cognis lascannon, the Ballistarius is a peerless marksman, his designated targets the tanks and commanders of the foe.



The Tech-Priest Dominus is well-equipped for the battlefield, his advanced bionics repairing damaged systems even as he seeks out his next objective.



Corpuscarii Electro-Priests



A Tech-Priest Dominus leads a procession from Ryza. A large congregation of Fulgurite Electro-Priests advances at the fore, supported by Kataphron Breachers and a Kastelan Robot maniple. At the rear, Corpuscarii Electro-Priests call up the Motive Force.



None may stay the steady advance of a Kastelan Robot maniple. Led by their designated Cybernetica Datasmith, these hallowed robots survey the battlefield.



Cybernetica Datasmith



Legionarius 6-Stenngra, last of the Grim Shepherds



02-Hex, the Sol-Blessed, lone trusted guardian of Adept Veritus



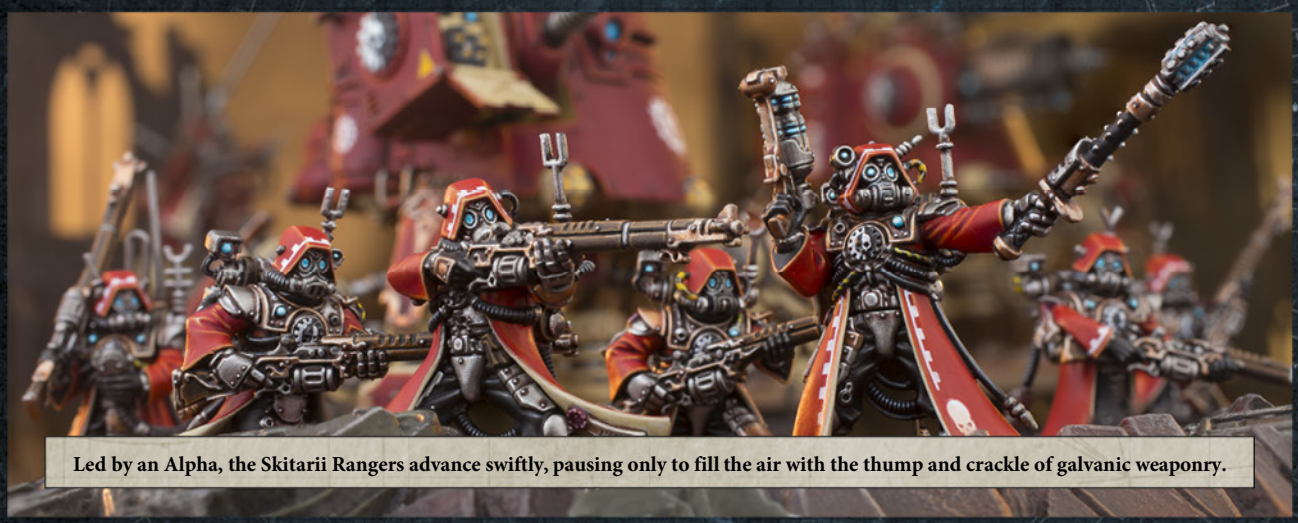
Attendus VIII, the Unstoppable



9-Ondos, Autostigmaton of the Lucian Cyborg Elite



Skitarii Vanguard



Led by an Alpha, the Skitarii Rangers advance swiftly, pausing only to fill the air with the thump and crackle of galvanic weaponry.



Tech-Priest Enginseer
of Voss Prime

'ALTHOUGH FLESH MAY BLACKEN AND FAIL, FEAR NOT, FOR THIS TOO CAN BE REPLACED. YOU CAN BE REINCARNATED – REBORN IN STEEL BY THE WILL OF THE OMNISSIAH.'

- Excerpt from The First Litany of the Doctrina Augmentata



Tech-Priest Enginseer
of Triplex Phall

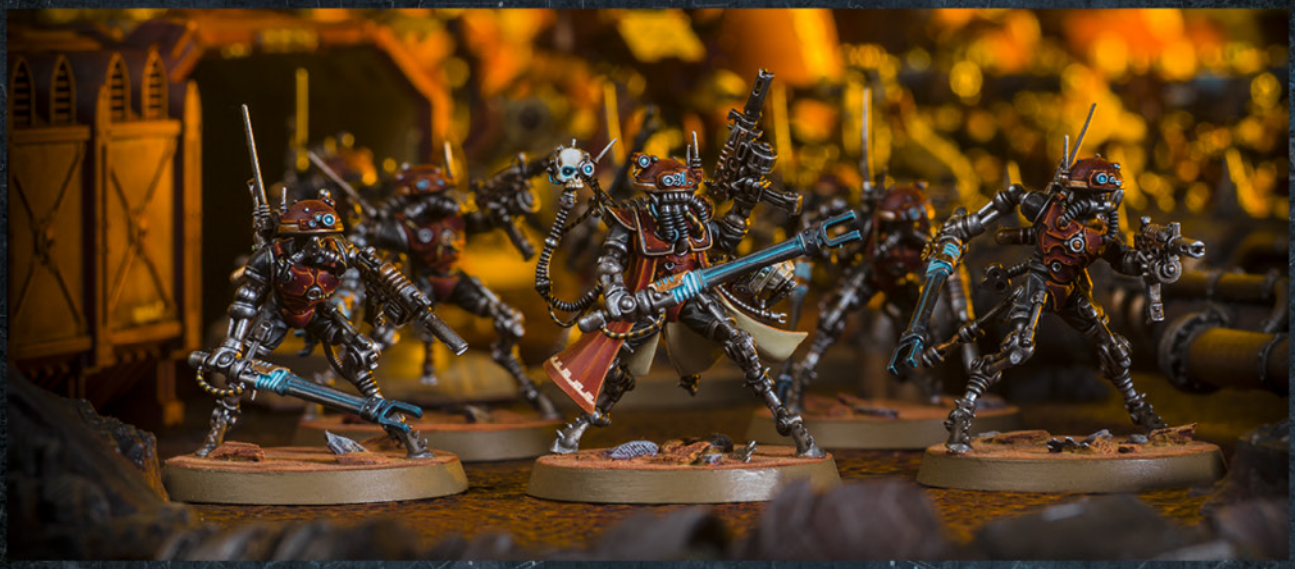
A lance of Knights from Metalica-aligned House Raven stride through the ruins of a battle-torn city. At their fore, the Knight Warden surveys the destruction wrought by their devastating weaponry, before moving on in search of new targets to obliterate.



