CODEX

IMPERIUM - ADEPTUS MECHANICUS

classic-sw

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FRAKTIONSREGELN

DOCTRINA IMPERATIVES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

UEBERSICHT

Cohort Acquisitus

Explorator Dispensation, Stealth-screened Cybercanids

Cohort Cybernetica

Necromechanic, Lord of Machines, Emotionless Clarity, Arch Negator

Data-psalm Conclave

Mechanicus Locum, Mantle of the Gnosticarch, Data-blessed Autosermon, Temporcopia

Eradication Cohort

Omnicogitator, Martial Signatum Amplificator, Belicosa-class Capacitor Vanes, Omnissiah's Fury

Explorator Maniple

Magos, Genetor, Logis, Artisan

Haloscreed Battleclade

Transoracular Dyad Wafers, Cognitive Reinforcement, Sanctified Ordnance, Inloaded Lethality

Lords of the Forge

Vingh's Wafers of Dynamism, TL-409

Luminen Auto-choir

Electromiasmic Brazier, Voltagheist Reliquary

Rad-zone Corps

Radial Suffusion, Malphonic Susurrus, Peerless Eradicator, Autoclavic Denounciation

Skitarii Hunter Cohort

Cantic Thrallnet, Clandestine Infiltrator, Veiled Hunter, Battle-Sphere Uplink

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

COHORT ACQUISITUS

1 DP · RECONNAISSANCE

ENHANCEMENTS

Explorator Dispensation — **20 pts**

This unit has Infiltrators.

Stealth-screened Cybercanids — **15 pts**

This unit has Lone Operative 15".

DETACHMENT-REGEL

- Friendly PTERAXII/INFILTRATORS/RANGERS/SERBERYS RAIDERS/ SERBERYS SULPHURHOUNDS units have RECON AUGURY.

- Friendly RECON AUGURY units have the following ability: Enhanced Augurs: In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is analysed:

- While a unit is analysed, that unit has +3" detection range.

STRATAGEMS

1 CP — COHORT ACQUISITUS STRATAGEM · WAHAPEDIA — MOVEMENT

REPOLARISED AUGURS

When: Start of your opponent's Movement phase.
Target: One friendly unengaged RECON AUGURY unit.
Effect: Your unit has -3" detection range until the end of the turn.

1 CP — COHORT ACQUISITUS STRATAGEM · WAHAPEDIA — FIGHT

CLANDESTINE REPOSITION

When: End of your opponent's Fight phase.
Target: One friendly unengaged INFILTRATORS/PTERAXII unit.
Effect: Place your unit in strategic reserves.

1 CP — COHORT ACQUISITUS STRATAGEM · WAHAPEDIA — SHOOTING

DEFECT SCRUTINY

When: Your Shooting phase, when a friendly ADEPTUS MECHANICUS unit is selected to shoot.
Target: That ADEPTUS MECHANICUS unit.
Effect: Select one visible enemy unit within 12" of a friendly RECON AUGURY unit. Your unit's ranged attacks that target that enemy unit have [IGNORES COVER].

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

COHORT CYBERNETICA

1 DP · TAKE AND HOLD

ENHANCEMENTS

Necromechanic — **20 pts**

Once per battle round, when a saving throw made for a friendly Legio Cybernetica or Adeptus Mechanicus Vehicle model within 12" of the bearer is failed, the bearer can use this Enhancement. If they do, change the Damage characteristic of that attack to 0.

Lord of Machines — **15 pts**

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

Emotionless Clarity — **10 pts**

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

Arch Negator — **5 pts**

Ranged weapons equipped by the bearer have the [ANTI-VEHICLE 4+] ability.

DETACHMENT-REGEL

Add 2" to the Move characteristic of models in Legio Cybernetica units from your army. In addition, unless that unit is Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.

STRATAGEMS

1 CP — COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM · WAHAPEDIA — COMMAND

AUTO-DIVINATORY TARGETING

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army, and one objective marker.
Effect: Until the start of your next Command phase, ranged weapons equipped by models in your unit have a Ballistic Skill characteristic of 3+ and the [IGNORES COVER] ability, but they can only target units within range of the selected objective marker.

1 CP — COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM · WAHAPEDIA — COMMAND

BENEVOLENCE OF THE OMNISSIAH

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army.
Effect: Until the start of your next Command phase, models in your unit have the Feel No Pain 6+ ability, which is improved to Feel No Pain 5+ against mortal wounds.

1 CP

COHORT CYBERNETICA – EPIC DEED STRATAGEM · WAHAPEDIA

COMMAND

MACHINE SPIRIT RESURGENT

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army that is below its Starting Strength.
Effect: Until the start of your next Command phase, each time a model in your unit makes an attack, you can re-roll the Hit roll. If your unit is Below Half-strength, you can re-roll the Wound roll as well.

1 CP

COHORT CYBERNETICA – EPIC DEED STRATAGEM · WAHAPEDIA

COMMAND

MACHINE SUPERIORITY

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back and you can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

1 CP

COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM · WAHAPEDIA

COMMAND

MOTIVE IMPERATIVE

When: Your Command phase.
Target: One ADEPTUS MECHANICUS VEHICLE unit from your army.
Effect: Until the start of your next Command phase, add 3" to the Move characteristic of models in your unit and add 1 to Advance and Charge rolls made for it.

1 CP

COHORT CYBERNETICA – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

COMMAND

TRANSCENDENT COGITATION

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army.
Effect: Until the start of your next Command phase, the Conqueror Imperative and Protector Imperative are both active for your unit.

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

DATA-PSALM CONCLAVE

2 DP · DISRUPTION

ENHANCEMENTS

Mechanicus Locum — **5 pts**

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

Mantle of the Gnosticarch — **10 pts**

Each time an attack is allocated to the bearer, change the Damage characteristic of that attack to 1.

Data-blessed Autosermon — **15 pts**

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

Temporcopia — **20 pts**

The bearer's unit has the Fights First ability.

DETACHMENT-REGEL

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

Panegyric Procession:

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

Citation in Savagery:

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

STRATAGEMS

1 CP — DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

TRIBUTE OF EMPHATIC VENERATION

When: Start of your Movement phase.
Target: One CULT MECHANICUS unit from your army and one enemy unit within 18" of it.
Effect: That enemy unit must take a Battle-shock test. If that test is failed, until the start of your next Command phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

1 CP — DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

LITANY OF THE ELECTROMANCER

When: Your Shooting phase.
Target: One CULT MECHANICUS unit from your army.
Effect: Roll one D6 for each enemy unit within 6" of one or more CULT MECHANICUS models in your unit, adding 1 to the result if that model is an ELECTRO-PRIEST. On a 5+, that enemy unit suffers D3 mortal wounds.

1 CP

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

LUMINESCENT BLESSING

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

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

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

1 CP

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

CHANT OF THE REMORSELESS FIST

When: Fight phase.

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

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

1 CP

DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

VERSE OF VENGEANCE

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

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

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

1 CP

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

ANY

INCANTATION OF THE IRON SOUL

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

Target: That CULT MECHANICUS model's unit.

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

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

ERADICATION COHORT

2 DP · PURGE THE FOE

ENHANCEMENTS

Omnicogitator — **25 pts**

Skitarii Marshal model only. The Conqueror Imperative and Protector Imperative are both active for the bearer's unit.

Martial Signatum Amplificator — **15 pts**

Tech-Priest model only. Models in the bearer's unit have the Skitarii keyword.

Belicosa-class Capacitor Vanes — **25 pts**

Adeptus Mechanicus model only. Add 6" to the Range characteristic of ranged weapons equipped by models in the bearer's unit, and add 1 to the Strength characteristic of those weapons.

Omnissiah's Fury — **10 pts**

Skitarii Marshal model only. Add 2 to the Attacks characteristic of melee weapons equipped by the bearer, and improve the Armour Penetration and Damage characteristics of those weapons by 1.

DETACHMENT-REGEL

Each time a model in a Skitarii unit from your army makes an attack:

- If the Protector Imperative is active for that unit, re-roll a Hit roll of 1.

- If the Conqueror Imperative is active for that unit, re-roll a Wound roll of 1.

STRATAGEMS

1 CP — ERADICATION COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

UNRELENTING AGGRESSION

When: Your Movement phase, just after an ADEPTUS MECHANICUS unit from your army Falls Back.
Target: That ADEPTUS MECHANICUS unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back. If your unit has the Skitarii keyword, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back instead.

1 CP — ERADICATION COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

ANALYTIC REPRISALS

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One Skitarii Infantry unit from your army that lost one or more models as a result of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP — ERADICATION COHORT – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

THREAT-COGITATION TARGETERS

When: Your Shooting phase.
Target: One Skitarii Vehicle unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a ranged attack made by a model in your unit is allocated to a MONSTER or VEHICLE model, you can re-roll the Damage roll.

1 CP — ERADICATION COHORT – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

UNSHACKLED WRATH

When: Your Shooting phase.
Target: One Skitarii unit from your army that has not been selected to shoot this phase.
Effect: Select the [SUSTAINED HITS 1] or [LETHAL HITS] ability. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. You can instead select the [SUSTAINED HITS 1], [LETHAL HITS] and [HAZARDOUS] abilities to apply to those weapons until the end of the phase.

1 CP

ERADICATION COHORT – BATTLE TACTIC STRATAGEM · WAHAPEDIA

CHARGE

PRECISION ONSLAUGHT

When: Your Charge phase, just after a Sicarian unit from your army declares a charge.
Target: That SICARIAN unit.
Effect: Until the end of the phase, when your unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

ERADICATION COHORT – WARGEAR STRATAGEM · WAHAPEDIA

FIGHT

SERVO-DRIVEN CHARGE

When: Fight phase.
Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability.

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

EXPLORATOR MANIPLE

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Magos — **10 pts**

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

Genetor — **20 pts**

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

Logis — **15 pts**

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

Artisan — **10 pts**

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

DETACHMENT-REGEL

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

STRATAGEMS

1 CP — EXPLORATOR MANIPLE – WARGEAR STRATAGEM · WAHAPEDIA — COMMAND

INFOSLAVE SKULL

When: Your Command phase.
Target: One TECH-PRIEST model from your army and one objective marker within 24" of that model (excluding your Acquisition objective marker].
Effect: Until the start of your next Command phase, that objective marker is also considered to be one of your Acquisition objective markers for all rules purposes.

2 CP — EXPLORATOR MANIPLE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

AUTO-ORACULAR RETRIEVAL

When: Your Shooting phase.
Target: One ADEPTUS MECHANICUS unit from your army that disembarked from a TRANSPORT this turn.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within range of your Acquisition objective marker, add 1 to the Wound roll.

1 CP

EXPLORATOR MANIPLE – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

INCENSE EXHAUSTS

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

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

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

1 CP

EXPLORATOR MANIPLE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

REACTIVE SAFEGUARD

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

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

Effect: Your unit can embark within that TRANSPORT.

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

1 CP

EXPLORATOR MANIPLE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

PRIORITY RECLAMATION

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

Target: That ADEPTUS MECHANICUS unit.

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

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

1 CP

EXPLORATOR MANIPLE – EPIC DEED STRATAGEM · WAHAPEDIA

ANY

CACHED ACQUISITION

When: Any phase.

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

Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

HALOSCREED BATTLECLADE

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Transoracular Dyad Wafers — **15 pts**

CYBERNETICA DATASMITH model only. When the bearer is attached to a Kastelan Robots unit, until the end of the battle, models in that unit gain the Halo Override keyword. That unit cannot be selected when selecting units as part of the Noospheric Transference Detachment rule.

Cognitive Reinforcement — **30 pts**

ADEPTUS MECHANICUS model only (excluding CYBERNETICA DATASMITH models). The Conqueror Imperative and Protector Imperative are both active for the bearer's unit.