Kataphron Breacher with heavy arc rifle



Kataphron Breacher with torsion cannon



Projecting a numbing wave of neurostatic before them, Sicarian Infiltrators seek to disrupt enemy lines, blasting down vulnerable targets with salvoes from flechette blasters before charging in at surprising speed to finish them with taser goads.



Slicing their way across the battlefield with humming transonic blades, the Sicarian Ruststalkers of Metalica are the stuff of nightmares. Their angular cybernetic bodies and sickening weapons will test the mettle of any foe as they dart towards them at breakneck speed.



Sicarian Ruststalkers

FORCE ACQUISITORIUS

The armies of the Adeptus Mechanicus represent an esoteric collection of troops and war machines, all bearing strange and deadly weapons. This force was chosen as an ideal foundation that can be expanded into a larger army.

There are many different ways to start collecting a Warhammer 40,000 army. Some theme their collection around a story, using a narrative they have read about or invented themselves as inspiration. Others select units based upon game rules, planning out a tabletop strategy. And, of course, there are those who start simply by choosing the models they like the best. There is no single right way to collect models – all methods aim towards the same goal: assembling an army that you can be proud of.

The collection pictured below could make up the core of an acquisition force, whose designated mission is to recover ancient archeotech from a war-torn planet. It includes a Tech-Priest Dominus, a unit of Skitarii Rangers and an Onager Dunecrawler. The collection is a microcosm of a typical Adeptus Mechanicus army, featuring a powerful character model, a unit of infantry and a destructive war engine, and is therefore the perfect starting point for a collection of the Omnissiah's faithful.

With one HQ, one Troops and one Heavy Support choice, the collection meets the requirements of a Patrol Detachment, as described in the *Warhammer 40,000* rulebook, making the collection Battle-forged. This means the player has three Command Points to spend on Stratagems – useful and characterful rules. The collection also offers the owner a number of rewarding modelling and painting challenges that, when unified by a common paint scheme and iconography, will produce an impressive-looking force.



Tech-Priest Dominus Gregorius Dol commands his Skitarii Rangers and Onager Dunecrawler to lay down suppressive fire.



CRUSADERS FOR KNOWLEDGE

Should a mission be of significant strategic importance, Gregorius Dol's Force Acquisitorius can be assimilated into a much larger army capable of obliterating any foe that might stand between it and its much sought-after prize.

Archmagos Dominus Belisarius Cawl himself has sequestered Gregorius Dol's strike force for a vital task, assuming command of these Martian warriors. While Cawl provides macro-commands to the whole army, Dol maintains some authority in his subordinate role, directing his warriors within the remit of Cawl's protocols.

At the core of the force are two clades of Skitarii – a Vanguard and a Rangers unit. Each led by an Alpha, the two squads form an impressive firing line capable of pressing the attack to seize an objective and then providing a formidable defence. Accompanying the infantry ranks are two hulking Onager Dunecrawlers – RC Tib 19 bears an Icarus array, ideal for clearing the skies of enemy aircraft, while Tellos 34 carries an eradication beamer, a weapon that gets more deadly at close range. More heavy firepower is supplied by the Kataphron Breachers, their weapons ideal for destroying heavy infantry and light vehicles. The Corpuscarii Electro-Priests act as shock troops, their incandescent fury potent both at short range and in close combat.

Armed with humming taser goads, Rek-9's Sicarian Infiltrators can slice through the armour of almost any foe, while the two Kastelan Robots, accompanied by their assigned Cybernetica Datasmith, are capable of shrugging off enemy fire until they are close enough to maul the enemy with their fists. For swift assassinations, Gregorius



Dol activates Kyrrn-14, the Sydonian Dragoon. Surrounded by an incense fug, this warrior moves quickly atop his Ironstrider mount, charging in to skewer vital targets with his taser lance.

Looming over all of the ground troops is the renowned Knight Warden and Princeps of House Raven, Ferrous Maximus. Armed with an avenger gatling cannon capable of pulverising swathes of infantry and light armour, and a servo-powered reaper chainsword the size of a tank, Maximus provides his Martian allies with the destructive power that will ensure their mission's success.

This expanded army opens up many new options for the player, as well as providing them with a deadly force with which to play. The Adeptus Mechanicus units qualify as a Battalion Detachment, granting three additional Command Points that can be spent on Stratagems, and the Knight counts as a Super-heavy Auxiliary Detachment, meaning this army is Battle-forged.

1. **Belisarius Cawl**
2. **Tech-Priest Dominus Gregorius Dol**
3. **16-IIA Skitarii Vanguard**
4. **Rek-9's Infiltrators**
5. **Kyrrn-14 Sydonian Dragoon**
6. **Lug-9's Skitarii Rangers**
7. **Clade 59a Gamma – Kataphron Breachers**
8. **Tellos 34, *Bringer of the Omnissiah's Wrath***
9. **RC Tib 19, *Slayer of Technoheretics***
10. **The Blind Brotherhood – Corpuscarii Electro-Priests**
11. **Divisio 111 Maniple 3 – Cybernetica Datasmith and Kastelan Robots**
12. **Ferrous Maximus, Knight Warden**

DEFENDERS OF THE FORGE WORLDS

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

KEYWORDS

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

<FORGE WORLD>

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

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



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

- Aurgreus Osmium
Tech-Priest Dominus



<HOUSEHOLD>

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

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

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

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

ABILITIES

The following ability is common to several Adeptus Mechanicus units:

CANTICLES OF THE OMNISSIAH

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

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

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

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

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

CANTICLES OF THE OMNISSIAH TABLE

D6	CANTICLE
1	**Incantation of the Iron Soul** *Raising their voices in binharic praise, the Disciples of the Machine God bolster their spirits with the surety of iron.* You can re-roll failed Morale tests for affected units.
2	**Litany of the Electromancer** *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.* Roll a D6 for each enemy unit that is within 1" of any affected units; on a roll of 6, the unit being rolled for suffers D3 mortal wounds.
3	**Chant of the Remorseless Fist** *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.* You can re-roll any hit rolls of 1 for affected units in the Fight phase.
4	**Shroudpsalm** *Robot, servitor and priest shift their binharic emissions into visible spectra, the static pouring from their vox-grilles manifesting as an electromagnetic storm that hides them from the foe.* Affected units gain the bonus to their armour saving throws as if they were in cover. Units already in cover are unaffected.
5	**Invocation of Machine Might** *The Tech-Priests lead their flock in a hexadecimic prayer that sends miraculous strength surging through tendons, wires and pistons.* Affected units have +1 Strength.
6	**Benediction of the Omnissiah** *Those blessed enough to comprehend this blaring vox-prayer find their targeting reticules guided by the Omnissiah's own vigilance.* You can re-roll failed hit rolls of 1 for affected units in the Shooting phase.

ADEPTUS MECHANICUS WARGEAR LISTS

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

SPECIAL WEAPONS

- Arc rifle
- Plasma caliver
- Transuranic arquebus

PISTOL WEAPONS

- Arc pistol
- Phosphor blast pistol
- Radium pistol

MELEE WEAPONS

- Arc maul
- Power sword
- Taser goad

CARAPACE WEAPONS

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



BELISARIUS CAWL

13 POWER

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

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

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

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

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

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

TECH-PRIEST DOMINUS

7 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

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

KEYWORDS: CHARACTER, INFANTRY, TECH-PRIEST, DOMINUS

TECH-PRIEST ENGINSEER

3 POWER

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

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

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

ABILITIES

Canticles of the Omnissiah (pg 73)

Bionics: This model has a 6+ invulnerable save.

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

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

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



SKITARII RANGERS

4 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

KEYWORDS: **INFANTRY, SKITARII RANGERS**

SKITARII VANGUARD

4 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

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

KEYWORDS: INFANTRY, SKITARII VANGUARD

KATAPHRON BREACHERS

8 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

KEYWORDS: INFANTRY, KATAPHRON BREACHERS

KATAPHRON DESTROYERS

10 POWER

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

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

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

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

ABILITIES
Canticles of the Omnissiah (pg 73)

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

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

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

KEYWORDS: INFANTRY, KATAPHRON DESTROYERS

SERVITORS

4 POWER

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

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

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

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

ABILITIES
Canticles of the Omnissiah (pg 73)

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

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

KEYWORDS: INFANTRY, SERVITORS

CYBERNETICA DATASMITH

3 POWER

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

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

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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



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

SICARIAN RUSTSTALKERS

6 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

KEYWORDS: INFANTRY, SICARIAN RUSTSTALKERS

SICARIAN INFILTRATORS

6 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

KEYWORDS: INFANTRY, SICARIAN INFILTRATORS

FULGURITE ELECTRO-PRIESTS

4 POWER

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

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

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

KEYWORDS: INFANTRY, ELECTRO-PRIESTS, FULGURITE



CORPUSCARII ELECTRO-PRIESTS

3 POWER

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

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

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

KEYWORDS: INFANTRY, ELECTRO-PRIESTS, CORPUSCARII

SYDONIAN DRAGOONS

3 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

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

KEYWORDS: VEHICLE, SYDONIAN DRAGOONS

IRONSTRIDER BALLISTARII

4 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

KEYWORDS: VEHICLE, IRONSTRIDER BALLISTARII



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

KASTELAN ROBOTS

12 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

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

KEYWORDS: VEHICLE, KASTELAN ROBOTS

ONAGER DUNECRAWLER

7 POWER

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

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

DAMAGE

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

REMAINING W	M	BS	A
7-11+	8"	3+	3
3-5	6"	4+	D3
1-2	4"	5+	1

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

WARGEAR OPTIONS

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

ABILITIES

Canticles of the Omnissiah (pg 73)