Sanctified Ordnance — **10 pts**

ADEPTUS MECHANICUS model only. Add 6" to the range characteristic of ranged weapons equipped by models in the bearer's unit and, each time a Hazardous test is taken for that unit, you can re-roll the result.

Inloaded Lethality — **15 pts**

Tech-Priest Dominus or Tech-Priest Manipulus model only. Add 3 to the Attacks characteristic of the bearer's melee weapons and add 1 to the Damage characteristic of the bearer's melee weapons.

DETACHMENT-REGEL

In your Command phase, select one or more ADEPTUS MECHANICUS units from your army (including units that are embarked within TRANSPORTS). The maximum number of units you can select depends on the battle size, as follows:

INCURSION: 1 UNIT

STRIKE FORCE: 2 UNITS

ONSLAUGHT: 3 UNITS

Until the start of your next Command phase, those units gain the HALO OVERRIDE keyword. Then, select one of the Override abilities below. Until the start of your next Command phase, units from your army with the HALO OVERRIDE keyword have the selected Override ability:

Electromotive Energisation

Add 2" to the Move characteristic of models in this unit.

Microactuator Bracing

Add 1 to the Toughness characteristic of models in this unit.

Predation Protocols

This unit is eligible to declare a charge in a turn in which it Advanced.

Muted Servomotors

Models in this unit have the Stealth ability.

STRATAGEMS

1 CP — HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

AGGRESSIVE IMPULSE

When: Your Movement phase.
Target: One Skorpius Dunerider model from your army that has not been selected to move this phase.
Effect: Until the end of the turn, each time an ADEPTUS MECHANICUS unit disembarks from that model after it has made a Normal move, that unit makes an assault disembark move (Core Rules, 18.06) for that disembarkation.

1 CP — HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

ANALYTICAL DIVINATION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Adeptus Mechanicus Infantry unit (excluding Kataphron units) from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to D6", or up to 6" instead if it is a HALO OVERRIDE unit.

1 CP — HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

GUIDED RETREAT

When: Your Movement phase, when a friendly ADEPTUS MECHANICUS unit is selected to make a fall-back move.
Target: That ADEPTUS MECHANICUS unit.
Effect: If your unit is a HALO OVERRIDE unit, your unit can re-roll hazard rolls. That fall-back move does not prevent your unit from: Being eligible to shoot. Being eligible to declare a charge.

1 CP — HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

NEURAL OVERLOAD

When: Your Movement phase.
Target: One ADEPTUS MECHANICUS unit from your army.
Effect: If your unit is a HALO OVERRIDE unit, it suffers D3 mortal wounds. Select one Override ability. Until the start of your next Command phase, that ability is active for your unit. Designer's Note: This means that if the targeted unit already has the HALO OVERRIDE keyword, it can be affected by multiple Override abilities at the same time, but suffers mortal wounds to do so. Alternatively, if your unit does not have the HALO OVERRIDE keyword, it instead has the chosen Override ability until the start of your next Command phase, but does not benefit from any other Override abilities that are active.

1 CP — HALOSCREED BATTLE CLADE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

ERADICATION PROTOCOLS

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1, and, if it is a HALO OVERRIDE unit, re-roll a Hit roll of 1.

1 CP — HALOSCREED BATTLE CLADE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

TARGETING OVERRIDE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

LORDS OF THE FORGE

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Vingh's Wafers of Dynamism — **25 pts**

At the start of the first battle round, if this unit is an attached unit, this unit has MOBILE until the end of the battle.

TL-409 — **30 pts**

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DETACHMENT-REGEL

Friendly TECH-PRIEST models have:

- 4+ InSv.

- Feel No Pain 5+.

Friendly TECH-PRIEST models have the following ability:

Baffling Data Screed: In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

STRATAGEMS

1 CP — LORDS OF THE FORGE STRATAGEM · WAHAPEDIA — MOVEMENT

OVERLOADED SAFEGUARDS

When: Your Movement phase, when a friendly TECH-PRIEST unit is selected to make a fall-back move.
Target: That TECH-PRIEST unit.
Effect: That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP — LORDS OF THE FORGE STRATAGEM · WAHAPEDIA — SHOOTING

HOLY AVARICE

When: Your Shooting phase, when a friendly TECH-PRIEST unit starts an action.
Target: That TECH-PRIEST unit.
Effect: That action does not prevent your unit from being eligible to shoot.

1 CP — LORDS OF THE FORGE STRATAGEM · WAHAPEDIA — SHOOTING

SCRIPTURAL PROGNOSIS

When: In your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly TECH-PRIEST unit that is within range of an objective.
Target: That TECH-PRIEST unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

LUMINEN AUTO-CHOIR

1 DP · DISRUPTION

ENHANCEMENTS

Electromiasmic Brazier — **10 pts**

This unit has Stealth.

Voltagheist Reliquary — **15 pts**

Enemy units cannot target this unit with snap shooting attacks.

DETACHMENT-REGEL

- Friendly CORPUSCARII units' ranged attacks have [LETHAL HITS].

- When a friendly FULGURITE unit has fought, that unit heals D3 wounds.

This detachment has the DATA-PSALM tag and cannot be taken with another DATA-PSALM detachment.

STRATAGEMS

1 CP — LUMINEN AUTO-CHOIR STRATAGEM · WAHAPEDIA — MOVEMENT

CHANT OF ELECTROTRACTION

When: Your Movement phase, when a friendly ELECTRO-PRIESTS unit is selected to make an advance move.
Target: That ELECTRO-PRIESTS unit.
Effect: That move does not prevent your unit from being eligible to declare a charge.

1 CP — LUMINEN AUTO-CHOIR STRATAGEM · WAHAPEDIA — SHOOTING

MOMENTUM FEEDBACK

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged ELECTRO-PRIESTS unit has shot.
Target: That ELECTRO-PRIESTS unit.
Effect: Your unit can make a surge move of up to D6".

1 CP — LUMINEN AUTO-CHOIR STRATAGEM · WAHAPEDIA — SHOOTING

ECHOES OF THE CONDUIT WARS

When: Your Shooting phase or the Fight phase, when a friendly ELECTRO-PRIESTS unit is selected to attack.
Target: That ELECTRO-PRIESTS unit.
Effect: Your unit's attacks that target a unit within range of an objective can: Re-roll hit rolls of 1. Re-roll wound rolls of 1.

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

RAD-ZONE CORPS

2 DP · TAKE AND HOLD

ENHANCEMENTS

Radial Suffusion — **25 pts**

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

Malphonic Susurrus — **20 pts**

While the bearer is leading a unit, models in that unit have the Stealth ability.

Peerless Eradicator — **20 pts**

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

Autoclavic Denounciation — **15 pts**

Ranged weapons equipped by the bearer have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 4+] abilities.

DETACHMENT-REGEL

BOMBARDMENT

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

- Unit Standing Firm: On a 3+, that unit suffers D3 mortal wounds.

- Unit Taking Cover: That unit is battle-shocked. On a 5+, that unit suffers D3 mortal wounds.

FALLOUT

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

STRATAGEMS

1 CP — RAD-ZONE CORPS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

EXTINCTION ORDER

When: Your Command phase.
Target: One Tech-Priest model from your army and one objective marker within 24" of that model.
Effect: Roll one D6 for each enemy unit within range of that objective marker. On a 4+, that unit suffers 1 mortal wound and it must take a Battle-shock test.

1 CP — RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

AGGRESSOR IMPERATIVE

When: Your Movement phase.
Target: One SKITARII unit from your army that has not been selected to move this phase. If that unit is BATTLELINE, you can also target one friendly SKITARII unit (excluding BATTLELINE units) within 6" of it.
Effect: Until the end of the phase, each time one of those units Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

2 CP — RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

BULWARK IMPERATIVE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One SKITARII unit from your army that was selected as the target of one or more of the attacking unit's attacks. If that unit is BATTLELINE, you can also target one friendly SKITARII unit (excluding BATTLELINE units) within 6" of it.
Effect: Until the end of the phase, models in those units from your army have a 4+ invulnerable save.

1 CP — RAD-ZONE CORPS – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

LETHAL DOSAGE

When: Your Shooting phase.
Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] ability.

1 CP — RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

PRE-CALIBRATED PURGE SOLUTION

When: Your Shooting phase.
Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot this phase. If that unit is BATTLELINE, you can also target one friendly SKITARII unit (excluding BATTLELINE units) within 6" of it.
Effect: Until the end of the phase, each time a model in one of those units makes a ranged attack, if the target of that attack is within your opponent's deployment zone, you can re-roll the Hit roll.

2 CP — RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

BALEFUL HALO

When: Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS MECHANICUS unit from your army (excluding Vehicle units) that was selected as the target of one or more of that enemy unit's attacks. If that unit is BATTLELINE, you can also target one friendly SKITARII unit (excluding BATTLELINE units) within 6" of it.
Effect: Until the end of the phase, each time an attack targets one of those units from your army, subtract 1 from the Wound roll.

IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

SKITARII HUNTER COHORT

2 DP · RECONNAISSANCE

ENHANCEMENTS

Cantic Thrallnet — 25 pts

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

Clandestine Infiltrator — 15 pts

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

Veiled Hunter — 10 pts

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

Battle-Sphere Uplink — 25 pts

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

DETACHMENT-REGEL

Friendly SKITARII INFANTRY, SKITARII MOUNTED and IRONSTRIDER BALLISTARII units have Stealth.

STRATAGEMS

2 CP — SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

BINHARIC OFFENCE

When: The start of your Shooting phase or the start of the Fight phase.
Target: Two SKITARII units from your army that have not been selected to shoot or fight this phase, and one enemy unit.
Effect: Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in both of your units by 1.
Restriction: Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target].

1 CP — SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

BIONIC ENDURANCE

When: Your opponent's Shooting phase orthe Fight phase, just after an enemy unit has selected its targets.
Target: One SICARIAN, PTERAXII or SYDONIAN unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

1 CP — SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

ISOLATE AND DESTROY

When: Your Shooting phase.
Target: One SICARIAN, PTERAXII, SYDONIAN, IRONSTRIDER BALLISTARII or SKITARII MOUNTED unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, if there are no other enemy units within 6" of the unit targeted by that attack, add 1 to the Wound roll.

1 CP

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

SHROUD PROTOCOLS

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

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

Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

EXPEDITED PURGE PROTOCOL

When: Your Charge phase.

Target: One SKITARII unit from your army.

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

1 CP

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

PROGRAMMED WITHDRAWAL

When: End of your opponent’s Fight phase.

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

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

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

ARCHAEOPTER FUSILAVE - IMPERIUM - ADEPTUS MECHANICUS

160 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	7+	-

AUFSTELLUNG

1x Archaeopter Fusilave (170x109mm Oval Base)

Equipped with: Cognis heavy stubber array, Armoured hull

Wargear Options:

■ This model can replace its Command Uplink with Chaff Launcher.

KEYWORDS: Archaeopter Fusilave, Vehicle, Aircraft, Fly, Imperium, Skitarii

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Bomb Rack
At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll six D6 for that unit: for each 4+, that unit suffers 1 mortal wound.

Chaff Launcher
The bearer has the Smoke keyword.

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

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

ARCHAEOPTER FUSILAVE - IMPERIUM - ADEPTUS MECHANICUS

160 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	7+	-

AUFSTELLUNG

1x Archaeopter Fusilave (170x109mm Oval Base)

Equipped with: Cognis heavy stubber array, Armoured hull

Wargear Options:

■ This model can replace its Command Uplink with Chaff Launcher.

KEYWORDS: Archaeopter Fusilave, Vehicle, Aircraft, Fly, Imperium, Skitarii

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

ARCHAEOPTER STRATORAPTOR - IMPERIUM - ADEPTUS MECHANICUS

185 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	7+	-

AUFSTELLUNG

1x Archaeopter Stratoraptor (170x109mm Oval Base)

Equipped with: 2x Cognis heavy stubber, 2x Heavy phosphor blaster, Twin cognis lascannon, Armoured hull

Wargear Options:
■ This model can replace its Command Uplink with Chaff Launcher.

KEYWORDS: Archaeopter Stratoraptor, Skitarii, Vehicle, Aircraft, Fly, Imperium

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Chaff Launcher
The bearer has the Smoke keyword.

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

Strafing Run
Each time this model makes a ranged attack that targets an enemy unit (excluding units that can Fly), add 1 to the Hit roll.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

ARCHAEOPTER STRATORAPTOR - IMPERIUM - ADEPTUS MECHANICUS

185 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	7+	-

AUFSTELLUNG

1x Archaeopter Stratoraptor (170x109mm Oval Base)

Equipped with: 2x Cognis heavy stubber, 2x Heavy phosphor blaster, Twin cognis lascannon, Armoured hull

Wargear Options:
■ This model can replace its Command Uplink with Chaff Launcher.

KEYWORDS: Archaeopter Stratoraptor, Skitarii, Vehicle, Aircraft, Fly, Imperium

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

ARCHAEOPTER TRANSVECTOR - IMPERIUM - ADEPTUS MECHANICUS

145 PTS

M	T	Sv	W	LD	OC
14"	9	3+	10	7+	0

AUFSTELLUNG

1x Archaeopter Transvector (170x109mm Oval Base)

Equipped with: Cognis heavy stubber array, Armoured hull

Wargear Options:

- This model can replace its Command Uplink with Chaff Launcher.

KEYWORDS: Archaeopter Transvector, Vehicle, Fly, Imperium, Skitarii, Transport

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Aerial Deployment
In your first Movement phase, this unit can make an ingress move.

Chaff Launcher
The bearer has the Smoke keyword.

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

TRANSPORT

Archaeopter Transvector
This model has a transport capacity of 11 Skitarii Infantry or Tech-priest Infantry models. It cannot transport Jump Pack, Kataphron or Sydonian Skatros models.

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

ARCHAEOPTER TRANSVECTOR - IMPERIUM - ADEPTUS MECHANICUS

145 PTS

M	T	Sv	W	LD	OC
14"	9	3+	10	7+	0

AUFSTELLUNG

1x Archaeopter Transvector (170x109mm Oval Base)

Equipped with: Cognis heavy stubber array, Armoured hull

Wargear Options:

- This model can replace its Command Uplink with Chaff Launcher.

KEYWORDS: Archaeopter Transvector, Vehicle, Fly, Imperium, Skitarii, Transport

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

BELISARIUS CAWL - IMPERIUM - ADEPTUS MECHANICUS

220 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Belisarius Cawl (105x70mm Oval Base)

Equipped with: Solar atomiser, Arc Scourge, Cawl's Omnissian axe, Mechadendrite hive

KEYWORDS: Belisarius Cawl, Epic Hero, Monster, Character, Tech-Priest, Imperium, Cult Mechanicus, Mobile

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Solar atomiser MELTA 3	18"	3	2+	14	-4	D6

MELEE WEAPONS

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

ABILITIES

Baffling Data Screed
In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

Canticles of the Omnissiah
At the start of your Command phase, select one of the abilities in the Canticles of the Omnissiah section. Until the start of your next Command phase, this model has that ability.

Invocation of Machine Vengeance (Aura): At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Machine Vengeance target. Each time a model in a friendly Adeptus Mechanicus unit makes an attack that targets your Machine Vengeance target, you can re-roll the Hit roll.

Mantra of Discipline: This model has the Battleline keyword and has the following ability:

Binharic Courage (Aura): While a friendly Adeptus Mechanicus unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and each time you take a Battle-shock or Leadership test for that unit, add 1 to that test.'

Shroudpsalm (Aura): While a friendly Adeptus Mechanicus unit is within 6" of this model, that unit has the Stealth ability.

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

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

Supreme Commander
If this model is in your army, it must be your Warlord.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BELISARIUS CAWL - IMPERIUM - ADEPTUS MECHANICUS

220 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Belisarius Cawl (105x70mm Oval Base)

Equipped with: Solar atomiser, Arc Scourge, Cawl's Omnissian axe, Mechadendrite hive

KEYWORDS: Belisarius Cawl, Epic Hero, Monster, Character, Tech-Priest, Imperium, Cult Mechanicus, Mobile

FACTION KEYWORDS: Adeptus Mechanicus

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

COHORT COMMANDER [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Cohort Commander [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Crucible, Skitarii, Marshal, Cohort Commander

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc rifle ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1	30"	1	3+	8	-1	D3
Flechette blaster PISTOL	12"	5	3+	3	0	1
Flechette carbine	18"	6	3+	3	0	1
Galvanic carbine DEVASTATING WOUNDS	18"	3	3+	4	0	1
Galvanic rifle	30"	2	3+	4	0	1
Macrostubber PISTOL	12"	5	3+	4	0	1
Magnarail lance HEAVY	36"	1	3+	7	-2	3
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	3+	6	-1	1
Phosphor blast carbine BLAST, IGNORES COVER	18"	D6	3+	6	0	1
Phosphor serpenta IGNORES COVER, PISTOL	18"	1	3+	5	-1	2
Phosphor torch IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Radium carbine ANTI-INFANTRY 4+	18"	3	3+	3	0	1
Radium jezzail ANTI-INFANTRY 3+, HEAVY, PRECISION	36"	1	3+	5	-2	3
Stubcarbine PISTOL	12"	3	3+	4	0	1
Transonic cannon DEVASTATING WOUNDS, TORRENT	12"	D6	N/A	4	0	2
Transuranic arquebus ANTI-MONSTER 4+, ANTI-VEHICLE 4+, HEAVY, PRECISION	36"	1	3+	7	-2	D3
Twin cognis autocannon SUSTAINED HITS 1	48"	4	3+	9	-1	3

COHORT COMMANDER [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Cohort Commander [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Crucible, Skitarii, Marshal, Cohort Commander

FACTION KEYWORDS: Adeptus Mechanicus

Twin cognis lascannon SUSTAINED HITS 1	48"	2	3+	12	-3	D6+1
Volkite blaster DEVASTATING WOUNDS	24"	3	3+	5	0	2
➤ Eradication ray - dissipated	24"	D3	3+	6	-1	1
➤ Eradication ray - focused	12"	D3	3+	6	-2	2
➤ Plasma caliver - supercharge HAZARDOUS	30"	2	3+	8	-3	2
➤ Plasma caliver - standard	30"	2	3+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arc maul ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	4	3+	5	-1	1
Close combat weapon	Melee	4	3+	3	0	1
Control stave	Melee	4	3+	6	-1	1
Ironstrider feet	Melee	3	3+	5	0	1
Omnissian axe	Melee	4	3+	6	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3	4	-2	1
Servo-arc claw ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	6	-2	2
Taser goad SUSTAINED HITS 2	Melee	3	3+	6	0	1
Taser lance ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2	Melee	4	3+	7	-2	2
Transonic blades DEVASTATING WOUNDS, PRECISION	Melee	5	3+	5	-1	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

COHORT COMMANDER [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Cohort Commander [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Crucible, Skitarii, Marshal, Cohort Commander

FACTION KEYWORDS: Adeptus Mechanicus

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

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

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

Prioritisation Protocol
Melee weapons equipped by this model have [**Precision**].

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

Leader
This model can be attached to the following units: Sicarian Infiltrators, Sicarian Ruststalkers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

COHORT COMMANDER [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Cohort Commander [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Crucible, Skitarii, Marshal, Cohort Commander

FACTION KEYWORDS: Adeptus Mechanicus

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

COHORT COMMANDER [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Cohort Commander [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Crucible, Skitarii, Marshal, Cohort Commander

FACTION KEYWORDS: Adeptus Mechanicus

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

COHORT COMMANDER [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Cohort Commander [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Crucible, Skitarii, Marshal, Cohort Commander

FACTION KEYWORDS: Adeptus Mechanicus

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

CORPUSCARII ELECTRO-PRIESTS - IMPERIUM - ADEPTUS MECHANICUS

60–120 PTS

CORPUSCARII ELECTRO-PRIESTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

5-10x Corpuscarii Electro-Priests - Equipped with: Electrostatic gauntlets (32mm)

KEYWORDS: Electro-Priests, Corpuscarii, Imperium, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electrostatic gauntlets SUSTAINED HITS 2	Melee	3	4+	5	0	1

ABILITIES

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

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORPUSCARII ELECTRO-PRIESTS - IMPERIUM - ADEPTUS MECHANICUS

60–120 PTS

CORPUSCARII ELECTRO-PRIESTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

5-10x Corpuscarii Electro-Priests - Equipped with: Electrostatic gauntlets (32mm)

KEYWORDS: Electro-Priests, Corpuscarii, Imperium, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

CYBERNETICA DATASMITH - IMPERIUM - ADEPTUS MECHANICUS

20 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Cybernetica Datasmith (32mm)

Equipped with: Mechanicus pistol, Power fist

Wargear Options:

■ This model can be equipped with 1x Warlord.

KEYWORDS: Cybernetica Datasmith, Tech-Priest, Character, Imperium, Legio Cybernetica, Vehicle

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

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

ABILITIES

Baffling Data Screed

In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

Battle Protocols

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

- Protector Protocol: Add 2 to the Attacks characteristic of ranged weapons equipped by Kastelan Robot models in that unit.

- Conqueror Protocol: Add 2 to the Attacks characteristic of melee weapons equipped by Kastelan Robot models in that unit.

- Aegis Protocol: Add 1 to the Toughness characteristic of Kastelan Robot models in that unit.

Data-severed

If there are no KASTELAN ROBOT models in this unit:

- This unit loses VEHICLE.

- This unit has INFANTRY.

Support

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

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

CYBERNETICA DATASMITH - IMPERIUM - ADEPTUS MECHANICUS

20 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Cybernetica Datasmith (32mm)

Equipped with: Mechanicus pistol, Power fist

Wargear Options:

■ This model can be equipped with 1x Warlord.