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

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

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

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

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

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

KEYWORDS: VEHICLE, ONAGER DUNECRAWLER



KNIGHT ERRANT

23 POWER

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

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

DAMAGE

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

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

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

WARGEAR OPTIONS

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

ABILITIES

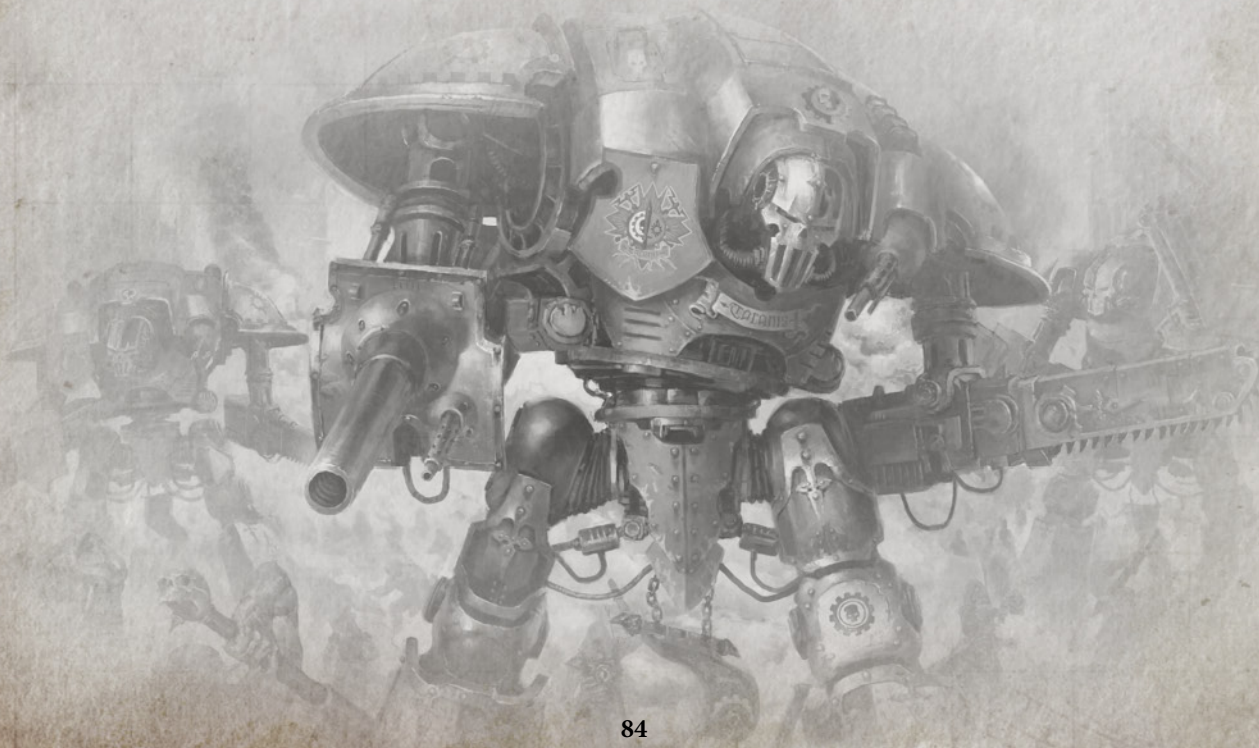
Ion Shield: This model has a 5+ invulnerable save against shooting attacks.

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

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

FACTION KEYWORDS: IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

KEYWORDS: TITANIC, VEHICLE, KNIGHT ERRANT





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

KNIGHT PALADIN

24 POWER

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

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

DAMAGE

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

FACTION KEYWORDS: IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

KEYWORDS: TITANIC, VEHICLE, KNIGHT PALADIN



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

KNIGHT WARDEN

25 POWER

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

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

DAMAGE

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

FACTION KEYWORDS: IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

KEYWORDS: TITANIC, VEHICLE, KNIGHT WARDEN

KNIGHT GALLANT

21 POWER

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

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

DAMAGE

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

FACTION KEYWORDS: IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

KEYWORDS: TITANIC, VEHICLE, KNIGHT GALLANT



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

KNIGHT CRUSADER

27 POWER

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

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

DAMAGE

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

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

FACTION KEYWORDS: IMPERIUM, QUESTOR MECHANICUS, <HOUSEHOLD>

KEYWORDS: TITANIC, VEHICLE, KNIGHT CRUSADER



ARMOURY OF THE FORGE WORLDS

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

RANGED WEAPONS

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

RANGED WEAPONS

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

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

- Excerpt from the Ceremony of Commission

MELEE WEAPONS

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







CONGREGATIONS OF WAR

In this section you'll find rules for Battle-forged armies that include ADEPTUS MECHANICUS Detachments – that is, any Detachment which includes only ADEPTUS MECHANICUS units. These rules include the abilities below and a series of Stratagems that can only be used by the Adeptus Mechanicus. This section also includes the Adeptus Mechanicus' unique Warlord Traits, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Omnissiah's warriors in your games of Warhammer 40,000.

SOLDIERS OF THE MACHINE GOD

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

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

FORGE WORLD DOGMA

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

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

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

- Technomagos Gaelos



FORGE WORLD DOGMA

MARS:
GLORY TO THE OMNISSIAH

In all the Cult Mechanicus, there are no forge worlds more holy or more blessed than Mars. The favour of the Machine God can be seen in the powerful optimisation granted by every static-ridden psalm incanted by his most faithful followers.

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

GRAIA:
REFUSAL TO YIELD

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

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

METALICA:
RELENTLESS MARCH

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

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

LUCIUS:
THE SOLAR BLESSING

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

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

AGRIPINAA:
STAUNCH DEFENDERS

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

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

STYGIES VIII:
SHROUD PROTOCOLS

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

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

RYZA:
RED IN COG AND CLAW

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

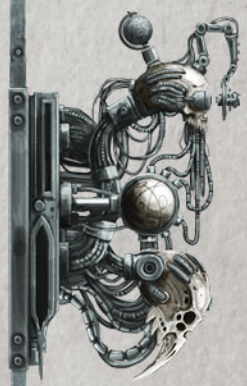
You can re-roll wound rolls of 1 in the Fight phase for units with this dogma.

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

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

- Corpuscarii Chant of Electric-Blessing





STRATAGEMS

If your army is Battle-forged and includes any ADEPTUS MECHANICUS Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These help to reflect the unique tactics and strategies used by the Adeptus Mechanicus on the battlefield.