KEYWORDS: Cybernetica Datasmith, Tech-Priest, Character, Imperium, Legio Cybernetica, Vehicle

FACTION KEYWORDS: Adeptus Mechanicus

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

FULGURITE ELECTRO-PRIESTS - IMPERIUM - ADEPTUS MECHANICUS

65–130 PTS

FULGURITE ELECTRO-PRIESTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

5-10x Fulgurite Electro-Priests - Equipped with: Electroleech stave (32mm)

KEYWORDS: Electro-Priests, Fulgurite, Infantry, Imperium, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroleech stave DEVASTATING WOUNDS	Melee	2	3+	6	-1	2

ABILITIES

Electro-Infusion
While a Character model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

HASTARII EXTERMINATORS - IMPERIUM - ADEPTUS MECHANICUS

100 PTS

HASTARII EXTERMINATOR ALPHA

M	T	Sv	W	LD	OC
5"	4	3+	2	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Hastarii Exterminator Alpha - Equipped with: Power weapon, Hastarii arc blaster, ➤ Eradication caster - focused, ➤ Eradication caster - dissipated (32mm)
4x Hastarii Exterminator (32mm)

KEYWORDS: Imperium, Infantry, Skitarii, Hastarii, Exterminators

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hastarii arc blaster ANTI-VEHICLE 4+, DEVASTATING WOUNDS	18"	1	4+	6	-1	2
➤ Eradication caster - dissipated ANTI-INFANTRY 4+	30"	2	4+	5	-1	2
➤ Eradication caster - focused ANTI-INFANTRY 4+	15"	2	4+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Power weapon	Melee	2	4+	5	-2	1

ABILITIES

Attached Unit
If a Character unit from your army can be attached to a Skitarii Rangers unit, it can be attached to this unit instead

Broad-spectrum Targeting Augurs
Each time a model in this unit makes an attack with an eradication caster that targets a unit (excluding Monster and Vehicle units), that attack has the [**SUSTAINED HITS** 1] ability.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

HASTARII EXTERMINATORS - IMPERIUM - ADEPTUS MECHANICUS

100 PTS

HASTARII EXTERMINATOR ALPHA

M	T	Sv	W	LD	OC
5"	4	3+	2	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Hastarii Exterminator Alpha - Equipped with: Power weapon, Hastarii arc blaster, ➤ Eradication caster - focused, ➤ Eradication caster - dissipated (32mm)
4x Hastarii Exterminator (32mm)

KEYWORDS: Imperium, Infantry, Skitarii, Hastarii, Exterminators

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

HASTARII FUSILIERS - IMPERIUM - ADEPTUS MECHANICUS

105 PTS

HASTARII FUSILIER ALPHA

M	T	Sv	W	LD	OC
5"	4	3+	2	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Hastarii Fusilier Alpha - Equipped with: Hastarii phosphor blaster, Neutron fusil, Power weapon (32mm)
4x Hastarii Fusilier (32mm)

KEYWORDS: Imperium, Infantry, Skitarii, Hastarii, Fusiliers

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hastarii phosphor blaster IGNORES COVER	18"	2	4+	5	0	1
Neutron fusil	24"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Power weapon	Melee	2	4+	5	-2	1

ABILITIES

Attached Unit
If a Character unit from your army can be attached to a Skitarii Rangers unit, it can be attached to this unit instead

Monocular Targeting Helms
Each time a model in this unit makes an attack with a neutron fusil against a Monster or Vehicle unit, that attack has the [IGNORES COVER] ability.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

IRONSTRIDER ALPHA [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

80 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Ironstrider Alpha [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Imperium, Crucible, Skitarii, Vehicle, Walker, Smoke, Ironstrider Alpha

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc rifle ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1	30"	1	3+	8	-1	D3
Flechette blaster PISTOL	12"	5	3+	3	0	1
Flechette carbine	18"	6	3+	3	0	1
Galvanic carbine DEVASTATING WOUNDS	18"	3	3+	4	0	1
Galvanic rifle	30"	2	3+	4	0	1
Macrostubber PISTOL	12"	5	3+	4	0	1
Magnarail lance HEAVY	36"	1	3+	7	-2	3
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	3+	6	-1	1
Phosphor blast carbine BLAST, IGNORES COVER	18"	D6	3+	6	0	1
Phosphor serpenta IGNORES COVER, PISTOL	18"	1	3+	5	-1	2
Phosphor torch IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Radium carbine ANTI-INFANTRY 4+	18"	3	3+	3	0	1
Radium jezzail ANTI-INFANTRY 3+, HEAVY, PRECISION	36"	1	3+	5	-2	3
Stubcarbine PISTOL	12"	3	3+	4	0	1
Transonic cannon DEVASTATING WOUNDS, TORRENT	12"	D6	N/A	4	0	2
Transuranic arquebus ANTI-MONSTER 4+, ANTI-VEHICLE 4+, HEAVY, PRECISION	36"	1	3+	7	-2	D3
Twin cognis autocannon SUSTAINED HITS 1	48"	4	3+	9	-1	3

IRONSTRIDER ALPHA [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

80 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Ironstrider Alpha [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Imperium, Crucible, Skitarii, Vehicle, Walker, Smoke, Ironstrider Alpha

FACTION KEYWORDS: Adeptus Mechanicus

Twin cognis lascannon SUSTAINED HITS 1	48"	2	3+	12	-3	D6+1
Volkite blaster DEVASTATING WOUNDS	24"	3	3+	5	0	2
➤ Eradication ray - dissipated	24"	D3	3+	6	-1	1
➤ Eradication ray - focused	12"	D3	3+	6	-2	2
➤ Plasma caliver - supercharge HAZARDOUS	30"	2	3+	8	-3	2
➤ Plasma caliver - standard	30"	2	3+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arc maul ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	4	3+	5	-1	1
Close combat weapon	Melee	4	3+	3	0	1
Control stave	Melee	4	3+	6	-1	1
Ironstrider feet	Melee	3	3+	5	0	1
Omnissian axe	Melee	4	3+	6	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3	4	-2	1
Servo-arc claw ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	6	-2	2
Taser goad SUSTAINED HITS 2	Melee	3	3+	6	0	1
Taser lance ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2	Melee	4	3+	7	-2	2
Transonic blades DEVASTATING WOUNDS, PRECISION	Melee	5	3+	5	-1	1

ABILITIES

CORE - Leader

IRONSTRIDER ALPHA [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

80 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Ironstrider Alpha [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Imperium, Crucible, Skitarii, Vehicle, Walker, Smoke, Ironstrider Alpha

FACTION KEYWORDS: Adeptus Mechanicus

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

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

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

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

Vector of the Omnissiah's Wrath
Ranged weapons equipped by this model have [**Ignores Cover**].

Leader
This model can be attached to the following units: Ironstrider Ballistarii, Sydonian Dragoons with Taser Lances, Sydonian Dragoons with Radium Jezzails

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IRONSTRIDER ALPHA [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

80 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Ironstrider Alpha [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Imperium, Crucible, Skitarii, Vehicle, Walker, Smoke, Ironstrider Alpha

FACTION KEYWORDS: Adeptus Mechanicus

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

IRONSTRIDER ALPHA [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

80 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Ironstrider Alpha [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Imperium, Crucible, Skitarii, Vehicle, Walker, Smoke, Ironstrider Alpha

FACTION KEYWORDS: Adeptus Mechanicus

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IRONSTRIDER ALPHA [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

80 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Ironstrider Alpha [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Imperium, Crucible, Skitarii, Vehicle, Walker, Smoke, Ironstrider Alpha

FACTION KEYWORDS: Adeptus Mechanicus

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

IRONSTRIDER BALLISTARII - IMPERIUM - ADEPTUS MECHANICUS

80 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1-3x Ironstrider Ballistarius (Twin cognis autocannon) oder Ironstrider Ballistarius (Twin cognis lascannon) (105x70mm Oval Base)

Equipped with: Twin cognis autocannon, Twin cognis lascannon, Ironstrider feet

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

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

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

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

IRONSTRIDER BALLISTARII - IMPERIUM - ADEPTUS MECHANICUS

80 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1-3x Ironstrider Ballistarius (Twin cognis autocannon) oder Ironstrider Ballistarius (Twin cognis lascannon) (105x70mm Oval Base)

Equipped with: Twin cognis autocannon, Twin cognis lascannon, Ironstrider feet

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

FACTION KEYWORDS: Adeptus Mechanicus

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KASTELAN ROBOTS - IMPERIUM - ADEPTUS MECHANICUS

150–300 PTS

KASTELAN ROBOT

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

2-4x Kastelan Robot - Equipped with: Close combat weapon, Twin Kastelan phosphor blaster, Twin Kastelan fist, Kastelan fist, Kastelan phosphor blaster, Incendine combustor, Heavy phosphor blaster (60mm)

Wargear Options:

- This model can replace its Twin Kastelan fist with Twin Kastelan phosphor blaster and CCW or Kastelan phosphor blaster & Kastelan fist.
- This model can replace its Incendine combustor with Heavy phosphor blaster.

KEYWORDS: Kastelan Robots, Imperium, Vehicle, Walker, Legio Cybernetica

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Repulsor Grid
When an enemy unit targets this unit with ranged attacks, until that enemy unit has shot, when this unit makes a save roll:

- On an unmodified 6, that enemy unit suffers 1 mortal wound after that enemy unit has shot.

Robotic Bodyguard
While a Cybernetica Datasmith model is leading this unit, that model has the Feel No Pain 4+ ability.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

KASTELAN ROBOTS - IMPERIUM - ADEPTUS MECHANICUS

150–300 PTS

KASTELAN ROBOT

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

2-4x Kastelan Robot - Equipped with: Close combat weapon, Twin Kastelan phosphor blaster, Twin Kastelan fist, Kastelan fist, Kastelan phosphor blaster, Incendine combustor, Heavy phosphor blaster (60mm)

Wargear Options:

- This model can replace its Twin Kastelan fist with Twin Kastelan phosphor blaster and CCW or Kastelan phosphor blaster & Kastelan fist.
- This model can replace its Incendine combustor with Heavy phosphor blaster.

KEYWORDS: Kastelan Robots, Imperium, Vehicle, Walker, Legio Cybernetica

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KATAPHRON BREACHERS - IMPERIUM - ADEPTUS MECHANICUS

140–290 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

3-6x Kataphron Breacher (Heavy arc rifle & arc claw) oder Kataphron Breacher (Heavy arc rifle & hydraulic claw) oder Kataphron Breacher (Torsion cannon & arc claw) oder Kataphron Breacher (Torsion cannon & hydraulic claw) (60mm)

Equipped with: Heavy arc rifle, Torsion cannon, Arc claw, Hydraulic claw

KEYWORDS: Breachers, Kataphron, Infantry, Imperium, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Breaching Command
Each time a model in this unit makes an attack, re-roll a Hit roll of 1. While this unit is within 6” of one or more friendly Adeptus Mechanicus Battleline units, you can re-roll the Hit roll instead.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KATAPHRON BREACHERS - IMPERIUM - ADEPTUS MECHANICUS

140–290 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

3-6x Kataphron Breacher (Heavy arc rifle & arc claw) oder Kataphron Breacher (Heavy arc rifle & hydraulic claw) oder Kataphron Breacher (Torsion cannon & arc claw) oder Kataphron Breacher (Torsion cannon & hydraulic claw) (60mm)

Equipped with: Heavy arc rifle, Torsion cannon, Arc claw, Hydraulic claw

KEYWORDS: Breachers, Kataphron, Infantry, Imperium, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

KATAPHRON DESTROYERS - IMPERIUM - ADEPTUS MECHANICUS

100–200 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

3-6x Kataphron Destroyer (Heavy grav-cannon & Cognis flamer) oder Kataphron Destroyer (Heavy grav-cannon & phosphor blaster) oder Kataphron Destroyer (Kataphron plasma culverin & Phosphor blaster) oder Kataphron Destroyer (Kataphron plasma culverin & Cognis flamer) (60mm)

Equipped with: Cognis flamer, Heavy grav-cannon, Phosphor blaster, ➤ Kataphron plasma culverin - standard, ➤ Kataphron plasma culverin - supercharge, Close combat weapon

KEYWORDS: Destroyers, Kataphron, Infantry, Imperium, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

KATAPHRON DESTROYERS - IMPERIUM - ADEPTUS MECHANICUS

100–200 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

3-6x Kataphron Destroyer (Heavy grav-cannon & Cognis flamer) oder Kataphron Destroyer (Heavy grav-cannon & phosphor blaster) oder Kataphron Destroyer (Kataphron plasma culverin & Phosphor blaster) oder Kataphron Destroyer (Kataphron plasma culverin & Cognis flamer) (60mm)

Equipped with: Cognis flamer, Heavy grav-cannon, Phosphor blaster, ➤ Kataphron plasma culverin - standard, ➤ Kataphron plasma culverin - supercharge, Close combat weapon

KEYWORDS: Destroyers, Kataphron, Infantry, Imperium, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

MAGOS [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

70 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Magos [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Cult Mechanicus, Magos, Tech-Priest, Crucible

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc rifle ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1	30"	1	3+	8	-1	D3
Flechette blaster PISTOL	12"	5	3+	3	0	1
Flechette carbine	18"	6	3+	3	0	1
Galvanic carbine DEVASTATING WOUNDS	18"	3	3+	4	0	1
Galvanic rifle	30"	2	3+	4	0	1
Macrostubber PISTOL	12"	5	3+	4	0	1
Magnarail lance HEAVY	36"	1	3+	7	-2	3
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	3+	6	-1	1
Phosphor blast carbine BLAST, IGNORES COVER	18"	D6	3+	6	0	1
Phosphor serpenta IGNORES COVER, PISTOL	18"	1	3+	5	-1	2
Phosphor torch IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Radium carbine ANTI-INFANTRY 4+	18"	3	3+	3	0	1
Radium jezzail ANTI-INFANTRY 3+, HEAVY, PRECISION	36"	1	3+	5	-2	3
Stubcarbine PISTOL	12"	3	3+	4	0	1
Transonic cannon DEVASTATING WOUNDS, TORRENT	12"	D6	N/A	4	0	2
Transuranic arquebus ANTI-MONSTER 4+, ANTI-VEHICLE 4+, HEAVY, PRECISION	36"	1	3+	7	-2	D3
Twin cognis autocannon SUSTAINED HITS 1	48"	4	3+	9	-1	3

MAGOS [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

70 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Magos [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Cult Mechanicus, Magos, Tech-Priest, Crucible

FACTION KEYWORDS: Adeptus Mechanicus

Twin cognis lascannon SUSTAINED HITS 1	48"	2	3+	12	-3	D6+1
Volkite blaster DEVASTATING WOUNDS	24"	3	3+	5	0	2
➤ Eradication ray - dissipated	24"	D3	3+	6	-1	1
➤ Eradication ray - focused	12"	D3	3+	6	-2	2
➤ Plasma caliver - supercharge HAZARDOUS	30"	2	3+	8	-3	2
➤ Plasma caliver - standard	30"	2	3+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arc maul ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	4	3+	5	-1	1
Close combat weapon	Melee	4	3+	3	0	1
Control stave	Melee	4	3+	6	-1	1
Ironstrider feet	Melee	3	3+	5	0	1
Omnissian axe	Melee	4	3+	6	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3	4	-2	1
Servo-arc claw ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	6	-2	2
Taser goad SUSTAINED HITS 2	Melee	3	3+	6	0	1
Taser lance ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2	Melee	4	3+	7	-2	2
Transonic blades DEVASTATING WOUNDS, PRECISION	Melee	5	3+	5	-1	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

MAGOS [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

70 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Magos [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Cult Mechanicus, Magos, Tech-Priest, Crucible

FACTION KEYWORDS: Adeptus Mechanicus

Baffling Data Screed

In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

Control Edict

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

Galvanic Field

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.

Omnissiah's Blessing

In your Command phase, select one friendly Adeptus Mechanicus model within 3" of this model. That model regains up to D3 lost wounds and, if it is a Vehicle model, until the start of your next Command phase, that model has the Feel No Pain 5+ ability. Each model can only be selected for this ability once per Command phase.

Seekers of Divine Arcana

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

Technoarcane Zealotry

While this model's unit is in range of one or more objective markers, improve this model's Leadership characteristic by 1.

Leader

This model can be attached to the following units: Sicarian Infiltrators, Sicarian Ruststalkers

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

MAGOS [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

70 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Magos [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Cult Mechanicus, Magos, Tech-Priest, Crucible

FACTION KEYWORDS: Adeptus Mechanicus

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

MAGOS [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

70 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Magos [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Cult Mechanicus, Magos, Tech-Priest, Crucible

FACTION KEYWORDS: Adeptus Mechanicus

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

MAGOS [CRUCIBLE] - IMPERIUM - ADEPTUS MECHANICUS

70 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Magos [Crucible]

Equipped with: Arc rifle, Flechette blaster, Flechette carbine, Galvanic carbine, Galvanic rifle, Macrostubber, Magnarail lance, Mechanicus pistol, Phosphor blast carbine, Phosphor serpenta, Phosphor torch, Radium carbine, Radium jezzail, Stubcarbine, Transonic cannon, Transuranic arquebus, Twin cognis autocannon, Twin cognis lascannon, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, ➤ Plasma caliver - supercharge, ➤ Plasma caliver - standard, Arc maul, Close combat weapon, Control stave, Ironstrider feet, Omnissian axe, Power fist, Power weapon, Servo-arc claw, Servo-arm, Taser goad, Taser lance, Transonic blades

Wargear Options:

- This model can be equipped with one of: Arc rifle, Eradication ray, Flechette carbine, Galvanic carbine, Galvanic rifle, Magnarail lance, Phosphor blast carbine, Phosphor torch, Plasma caliver, Radium carbine, Radium jezzail, Transonic cannon, Transuranic arquebus, Twin cognis autocannon*, Twin cognis lascannon*, Volkite blaster.
- This model can be equipped with up to 2 of: Macrostubber, Mechanicus pistol, Flechette blaster, Phosphor serpenta, Stubcarbine.

KEYWORDS: Character, Infantry, Imperium, Cult Mechanicus, Magos, Tech-Priest, Crucible

FACTION KEYWORDS: Adeptus Mechanicus

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

ONAGER DUNECRAWLER - IMPERIUM - ADEPTUS MECHANICUS

150 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Onager Dunecrawler (130mm)

Equipped with: Cognis heavy stubber, Daedalus missile launcher, Icarus array, Neutron laser, Twin Onager heavy phosphor blaster, ➤ Eradication beamer - dissipated, ➤ Eradication beamer - focused, Dunecrawler legs

Wargear Options:

- This model can replace its Eradication beamer with Daedalus missile launcher & Icarus array, Neutron laser & Cognis heavy stubber or Twin Onager heavy phosphor blaster.

KEYWORDS: Onager Dunecrawler, Imperium, Vehicle, Walker, Skitarii, Smoke

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cognis heavy stubber RAPID FIRE 3, SUSTAINED HITS 1	36"	3	4+	4	0	1
Daedalus missile launcher ANTI-FLY 2+	48"	2	4+	10	-2	D6+1
Icarus array ANTI-FLY 4+, TWIN-LINKED	48"	6	4+	8	-1	2
Neutron laser HEAVY	48"	3	4+	16	-4	D6+2
Twin Onager heavy phosphor blaster IGNORES COVER, TWIN-LINKED	36"	12	4+	6	-1	2
➤ Eradication beamer - dissipated BLAST, SUSTAINED HITS 1	36"	3D3	4+	9	-2	2
➤ Eradication beamer - focused BLAST, SUSTAINED HITS 1	18"	3D3	4+	10	-3	3

MELEE WEAPONS

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

ABILITIES

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

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

Emanatus Forcefield (Aura)
While a friendly Adeptus Mechanicus Battleline model is wholly within 6" of this model, that Battleline model has a 4+ invulnerable save against ranged attacks.

Scuttling Walker
Each time this model makes a Normal, Advance or Fall Back move, it can move through friendly Monster and Vehicle models and sections of terrain features that are 4" or less in height.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ONAGER DUNECRAWLER - IMPERIUM - ADEPTUS MECHANICUS

150 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Onager Dunecrawler (130mm)

Equipped with: Cognis heavy stubber, Daedalus missile launcher, Icarus array, Neutron laser, Twin Onager heavy phosphor blaster, ➤ Eradication beamer - dissipated, ➤ Eradication beamer - focused, Dunecrawler legs

Wargear Options:

■ This model can replace its Eradication beamer with Daedalus missile launcher & Icarus array, Neutron laser & Cognis heavy stubber or Twin Onager heavy phosphor blaster.

KEYWORDS: Onager Dunecrawler, Imperium, Vehicle, Walker, Skitarii, Smoke

FACTION KEYWORDS: Adeptus Mechanicus

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

ONAGER DUNECRAWLER - IMPERIUM - ADEPTUS MECHANICUS

150 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Onager Dunecrawler (130mm)

Equipped with: Cognis heavy stubber, Daedalus missile launcher, Icarus array, Neutron laser, Twin Onager heavy phosphor blaster, ➤ Eradication beamer - dissipated, ➤ Eradication beamer - focused, Dunecrawler legs

Wargear Options:

- This model can replace its Eradication beamer with Daedalus missile launcher & Icarus array, Neutron laser & Cognis heavy stubber or Twin Onager heavy phosphor blaster.

KEYWORDS: Onager Dunecrawler, Imperium, Vehicle, Walker, Skitarii, Smoke

FACTION KEYWORDS: Adeptus Mechanicus

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

PTERAXII SKYSTALKERS - IMPERIUM - ADEPTUS MECHANICUS

75–150 PTS

PTERAXII SKYSTALKER ALPHA

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

PTERAXII SKYSTALKERS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Pteraxii Skystalker Alpha - Equipped with: Flechette blaster, Taser goad (40mm)
4-9x Pteraxii Skystalkers - Equipped with: Close combat weapon, Flechette carbine (40mm)

KEYWORDS: Skystalkers, Imperium, Infantry, Fly, Jump Pack, Grenades, Skitarii, Pteraxii, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

- Make a Normal move of up to 6".

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

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

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

PTERAXII SKYSTALKERS - IMPERIUM - ADEPTUS MECHANICUS

75–150 PTS

PTERAXII SKYSTALKER ALPHA

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

PTERAXII SKYSTALKERS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Pteraxii Skystalker Alpha - Equipped with: Flechette blaster, Taser goad (40mm)
4-9x Pteraxii Skystalkers - Equipped with: Close combat weapon, Flechette carbine (40mm)

KEYWORDS: Skystalkers, Imperium, Infantry, Fly, Jump Pack, Grenades, Skitarii, Pteraxii, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

PTERAXII STERYLIZORS - IMPERIUM - ADEPTUS MECHANICUS

75–150 PTS

PTERAXII STERYLIZOR ALPHA

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

INVULNERABLE SAVE 5+

PTERAXII STERYLIZORS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Pteraxii Sterylizor Alpha - Equipped with: Flechette blaster, Taser goad, Pteraxii talons (40mm)
4-9x Pteraxii Sterylizors - Equipped with: Pteraxii talons, Phosphor torch (40mm)

KEYWORDS: Sterylizors, Imperium, Infantry, Fly, Jump Pack, Skitarii, Pteraxii, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

PTERAXII STERYLIZORS - IMPERIUM - ADEPTUS MECHANICUS

75–150 PTS

PTERAXII STERYLIZOR ALPHA

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

INVULNERABLE SAVE 5+

PTERAXII STERYLIZORS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Pteraxii Sterylizor Alpha - Equipped with: Flechette blaster, Taser goad, Pteraxii talons (40mm)
4-9x Pteraxii Sterylizors - Equipped with: Pteraxii talons, Phosphor torch (40mm)

KEYWORDS: Sterylizors, Imperium, Infantry, Fly, Jump Pack, Skitarii, Pteraxii, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

SECUTARII HOPLITES [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

65–130 PTS

SECUTARII HOPLITE ALPHA

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Secutarii Hoplite Alpha - Equipped with: Alpha close combat weapon, Archeotech pistol, Arc lance
4-9x Secutarii Hoplite oder Secutarii Hoplite w/ data-tether oder Secutarii Hoplite w/ omnispex

Wargear Options:
■ Each Secutarii Hoplite Alpha can replace its Arc lance with Archeotech pistol.

KEYWORDS: Secutarii Hoplites, Infantry, Imperium, Skitarii

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS	12"	1	4+	5	-1	1
Archeotech pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Alpha close combat weapon	Melee	4	4	5	-1	1
Arc lance ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE	Melee	2	4+	5	-1	1

ABILITIES

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

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

Secutarii
If a model from your army with the Leader ability can be attached to a Skitarii Vanguard unit, it can be attached to this unit instead.