GLORIA MECHANICUS

2CP

Adeptus Mechanicus Stratagem

The wise learn to adapt, and as quickly as a cogitator engine can reprogram, a Tech-Priest can adjust the binharic cants to improve battlefield performance.

Use this Stratagem at any time to immediately change which Canticle of the Omnissiah is being canted. You can either choose a Canticle you have not already chosen this battle, or randomly select one in the usual way.

DIVINE CHORUS

2CP

Adeptus Mechanicus Stratagem

With machine-like precision, recent triumphs can be repeated as easily as rebooting a doctrine that has proven especially effective.

Use this Stratagem once per battle, before determining which Canticle of the Omnissiah will be in effect. Choose a Canticle of the Omnissiah that has already been chosen earlier in the battle to take effect again.

ZEALOUS CONGREGATION

3CP

Adeptus Mechanicus Stratagem

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

Use this Stratagem at the end of the Fight phase. Select an **ELECTRO-PRIEST** unit from your army – that unit can immediately fight for a second time.

ELIMINATION VOLLEY

2CP

Adeptus Mechanicus Stratagem

It is possible to overcharge the protocols of battle robots, creating a feedback loop of rapid-fire commands.

Use this Stratagem in your Shooting phase if a **<FORGE WORLD>** Kataphron Destroyer unit from your army is within 6" of a **<FORGE WORLD>** Kastelan Robot unit from your army. You can add 1 to the hit rolls for both units this phase.

BINHARIC OVERRIDE

1CP

Adeptus Mechanicus Stratagem

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

Use this Stratagem at the end of any phase to change the Battle Protocols of one of your units of Kastelan Robots. That unit's Battle Protocols cannot then be changed again, for any reason, for the remainder of the battle.

ARCHEOTECH SPECIALISTS

1CP/ 3CP

Adeptus Mechanicus Stratagem

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

Use this Stratagem before the battle. Your army can have one extra relic from the Arcana Mechanicum for 1 CP, or two extra relics for 3 CPs. All of the relics that you include must be different and be given to different **ADEPTUS MECHANICUS CHARACTERS**. You can only use this Stratagem once.

SCRYERSKULL

1CP

Adeptus Mechanicus Stratagem

The deployment of a scryerskull grants a temporary enhancement of optics, targeting reticles, short-ranged scanners and auspex triangulation.

Use this Stratagem at any time to do one of the following: reveal D3 hidden set-up markers (if your opponent is using Concealed Deployment); identify a Mysterious Objective anywhere on the battlefield; or shoot with an **ADEPTUS MECHANICUS** unit from your army without the penalties to your hit rolls from the Dawn Raid, Low Visibility or Cover of Darkness rules.

DATASPIKE

1CP

Adeptus Mechanicus Stratagem

An intense micro-burst of highly concentrated doctrinal sacrament can overload any nearby machine spirit with explosive results.

Use this Stratagem immediately after fighting with an **ADEPTUS MECHANICUS CHARACTER**. Resolve one additional attack against an enemy **VEHICLE** within 1" of the character. If the attack hits, the enemy vehicle suffers D3 mortal wounds.

COGNIS OVERWATCH

1CP

Adeptus Mechanicus Stratagem

When a mind-link connects the powerful machine spirit of a cognis weapon with its bearer, it can create a holy synergy that briefly spikes performance in man and machine.

Use this Stratagem before an **ADEPTUS MECHANICUS** unit from your army fires Overwatch. Cognis weapons are fired using the firing model's Ballistic Skill when resolving these attacks. For the purposes of this Stratagem, a cognis weapon is any weapon profile whose name includes the word 'cognis' (e.g. cognis heavy stubber, twin cognis lascannon).

PROTECTOR DOCTRINA IMPERATIVE

1CP

Adeptus Mechanicus Stratagem

The Protector Doctrina Imperative increases the accuracy of Skitarii warriors.

Use this Stratagem before a **SKITARII** unit from your army attacks in the Shooting phase. Add 1 to hit rolls you make for the unit this phase. If the unit has an enhanced data-tether or a broad spectrum data-tether, you can add 2 to the hit rolls instead.

CONQUEROR DOCTRINA IMPERATIVE

1CP

Adeptus Mechanicus Stratagem

When a Tech-Priest inloads Conqueror Imperatives, they can boost the martial subroutines of any targeted Skitarii minions. Such energy bursts are short-lived but powerful.

Use this Stratagem before a **SKITARII** unit from your army fights. Add 1 to hit rolls you make for the unit this phase. If the unit has an enhanced data-tether or a broad spectrum data-tether, you can add 2 to the hit rolls instead.

BENEVOLENCE OF THE OMNISSIAH

1CP

Adeptus Mechanicus Stratagem

This blessing is a protective incantation that inspires the machine spirit of sacred war engines to defy the enemy's attacks.

Use this Stratagem when an **ADEPTUS MECHANICUS VEHICLE** or **QUESTOR MECHANICUS** model from your army suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound inflicted on this model for the rest of the phase: on a 5+, that mortal wound is ignored.

TECH-ADEPT

1CP

Adeptus Mechanicus Stratagem

There is no task more holy than repairing war engines damaged in the crusade to fulfil the Machine God's will.

Use this Stratagem after an **ADEPTUS MECHANICUS CHARACTER** from your army has used an ability to repair a friendly model (e.g. Master of Machines). The character can immediately attempt to use that ability again, and can even use it to repair the same model.

MACHINE SPIRIT RESURGENT

1CP

Adeptus Mechanicus Stratagem

To invigorate the failing machine spirit of a damaged vehicle is a sacred task that can be greatly aided by certain broadcast data-hymns played in the correct sequence.