Titan Guard
You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase. When oing so, if there are one or more friendly Adeptus Titanicus units on the battlefield, you can re-roll the subsequent charge roll.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

SECUTARII HOPLITES [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

65–130 PTS

SECUTARII HOPLITE ALPHA

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Secutarii Hoplite Alpha - Equipped with: Alpha close combat weapon, Archeotech pistol, Arc lance
4-9x Secutarii Hoplite oder Secutarii Hoplite w/ data-tether oder Secutarii Hoplite w/ omnispex

Wargear Options:
■ Each Secutarii Hoplite Alpha can replace its Arc lance with Archeotech pistol.

KEYWORDS: Secutarii Hoplites, Infantry, Imperium, Skitarii

FACTION KEYWORDS: Adeptus Mechanicus

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

SECUTARII PELTASTS [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

50–100 PTS

SECUTARII PELTAST ALPHA

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Secutarii Peltast Alpha - Equipped with: Alpha close combat weapon, Close combat weapon, Archeotech pistol, ➤ Galvanic caster - flechette, ➤ Galvanic caster - hammershot
4-9x Secutarii Peltast oder Secutarii Peltast w/ data-tether oder Secutarii Peltast w/ omnispex

Wargear Options:
■ Each Secutarii Peltast Alpha can replace its Galvanic caster with Archeotech pistol.

KEYWORDS: Infantry, Secutarii Peltasts, Skitarii, Imperium

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Archeotech pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1
➤ Galvanic caster - flechette ASSAULT	18"	5	4+	4	0	1
➤ Galvanic caster - hammershot HEAVY	24"	2	4+	5	-1	1

MELEE WEAPONS

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

ABILITIES

Blind Barrage
In your Shooting phase, after this unit has shot, select one enemy Infantry unit hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is blinded. While a unit is blinded, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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

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

Secutarii
If a model from your army with the Leader ability can be attached to a Skitarii Vanguard unit, it can be attached to this unit instead.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

SECUTARII PELTASTS [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

50–100 PTS

SECUTARII PELTAST ALPHA

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Secutarii Peltast Alpha - Equipped with: Alpha close combat weapon, Close combat weapon, Archeotech pistol, ➤ Galvanic caster - flechette, ➤ Galvanic caster - hammershot
4-9x Secutarii Peltast oder Secutarii Peltast w/ data-tether oder Secutarii Peltast w/ omnispex

Wargear Options:
■ Each Secutarii Peltast Alpha can replace its Galvanic caster with Archeotech pistol.

KEYWORDS: Infantry, Secutarii Peltasts, Skitarii, Imperium

FACTION KEYWORDS: Adeptus Mechanicus

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

SERBERYS RAIDERS - IMPERIUM - ADEPTUS MECHANICUS

60–105 PTS

SERBERYS RAIDER ALPHA

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Serberys Raider Alpha - Equipped with: Mechanicus pistol, Galvanic carbine, Cavalry sabre & clawed limbs (60x35.5mm Oval Base)
2-5x Serberys Raider oder Serberys Raider w/ data-tether (60x35.5mm Oval Base)

KEYWORDS: Serberys Raiders, Imperium, Skitarii, Mounted, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cavalry sabre & clawed limbs	Melee	4	4+	4	-1	1

ABILITIES

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

Tactica Obliqua
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can do one of the following:

- Make a Normal move of up to D6".

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

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

SERBERYS RAIDERS - IMPERIUM - ADEPTUS MECHANICUS

60–105 PTS

SERBERYS RAIDER ALPHA

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Serberys Raider Alpha - Equipped with: Mechanicus pistol, Galvanic carbine, Cavalry sabre & clawed limbs (60x35.5mm Oval Base)
2-5x Serberys Raider oder Serberys Raider w/ data-tether (60x35.5mm Oval Base)

KEYWORDS: Serberys Raiders, Imperium, Skitarii, Mounted, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

SERBERYS SULPHURHOUNDS - IMPERIUM - ADEPTUS MECHANICUS

55–95 PTS

SERBERYS SULPHURHOUND ALPHA

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Serberys Sulphurhound Alpha - Equipped with: Mechanicus pistol, Sulphur breath, Cavalry arc maul, Clawed limbs (60x35.5mm Oval Base)
2-5x Serberys Sulphurhound (Twin phosphor pistols) oder Serberys Sulphurhound (Phosphor blast carbine & Phosphor pistol) (60x35.5mm Oval Base)

KEYWORDS: Serberys Sulphurhounds, Imperium, Skitarii, Mounted, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1
Phosphor blast carbine BLAST, IGNORES COVER	18"	D6	4+	6	0	1
2x Phosphor pistol IGNORES COVER, PISTOL	12"	1	4+	4	0	1
Phosphor pistol IGNORES COVER, PISTOL	12"	1	4+	4	0	1
Sulphur breath IGNORES COVER, PISTOL, TORRENT	9"	D6	N/A	3	-1	1

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

SERBERYS SULPHURHOUNDS - IMPERIUM - ADEPTUS MECHANICUS

55–95 PTS

SERBERYS SULPHURHOUND ALPHA

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Serberys Sulphurhound Alpha - Equipped with: Mechanicus pistol, Sulphur breath, Cavalry arc maul, Clawed limbs (60x35.5mm Oval Base)
2-5x Serberys Sulphurhound (Twin phosphor pistols) oder Serberys Sulphurhound (Phosphor blast carbine & Phosphor pistol) (60x35.5mm Oval Base)

KEYWORDS: Serberys Sulphurhounds, Imperium, Skitarii, Mounted, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

SERVITOR BATTLECLADE - IMPERIUM - ADEPTUS MECHANICUS

75 PTS

SERVITOR UNDERSEER

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

GUN SERVITOR W/ HEAVY ARC RIFLE

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

GUN SERVITOR W/ HEAVY BOLTER

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Servitor Underseer - Equipped with: Mechanicus pistol, Dataspikes
1x Gun Servitor w/ heavy arc rifle - Equipped with: Servo-claw, Heavy arc rifle
1x Gun Servitor w/ heavy bolter - Equipped with: Servo-claw, Heavy bolter
6x Combat Servitor w/ incendine igniter oder Combat Servitor w/ meltagun oder Combat Servitor w/ phophor blaster
Basegrößen: Servitor Underseer / Gun Servitors 32mm, Combat Servitors 25mm

Servitor Underseer KEYWORDS: Tech-Priest

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Servitor Battleclade

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy arc rifle ANTI-VEHICLE 4+, RAPID FIRE 1	30"	1	4+	8	-2	3
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Incendine igniter IGNORES COVER, TORRENT	12"	D6	N/A	3	0	1
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Phosphor blaster IGNORES COVER, RAPID FIRE 1	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dataspikes	Melee	4	4+	4	0	1
Servo-claw	Melee	2	4+	4	0	1

ABILITIES

Attached Unit
If a Character unit from your army with the Leader ability can be attached to a Kataphron Breachers unit, it can be attached to this unit instead.

Network Override
While this unit contains one or more Tech-Priest models, this unit is:

- Eligible to perform an Action in a turn in which it Advanced.

- Eligible to shoot in a turn in which it started an Action.

SERVITOR BATTLECLADE - IMPERIUM - ADEPTUS MECHANICUS

75 PTS

SERVITOR UNDERSEER

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

GUN SERVITOR W/ HEAVY ARC RIFLE

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

GUN SERVITOR W/ HEAVY BOLTER

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Servitor Underseer - Equipped with: Mechanicus pistol, Dataspikes
1x Gun Servitor w/ heavy arc rifle - Equipped with: Servo-claw, Heavy arc rifle
1x Gun Servitor w/ heavy bolter - Equipped with: Servo-claw, Heavy bolter
6x Combat Servitor w/ incendine igniter oder Combat Servitor w/ meltagun oder Combat Servitor w/ phophor blaster
Basegrößen: Servitor Underseer / Gun Servitors 32mm, Combat Servitors 25mm

Servitor Underseer KEYWORDS: Tech-Priest

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Servitor Battleclade

FACTION KEYWORDS: Adeptus Mechanicus

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

SERVITOR BATTLECLADE - IMPERIUM - ADEPTUS MECHANICUS

75 PTS

SERVITOR UNDERSEER

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

GUN SERVITOR W/ HEAVY ARC RIFLE

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

GUN SERVITOR W/ HEAVY BOLTER

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Servitor Underseer - Equipped with: Mechanicus pistol, Dataspikes
1x Gun Servitor w/ heavy arc rifle - Equipped with: Servo-claw, Heavy arc rifle
1x Gun Servitor w/ heavy bolter - Equipped with: Servo-claw, Heavy bolter
6x Combat Servitor w/ incendine igniter oder Combat Servitor w/ meltagun oder Combat Servitor w/ phophor blaster
Basegrößen: Servitor Underseer / Gun Servitors 32mm, Combat Servitors 25mm

Servitor Underseer KEYWORDS: Tech-Priest

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Servitor Battleclade

FACTION KEYWORDS: Adeptus Mechanicus

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

SERVITOR BATTLECLADE - IMPERIUM - ADEPTUS MECHANICUS

75 PTS

SERVITOR UNDERSEER

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

GUN SERVITOR W/ HEAVY ARC RIFLE

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

GUN SERVITOR W/ HEAVY BOLTER

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Servitor Underseer - Equipped with: Mechanicus pistol, Dataspikes
1x Gun Servitor w/ heavy arc rifle - Equipped with: Servo-claw, Heavy arc rifle
1x Gun Servitor w/ heavy bolter - Equipped with: Servo-claw, Heavy bolter
6x Combat Servitor w/ incendine igniter oder Combat Servitor w/ meltagun oder Combat Servitor w/ phophor blaster
Basegrößen: Servitor Underseer / Gun Servitors 32mm, Combat Servitors 25mm

Servitor Underseer KEYWORDS: Tech-Priest

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Servitor Battleclade

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

SERVITORS [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

50 PTS

M	T	Sv	W	LD	OC
6"	3	4+	1	8+	0

INVULNERABLE SAVE 6+

AUFSTELLUNG

4x Servitor with servo-arm

Equipped with: Heavy bolter, Multi-melta, ➤ Plasma cannon - Standard, ➤ Plasma cannon - supercharge, Servitor's servo arm, Servitor's tools

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Servitors

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	6+	5	-1	2
Multi-melta HEAVY, MELTA 2	18"	2	6+	9	-4	D6
➤ Plasma cannon - Standard HEAVY, BLAST	36"	D3	6+	7	-2	1
➤ Plasma cannon - supercharge HAZARDOUS, HEAVY, BLAST	36"	D3	6+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Servitor's servo arm	Melee	1	5+	8	-2	3
Servitor's tools	Melee	1	5+	3	0	1

ABILITIES

Mindlock
While a TECH-PRIEST model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by SERVITOR models in this unit by 1.

Servitor Retinue
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a TECH-PRIEST ENGINSEER model (a unit cannot have more than one SERVITORS unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

SERVITORS [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

50 PTS

M	T	Sv	W	LD	OC
6"	3	4+	1	8+	0

INVULNERABLE SAVE 6+

AUFSTELLUNG

4x Servitor with servo-arm

Equipped with: Heavy bolter, Multi-melta, ➤ Plasma cannon - Standard, ➤ Plasma cannon - supercharge, Servitor's servo arm, Servitor's tools

KEYWORDS: Infantry, Imperium, Cult Mechanicus, Servitors

FACTION KEYWORDS: Adeptus Mechanicus

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

SICARIAN INFILTRATORS - IMPERIUM - ADEPTUS MECHANICUS

75–155 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

4-9x Sicarian Infiltrator (Power weapon & stubcarbine) oder Sicarian Infiltrator (Taser goad & flechette blaster) (40mm)
1x Sicarian Infiltrator Princeps (Power weapon & stub carbine) oder Sicarian Infiltrator Princeps (Taser goad & flechette blaster) (40mm)

Equipped with: Flechette blaster, Stubcarbine, Power weapon, Taser goad

KEYWORDS: Imperium, Skitarii, Infantry, Sicarian, Infiltrators, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette blaster PISTOL	12"	5	4+	3	0	1
Stubcarbine PISTOL	12"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	4	4+	4	-2	1
Taser goad SUSTAINED HITS 2	Melee	3	4+	6	-1	1

ABILITIES

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

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

SICARIAN INFILTRATORS - IMPERIUM - ADEPTUS MECHANICUS

75–155 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

4-9x Sicarian Infiltrator (Power weapon & stubcarbine) oder Sicarian Infiltrator (Taser goad & flechette blaster) (40mm)
1x Sicarian Infiltrator Princeps (Power weapon & stub carbine) oder Sicarian Infiltrator Princeps (Taser goad & flechette blaster) (40mm)

Equipped with: Flechette blaster, Stubcarbine, Power weapon, Taser goad

KEYWORDS: Imperium, Skitarii, Infantry, Sicarian, Infiltrators, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

SICARIAN RUSTSTALKERS - IMPERIUM - ADEPTUS MECHANICUS

75–160 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

4-9x Sicarian Ruststalker (Transonic razor & chordclaw) oder Sicarian Ruststalker (Transonic blades) (40mm)
1x Sicarian Ruststalker Princeps (Transonic blades & chordclaw) oder Sicarian Ruststalker Princeps (Transonic razor & chordclaw) (40mm)

Equipped with: Transonic blades, Transonic blades & chordclaw, Transonic razor & chordclaw

KEYWORDS: Ruststalkers, Imperium, Infantry, Skitarii, Sicarian

FACTION KEYWORDS: Adeptus Mechanicus

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Transonic blades DEVASTATING WOUNDS, PRECISION	Melee	5	4+	5	-1	1
Transonic blades & chordclaw ANTI-INFANTRY 3+, DEVASTATING WOUNDS, PRECISION	Melee	5	4+	5	-2	1
Transonic razor & chordclaw ANTI-INFANTRY 3+, PRECISION	Melee	3	4+	5	-2	2

ABILITIES

Optimised Gait
Add 1 to Advance and Charge rolls made for this unit. While this unit is within 6" of one or more friendly Adeptus Mechanicus Battleline units, add 2 to Advance and Charge rolls made for this unit instead.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

SICARIAN RUSTSTALKERS - IMPERIUM - ADEPTUS MECHANICUS

75–160 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

4-9x Sicarian Ruststalker (Transonic razor & chordclaw) oder Sicarian Ruststalker (Transonic blades) (40mm)
1x Sicarian Ruststalker Princeps (Transonic blades & chordclaw) oder Sicarian Ruststalker Princeps (Transonic razor & chordclaw) (40mm)

Equipped with: Transonic blades, Transonic blades & chordclaw, Transonic razor & chordclaw

KEYWORDS: Ruststalkers, Imperium, Infantry, Skitarii, Sicarian

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

SKITARII MARSHAL - IMPERIUM - ADEPTUS MECHANICUS

35 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Skitarii Marshal (32mm)

Equipped with: Mechanicus pistol, Control stave

Wargear Options:

■ This model can be equipped with 1x Warlord.

KEYWORDS: Marshal, Imperium, Skitarii, Character, Infantry

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

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

ABILITIES

CORE - Support

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

Servo-skull Uplink
Once per battle, at the start of any phase, you can select one friendly Skitarii unit that is Battle-shocked and within 6" of this model. That unit is no longer Battle-shocked.

Leader
This model can be attached to the following units: HASTARII EXTERMINATORS, HASTARII FUSILIERS, SECUTARII HOPLITES, SECUTARII PELTASTS, SKITARII RANGERS, SKITARII VANGUARD

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

SKITARII MARSHAL - IMPERIUM - ADEPTUS MECHANICUS

35 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Skitarii Marshal (32mm)

Equipped with: Mechanicus pistol, Control stave

Wargear Options:

■ This model can be equipped with 1x Warlord.

KEYWORDS: Marshal, Imperium, Skitarii, Character, Infantry

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

SKITARII RANGERS - IMPERIUM - ADEPTUS MECHANICUS

85 PTS

SKITARII RANGER ALPHA

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

INVULNERABLE SAVE 5+

SKITARII RANGER W/ GALVANIC RIFLE

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Skitarii Ranger Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Galvanic rifle (25mm)
9x Skitarii Ranger w/ galvanic rifle - Equipped with: Close combat weapon, Galvanic rifle (25mm)
1x Skitarii Ranger w/ transuranic arquebus oder Skitarii Ranger w/ arc rifle oder Skitarii Ranger w/ plasma caliver (25mm)

Wargear Options:
■ Each Skitarii Ranger Alpha can replace its Galvanic rifle with Mechanicus pistol.

KEYWORDS: Rangers, Imperium, Infantry, Skitarii, Battleline, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Enhanced data-tether
Each time you select the bearer's unit

as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

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

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

SKITARII RANGERS - IMPERIUM - ADEPTUS MECHANICUS

85 PTS

SKITARII RANGER ALPHA

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

INVULNERABLE SAVE 5+

SKITARII RANGER W/ GALVANIC RIFLE

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Skitarii Ranger Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Galvanic rifle (25mm)
9x Skitarii Ranger w/ galvanic rifle - Equipped with: Close combat weapon, Galvanic rifle (25mm)
1x Skitarii Ranger w/ transuranic arquebus oder Skitarii Ranger w/ arc rifle oder Skitarii Ranger w/ plasma caliver (25mm)

Wargear Options:

■ Each Skitarii Ranger Alpha can replace its Galvanic rifle with Mechanicus pistol.

KEYWORDS: Rangers, Imperium, Infantry, Skitarii, Battleline, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

SKITARII RANGERS - IMPERIUM - ADEPTUS MECHANICUS

85 PTS

SKITARII RANGER ALPHA

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

INVULNERABLE SAVE 5+

SKITARII RANGER W/ GALVANIC RIFLE

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Skitarii Ranger Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Galvanic rifle (25mm)
9x Skitarii Ranger w/ galvanic rifle - Equipped with: Close combat weapon, Galvanic rifle (25mm)
1x Skitarii Ranger w/ transuranic arquebus oder Skitarii Ranger w/ arc rifle oder Skitarii Ranger w/ plasma caliver (25mm)

Wargear Options:

■ Each Skitarii Ranger Alpha can replace its Galvanic rifle with Mechanicus pistol.

KEYWORDS: Rangers, Imperium, Infantry, Skitarii, Battleline, Recon Augury

FACTION KEYWORDS: Adeptus Mechanicus

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

SKITARII VANGUARD - IMPERIUM - ADEPTUS MECHANICUS

85 PTS

SKITARII VANGUARD ALPHA

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

INVULNERABLE SAVE 5+

SKITARII VANGUARD W/ RADIUM CARBINE

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Skitarii Vanguard Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Radium carbine (25mm)
9x Skitarii Vanguard w/ radium carbine - Equipped with: Close combat weapon, Radium carbine (25mm)
1x Skitarii Vanguard w/ transuranic arquebus oder Skitarii Vanguard w/ arc rifle oder Skitarii Vanguard w/ plasma caliver (25mm)

Wargear Options:
■ Each Skitarii Vanguard Alpha can replace its Radium carbine with Mechanicus pistol.

KEYWORDS: Vanguard, Imperium, Infantry, Skitarii, Battleline

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

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

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

SKITARII VANGUARD - IMPERIUM - ADEPTUS MECHANICUS

85 PTS

SKITARII VANGUARD ALPHA

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

INVULNERABLE SAVE 5+

SKITARII VANGUARD W/ RADIUM CARBINE

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Skitarii Vanguard Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Radium carbine (25mm)
9x Skitarii Vanguard w/ radium carbine - Equipped with: Close combat weapon, Radium carbine (25mm)
1x Skitarii Vanguard w/ transuranic arquebus oder Skitarii Vanguard w/ arc rifle oder Skitarii Vanguard w/ plasma caliver (25mm)

Wargear Options:

■ Each Skitarii Vanguard Alpha can replace its Radium carbine with Mechanicus pistol.

KEYWORDS: Vanguard, Imperium, Infantry, Skitarii, Battleline

FACTION KEYWORDS: Adeptus Mechanicus

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

SKITARII VANGUARD - IMPERIUM - ADEPTUS MECHANICUS

85 PTS

SKITARII VANGUARD ALPHA

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

INVULNERABLE SAVE 5+

SKITARII VANGUARD W/ RADIUM CARBINE

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Skitarii Vanguard Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Radium carbine (25mm)
9x Skitarii Vanguard w/ radium carbine - Equipped with: Close combat weapon, Radium carbine (25mm)
1x Skitarii Vanguard w/ transuranic arquebus oder Skitarii Vanguard w/ arc rifle oder Skitarii Vanguard w/ plasma caliver (25mm)

Wargear Options:
■ Each Skitarii Vanguard Alpha can replace its Radium carbine with Mechanicus pistol.

KEYWORDS: Vanguard, Imperium, Infantry, Skitarii, Battleline

FACTION KEYWORDS: Adeptus Mechanicus

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

SKORPIUS DISINTEGRATOR - IMPERIUM - ADEPTUS MECHANICUS

160 PTS

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

AUFSTELLUNG

1x Skorpius Disintegrator (Hull)

Equipped with: Belleros energy cannon, 3x Cognis heavy stubber, Disruptor missile launcher, Ferrumite cannon, Armoured hull

Wargear Options:

■ This model can replace its Belleros energy cannon with Ferrumite cannon.

KEYWORDS: Skorpius Disintegrator, Imperium, Skitarii, Vehicle, Smoke, Frame

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Blistering Salvoes
Each time this model makes an attack with a belleros energy cannon that targets an Infantry unit, add 1 to the Hit roll. Each time this model makes an attack with a ferrumite cannon that targets a Monster or Vehicle unit, add 1 to the Hit roll.

Broad spectrum data-tether
Each time you select the bearer as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

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

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

SKORPIUS DISINTEGRATOR - IMPERIUM - ADEPTUS MECHANICUS

160 PTS

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

AUFSTELLUNG

1x Skorpius Disintegrator (Hull)

Equipped with: Belleros energy cannon, 3x Cognis heavy stubber, Disruptor missile launcher, Ferrumite cannon, Armoured hull

Wargear Options:
■ This model can replace its Belleros energy cannon with Ferrumite cannon.

KEYWORDS: Skorpius Disintegrator, Imperium, Skitarii, Vehicle, Smoke, Frame

FACTION KEYWORDS: Adeptus Mechanicus

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

SKORPIUS DUNERIDER - IMPERIUM - ADEPTUS MECHANICUS

75 PTS

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

AUFSTELLUNG

1x Skorpius Dunerider (Hull)

Equipped with: Cognis heavy stubber array, Armoured hull

KEYWORDS: Skorpius Dunerider, Imperium, Vehicle, Dedicated Transport, Transport, Skitarii, Smoke, Frame

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Broad spectrum data-tether
Each time you select the bearer as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

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

TRANSPORT

Skorpius Dunerider
This model has a transport capacity of 12 Adeptus Mechanicus Infantry models. It cannot transport Jump Pack, Kataphron or Sydonian Skatros models.