Use this Stratagem at the start of any turn. Pick an **ADEPTUS MECHANICUS VEHICLE** or **QUESTOR MECHANICUS** unit from your army. Until the end of this turn, use the top row of the model's damage table, regardless of how many wounds it has left. This ends immediately if the model is reduced to 0 wounds.

RAGE OF THE MACHINES

1CP

Adeptus Mechanicus Stratagem

The correct battle hymn broadcast at the perfect frequency can boost the ire of any machine spirit.

Use this Stratagem before an **ADEPTUS MECHANICUS VEHICLE** from your army attacks in the Shooting phase. Until the end of the phase, that vehicle can ignore all penalties for moving and firing a Heavy weapon, for Advancing and firing an Assault weapon, and for Advancing and firing a cognis weapon. For the purposes of this Stratagem, a cognis weapon is any weapon profile whose name includes the word 'cognis' (e.g. twin cognis autocannon, twin cognis lascannon).

DUNESTRIDERS

1CP

Adeptus Mechanicus Stratagem

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

Use this Stratagem when an Ironstrider Ballistarii or Sydonian Dragoons unit from your army Advances. Roll two dice instead of one and add the results together when determining how much further that unit can move.

ACQUISITION AT ANY COST

2CP

Adeptus Mechanicus Stratagem

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

Use this Stratagem at the end of any of your turns. Select an **ADEPTUS MECHANICUS INFANTRY** unit from your army that is within 3" of an objective marker. Until the start of your next turn you can add 1 to all saving throws made for that unit and increase the Attacks characteristic of all models in that unit by 1.

INFOSLAVE SKULL

2CP

Adeptus Mechanicus Stratagem

Mono-task infoslave skulls make ideal lookouts to watch against the sudden deployment of enemy troops.

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of one of your **ADEPTUS MECHANICUS INFANTRY** units. Your unit can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from all the resulting hit rolls.

MACHINE SPIRIT'S REVENGE

1CP

Adeptus Mechanicus Stratagem

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

Use this Stratagem when one of your **ADEPTUS MECHANICUS VEHICLES** is destroyed; do not roll a dice – that vehicle automatically explodes.

FRESH CONVERTS

1-3CP

Agripinaa Stratagem

All forge worlds make use of battle servitors, but none are so quick in manufacturing them as the Tech-Priests of Agripinaa.

Use this Stratagem at the end of your Movement phase. Pick one of your units of **AGRIPINAA** Servitors, **AGRIPINAA** Kataphron Destroyers or **AGRIPINAA** Kataphron Breachers as follows: If you spend 1 CP you can choose a unit with a Power Rating of 5 or less, if you spend 2 CPs you can choose a unit with a Power Rating of 10 or less, and if you spend 3 CPs you can choose a unit with a Power Rating of 20 or less. You cannot pick a unit with a Power Rating of more than 20. Remove your chosen unit from the battlefield. You can then set it up again as you would a unit arriving as reinforcements; set up the unit in your deployment zone, within 6" of the edge of the battlefield and more than 9" from any enemy models, at its full starting strength.

LEGIO TELEPORTARIUM

1CP

Lucius Stratagem

Scaling down the same technologies that allow them to shift Titans through the warp, the Tech-Priests of Lucius are mastering the art of battlefield teleportation.

Use this Stratagem during deployment. You can set up a Lucius unit from your army in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

CLANDESTINE INFILTRATION

1CP

Stygies VIII Stratagem

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

Use this Stratagem during deployment. You can set up a **STYGIES VIII** unit from your army in ambush instead of placing it on the battlefield. At the beginning of the first battle round but before the first turn begins, the unit is revealed – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

PLASMA SPECIALISTS

1CP

Ryza Stratagem

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

Use this Stratagem before a **RYZA** unit from your army attacks in the Shooting phase. Add 1 to the wound rolls made for all of that unit's plasma weapons and increase the damage inflicted by any plasma weapon by 1. For the purposes of this Stratagem, a plasma weapon is any weapon profile whose name includes the word 'plasma' (e.g. plasma cannon, plasma caliver, plasma culverin).

STEEL MIND, IRON LOGIC

1CP

Graia Stratagem

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

Use this Stratagem when an enemy **PSYKER** manifests a psychic power within 24" of one or more of your **GRAIA INFANTRY** units. Roll a D6; on a 4+, that psychic power is resisted and its effects are negated.

WRATH OF MARS

2CP

Mars Stratagem

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

Use this Stratagem before a **MARS** unit from your army attacks in the Shooting phase. Each time you make a wound roll of 6+ for that unit, the target suffers a mortal wound in addition to any other damage.

DEAFENING ASSAULT

1CP

Metalica Stratagem

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

Use this Stratagem at the start of any Morale phase. Pick one of your **METALICA** units; all enemy units within 6" of that unit must subtract 1 from their Leadership characteristic until the end of the phase.

KNIGHT OF THE COG

1CP

Adeptus Mechanicus Stratagem

Those Knights that are favoured by the Cog-Blessing of the Omnissiah revel in the divine energies of the Machine God.

Use this Stratagem at the start of any battle round, before determining which Canticle of the Omnissiah will be in effect. Select a **QUESTOR MECHANICUS** unit from your army that is within 12" of a friendly **ADEPTUS MECHANICUS CHARACTER**. That unit gains the Canticles of the Omnissiah ability until the start of the next battle round.

ROTATE ION SHIELDS

1CP

Questor Mechanicus Stratagem

The directional power of an ion shield can be rotated, the better to deflect incoming shots.

Use this Stratagem when an enemy unit targets a **QUESTOR MECHANICUS** unit from your army that has an invulnerable save. You can add 1 to any invulnerable saving throws made for that unit until the end of the phase.

WARLORD TRAITS

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

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

D6 RESULT

1 MONITOR MALEVOLUS

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

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

2 MAGOS BIOLOGIS

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

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

3 MECHADOMINATOR

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

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

4 NECROMECHANIC

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

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

5 CHORISTER TECHNIS

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

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

6 PRIME HERMETICON

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

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

FORGE WORLD WARLORD TRAITS

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

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

ARCANA MECHANICUM

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

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

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

PATER COG-TOOTH

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

Model with an Omnissian axe only. Pater Cog-tooth replaces the bearer's Omnissian axe and has the following profile:

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

ANZION'S PSEUDOGENETOR

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

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

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

AUTOCADUCEUS OF ARKHAN LAND

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

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

THE UNCREATOR GAUNTLET

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

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

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

PHOSPHOENIX

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

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

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

RAIMENT OF THE TECHNOMARTYR

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

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

THE SKULL OF ELDER NIKOLA

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

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

THE OMNISCIENT MASK

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

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

THE CEREBRAL TECHNO-MITRE

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

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

THE RED AXE

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

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

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

THE SOLAR FLARE

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

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

THE ADAMANTINE ARM

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

METALICA model only. This weapon has the following profile:

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

THE OMNISSIAH'S HAND

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

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

WEAPON XCIX

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

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

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

THE EYE OF XI-LEXUM

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

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

POINTS VALUES

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

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Corpuscarii Electro-Priests	5-20	14
Cybernetica Datasmith	1	22
Fulgurite Electro-Priests	5-20	17
Ironstrider Ballistarii	1-6	50
Kastelan Robots	2-6	65
Kataphron Breachers	3-12	35
Kataphron Destroyers	3-12	35
Knight Crusader	1	320
Knight Errant	1	320
Knight Gallant	1	320
Knight Paladin	1	320
Knight Warden	1	320
Onager Dunecrawler	1	90
Servitors	4	2
Sicarian Infiltrators	5-10	18
Sicarian Ruststalkers	5-10	15
Skitarii Rangers	5-10	8
Skitarii Vanguard	5-10	9
Sydonian Dragoons	1-6	59
Tech-Priest Dominus	1	125
Tech-Priest Enginseer	1	40

UNIQUE UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Belisarius Cawl	1	250

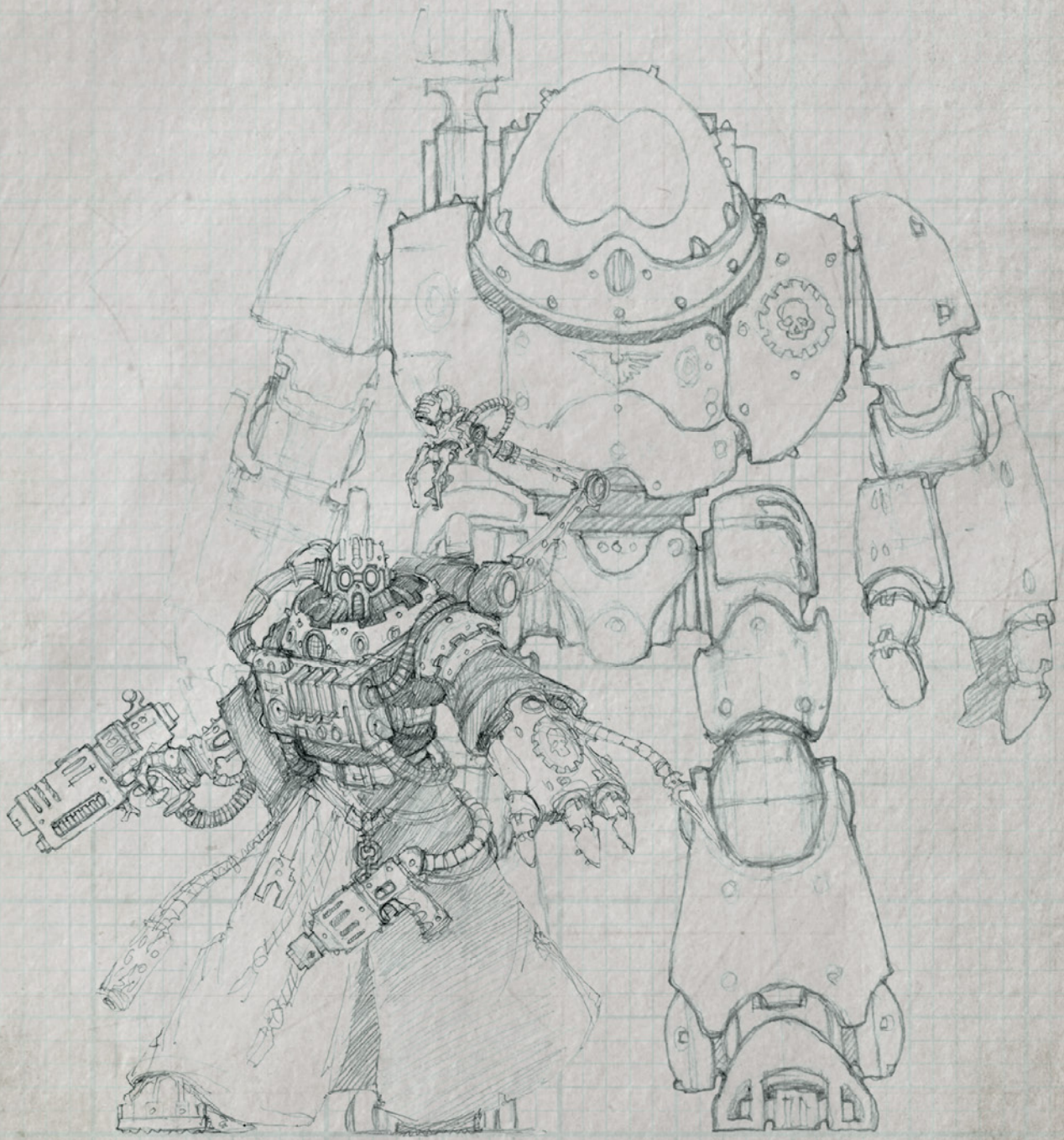
MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arc claw	4
Arc maul	5
Chordclaw	3
Electroleech stave	0
Electrostatic gauntlets	0
Hydraulic claw	8
Kastelan fists	35
Omnissian axe	0
Power fist	20
Power sword	4
Reaper chainsword	30
Servo-arm	12
Taser goad	6
Taser lance	9
Thunderstrike gauntlet	35
Titanic feet	0
Transonic blades	7
Transonic razor	2

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Arc pistol	3
Arc rifle	4
Avenger gatling cannon	95
Cognis flamer	10
Cognis heavy stubber	5
Eradication beamer	30
Eradication ray	14
Flechette blaster	2
Galvanic rifle	0
Gamma pistol	10
Heavy arc rifle	8
Heavy bolter	10
Heavy flamer	17
Heavy grav-cannon	30
Heavy phosphor blaster	15
Heavy stubber	4
Icarus array	40
Incendine combustor	21
Ironstorm missile pod	16
Laspistol	0
Macrostubber	2
Meltagun	17
Multi-melta	27
Neutron laser	45
Phosphor blast pistol	4
Phosphor blaster	8
Phosphor serpenta	6
Plasma caliver	14
Plasma cannon	21
Plasma culverin	27
Radium carbine	0
Radium jezzail	4
Radium pistol	1
Rapid-fire battle cannon	100
Stormspear rocket pod	45
Stubcarbine	2
Thermal cannon	76
Torsion cannon	22
Transuranic arquebus	25
Twin cognis autocannon	25
Twin cognis lascannon	45
Twin heavy phosphor blaster	30
Twin Icarus autocannon	30
Volkite blaster	8

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



TACTICAL OBJECTIVES

The goals of the Adeptus Mechanicus are steeped in secrecy and a technological mysticism that is all but unfathomable to the Imperium's other institutions, as are many of the battlefield tactics they employ to achieve them.

If your army is led by an **ADEPTUS MECHANICUS** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when an Adeptus Mechanicus player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Adeptus Mechanicus Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	TACTICAL OBJECTIVE
11	Will of the Omnissiah
12	The Machine Eternal
13	A Victory for Logic
14	Rumours of Revelation
15	Destroy and Acquire
16	A Quest for Knowledge

11 WILL OF THE OMNISSIAH

Adeptus Mechanicus

Channel the divine might of the Omnissiah, let the energising power of the Machine God surround you – the jubilation of his flock shall be the bane of his foe.

Score 1 victory point if you randomly determined which Canticle of the Omnissiah (pg 73) was being canted this turn.

12 THE MACHINE ETERNAL

Adeptus Mechanicus

Tend to the sacred machines of the Omnissiah, soothe their wounded spirits and restore their scarred bodies to their former glory, so that they might hound the foe forever.

Score 1 victory point if a **VEHICLE** from your army that has suffered wounds during the course of the battle regains all its lost wounds during your turn.

13 A VICTORY FOR LOGIC

Adeptus Mechanicus

Those who put their faith in the unnatural power of the warp must be made to bow to the steel certainty of logic. Prove the superiority of the machine over the eldritch.

Score 1 victory point if, during this turn, an enemy **PSYKER** was destroyed, or an enemy **PSYKER** failed a Psychic test, or if an enemy psychic power was denied or was otherwise negated, such as through use of the Steel Mind, Iron Logic Stratagem (pg 98).

14 RUMOURS OF REVELATION

Adeptus Mechanicus

Reports imply that an invaluable piece of technology has been located in the area – perhaps even one of the sacred STCs. Authenticate its significance and report back to your masters. An overseer will provide the most trustworthy evaluation.

When this Tactical Objective is generated, roll a D6. Score 1 victory point if you control the corresponding objective marker. Score D3 victory points instead if your Warlord controls it.

15 DESTROY AND ACQUIRE

Adeptus Mechanicus

Lay low the unhallowed machines of the foe, but leave as much of them intact as possible – there is much to be learned from the wreckage.

Score 1 victory point if at least one enemy **VEHICLE** was destroyed but did not explode, crash and burn, etc. during this turn.

16 A QUEST FOR KNOWLEDGE

Adeptus Mechanicus

Drive the blasphemers from sites of learning and enlightenment so that lost archeotech and forgotten data can be recovered.

Score D3 victory points if you control an objective marker that was controlled by your opponent at the start of the turn. If you control 3 or more objective markers that were controlled by your opponent at the start of the turn, score D3+3 victory points instead.

'THE QUEST FOR KNOWLEDGE IS OUR SACRED TASK. OURS IS NOT TO UNDERSTAND OR QUESTION, OURS IS TO POSSESS, TO RECLAIM, TO SEIZE. OURS IS THE LOGIC AND THE POWER. THAT WHICH IS NOT IN THE HANDS OF THE OMNISSIAH'S FAITHFUL IS IN THE HANDS OF HERETICS. OURS IS NOT TO UNDERSTAND OR QUESTION.'

- Vows Acquitorius, Verse One

WE THINK YOU'D LIKE...

YOUR ARMY IS READY. NOW TAKE IT TO THE BATTLEFIELD WITH THE FULL RULES FOR WARHAMMER 40,000, ALONGSIDE A HOST OF MISSIONS, ALTERNATIVE WAYS TO PLAY AND MUCH MORE.