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

SKORPIUS DUNERIDER - IMPERIUM - ADEPTUS MECHANICUS

75 PTS

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

AUFSTELLUNG

1x Skorpius Dunerider (Hull)

Equipped with: Cognis heavy stubber array, Armoured hull

KEYWORDS: Skorpius Dunerider, Imperium, Vehicle, Dedicated Transport, Transport, Skitarii, Smoke, Frame

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

SYDONIAN DRAGOONS WITH RADIUM JEZZAILS - IMPERIUM - ADEPTUS MECHANICUS

55–140 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Sydonian Dragoon with radium jezzail (105x70mm Oval Base)

Equipped with: Phosphor serpenta, Radium jezzail, Ironstrider feet

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

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Broad Spectrum Data-tether
Each time you select the bearer as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

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

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SYDONIAN DRAGOONS WITH RADIUM JEZZAILS - IMPERIUM - ADEPTUS MECHANICUS

55–140 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Sydonian Dragoon with radium jezzail (105x70mm Oval Base)

Equipped with: Phosphor serpenta, Radium jezzail, Ironstrider feet

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

FACTION KEYWORDS: Adeptus Mechanicus

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

SYDONIAN DRAGOONS WITH TASER LANCES - IMPERIUM - ADEPTUS MECHANICUS

60–170 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Sydonian Dragoon with taser lance (105x70mm Oval Base)

Equipped with: Phosphor serpenta, Taser lance

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

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Broad Spectrum Data-tether
Each time you select the bearer as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

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

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

SYDONIAN DRAGOONS WITH TASER LANCES - IMPERIUM - ADEPTUS MECHANICUS

60–170 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Sydonian Dragoon with taser lance (105x70mm Oval Base)

Equipped with: Phosphor serpenta, Taser lance

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

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

SYDONIAN SKATROS - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Sydonian Skatros (40mm)

Equipped with: Mechanicus pistol, Radium Jezzail, Skatros transuranic arquebus, Sydonian Feet

Wargear Options:

■ This model can replace its Radium Jezzail with Skatros transuranic arquebus.

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

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sydonian Feet	Melee	3	4+	3	0	1

ABILITIES

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

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

Sydonian Sentinel
This model cannot be your Warlord.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

SYDONIAN SKATROS - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Sydonian Skatros (40mm)

Equipped with: Mechanicus pistol, Radium Jezzail, Skatros transuranic arquebus, Sydonian Feet

Wargear Options:
■ This model can replace its Radium Jezzail with Skatros transuranic arquebus.

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

FACTION KEYWORDS: Adeptus Mechanicus

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

TECH-PRIEST DOMINUS - IMPERIUM - ADEPTUS MECHANICUS

60 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tech-Priest Dominus (50mm)

Equipped with: Macrostubber, Phosphor serpenta, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, Omnissian axe

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Macrostubber with Phosphor serpenta.
- This model can replace its Volkite blaster with Eradication ray.

KEYWORDS: Dominus, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Baffling Data Screed
In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

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

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

Leader
This model can be attached to the following units: CORPUSCARII ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, HASTARII EXTERMINATORS, HASTARII FUSILIERS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SECUTARII HOPLITES, SECUTARII PELTASTS, SERVITOR BATTLECLADE, SKITARII RANGERS, SKITARII VANGUARD

TECH-PRIEST DOMINUS - IMPERIUM - ADEPTUS MECHANICUS

60 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tech-Priest Dominus (50mm)

Equipped with: Macrostubber, Phosphor serpenta, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, Omnissian axe

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Macrostubber with Phosphor serpenta.
- This model can replace its Volkite blaster with Eradication ray.

KEYWORDS: Dominus, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

TECH-PRIEST DOMINUS - IMPERIUM - ADEPTUS MECHANICUS

60 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tech-Priest Dominus (50mm)

Equipped with: Macrostubber, Phosphor serpenta, Volkite blaster, ➤ Eradication ray - dissipated, ➤ Eradication ray - focused, Omnissian axe

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Macrostubber with Phosphor serpenta.
- This model can replace its Volkite blaster with Eradication ray.

KEYWORDS: Dominus, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

TECH-PRIEST ENGINSEER - IMPERIUM - ADEPTUS MECHANICUS

55 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tech-Priest Enginseer (32mm)

Equipped with: Mechanicus pistol, Omnissian axe, Servo arm

Wargear Options:
■ This model can be equipped with 1x Warlord.

KEYWORDS: Enginseer, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Baffling Data Screed
In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

Enginseer
While this model is within 3" of one or more friendly Adeptus Mechanicus Vehicle units, unless it is leading a unit, this model has the Lone Operative ability.

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

Vengeance for the Omnissiah
If a friendly Adeptus Mechanicus Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian axe has an Attacks characteristic of 6.

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

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

TECH-PRIEST ENGINSEER - IMPERIUM - ADEPTUS MECHANICUS

55 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tech-Priest Enginseer (32mm)

Equipped with: Mechanicus pistol, Omnissian axe, Servo arm

Wargear Options:
■ This model can be equipped with 1x Warlord.

KEYWORDS: Enginseer, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

TECH-PRIEST MANIPULUS - IMPERIUM - ADEPTUS MECHANICUS

60 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tech-Priest Manipulus (50mm)

Equipped with: Magnarail lance, Transonic cannon, Omnissian staff

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Magnarail lance with Transonic cannon.

KEYWORDS: Manipulus, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Baffling Data Screed
In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

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

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

Leader
This model can be attached to the following units: CORPUSCARII ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, HASTARII EXTERMINATORS, HASTARII FUSILIERS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SECUTARII HOPLITES, SECUTARII PELTASTS, SERVITOR BATTLECLADE, SKITARII RANGERS, SKITARII VANGUARD

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

TECH-PRIEST MANIPULUS - IMPERIUM - ADEPTUS MECHANICUS

60 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tech-Priest Manipulus (50mm)

Equipped with: Magnarail lance, Transonic cannon, Omnissian staff

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Magnarail lance with Transonic cannon.

KEYWORDS: Manipulus, Imperium, Tech-Priest, Character, Infantry, Cult Mechanicus

FACTION KEYWORDS: Adeptus Mechanicus

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [**HEAVY**] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

TECHNOARCHEOLOGIST - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Technoarcheologist (32mm)

Equipped with: Mechanicus pistol, Servo-arc claw

Wargear Options:

■ This model can be equipped with 1x Warlord.

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

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

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

ABILITIES

CORE - Support

Baffling Data Screed
In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

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

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

Leader
This model can be attached to the following units: CORPUSCARII ELECTRO-PRIESTS, FULGURITE ELECTRO-PRIESTS, HASTARII EXTERMINATORS, HASTARII FUSILIERS, KATAPHRON BREACHERS, KATAPHRON DESTROYERS, SECUTARII HOPLITES, SECUTARII PELTASTS, SERVITOR BATTLECLADE, SKITARII RANGERS, SKITARII VANGUARD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

TECHNOARCHEOLOGIST - IMPERIUM - ADEPTUS MECHANICUS

45 PTS

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Technoarcheologist (32mm)

Equipped with: Mechanicus pistol, Servo-arc claw

Wargear Options:

■ This model can be equipped with 1x Warlord.

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

FACTION KEYWORDS: Adeptus Mechanicus

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

TERRAX-PATTERN TERMITE [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

200 PTS

M	T	Sv	W	LD	OC
8"	10	3+	14	6+	2

AUFSTELLUNG

1x Terrax-Pattern Termite [Legends]

Equipped with: 2x Combi bolter, 2x Heavy flamer, Terrax melta cutter, 2x Twin volkite charger, Termite drill

Wargear Options:

- This model can replace its Combi bolters with Heavy flamers or Twin volkite chargers.

KEYWORDS: Vehicle, Imperium, Transport, Dedicated Transport, Terrax-pattern Termite, Frame

FACTION KEYWORDS: -

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Combi bolter RAPID FIRE 2	24"	2	4+	4	0	1
2x Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Terrax melta cutter MELTA 2	12"	5	4+	9	-4	D6
2x Twin volkite charger DEVASTATING WOUNDS, TWIN-LINKED	18"	2	4+	5	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Termite drill ANTI-VEHICLE 3+	Melee	6	4+	14	-2	D3+3

ABILITIES

CORE - Deadly Demise

Damaged: 1-5 wounds remaining
While this mdel has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Deadly Demise
D3

Termite Assault
This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

TRANSPORT

Terrax-pattern Termite
This model has a transport capacity of 12 Adeptus Mechanicus Infantry models. It cannot transport Jump Pack or Kataphron models

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

TERRAX-PATTERN TERMITE [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

200 PTS

M	T	Sv	W	LD	OC
8"	10	3+	14	6+	2

AUFSTELLUNG

1x Terrax-Pattern Termite [Legends]

Equipped with: 2x Combi bolter, 2x Heavy flamer, Terrax melta cutter, 2x Twin volkite charger, Termite drill

Wargear Options:

- This model can replace its Combi bolters with Heavy flamers or Twin volkite chargers.

KEYWORDS: Vehicle, Imperium, Transport, Dedicated Transport, Terrax-pattern Termite, Frame

FACTION KEYWORDS: -

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

TERRAX-PATTERN TERMITE [LEGENDS] - IMPERIUM - ADEPTUS MECHANICUS

200 PTS

M	T	Sv	W	LD	OC
8"	10	3+	14	6+	2

AUFSTELLUNG

1x Terrax-Pattern Termite [Legends]

Equipped with: 2x Combi bolter, 2x Heavy flamer, Terrax melta cutter, 2x Twin volkite charger, Termite drill

Wargear Options:

- This model can replace its Combi bolters with Heavy flamers or Twin volkite chargers.

KEYWORDS: Vehicle, Imperium, Transport, Dedicated Transport, Terrax-pattern Termite, Frame

FACTION KEYWORDS: -

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

THULIA GHULD - IMPERIUM - ADEPTUS MECHANICUS

180 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Thulia Ghuld (80mm)

Equipped with: ➤ Jericho-class conversion resonator - shockwave, ➤ Jericho-class conversion resonator - titanic impact, ➤ Rod of the War Forge - strike, ➤ Rod of the War Forge - sweep

KEYWORDS: Epic Hero, Monster, Character, Tech-Priest, Imperium, Cult Mechanicus, Thulia Ghuld, Mobile

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Jericho-class conversion resonator - shockwave BLAST, SUSTAINED HITS 1	24"	D6+2	2+	6	-2	1
➤ Jericho-class conversion resonator - titanic impact DEVASTATING WOUNDS	24"	2	2+	12	-3	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Rod of the War Forge - strike	Melee	6	2+	10	-2	3
➤ Rod of the War Forge - sweep	Melee	12	2+	6	-1	1

ABILITIES

Baffling Data Screed
In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

Icon of War
Fanatical Devotion: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Adaptive Tactics: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

The Fires of Mars: You can select one friendly Skitarii or Thulia Ghuld unit within 6" of this model; until the start of your next Command phase, the Conqueror Imperative and Protector Imperative are both active for that unit.

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

Rod of the War Forge
In your Command phase, select one of the abilities in the Icon of War section. Until the start of your next Command phase, this model has that ability.

Secutor of Olympus
At the start of your Shooting phase, select one enemy Vehicle unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

Supreme Commander
If this model is in your army, it must be your Warlord.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

THULIA GHULD - IMPERIUM - ADEPTUS MECHANICUS

180 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Thulia Ghuld (80mm)

Equipped with: ➤ Jericho-class conversion resonator - shockwave, ➤ Jericho-class conversion resonator - titanic impact, ➤ Rod of the War Forge - strike, ➤ Rod of the War Forge - sweep

KEYWORDS: Epic Hero, Monster, Character, Tech-Priest, Imperium, Cult Mechanicus, Thulia Ghuld, Mobile

FACTION KEYWORDS: Adeptus Mechanicus

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Doctrina Imperatives

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

PUNKTELISTE

EINHEIT	PUNKTE
Archaeopter Fusilave	160 pts
Archaeopter Stratoraptor	185 pts
Archaeopter Transvector	145 pts
Belisarius Cawl	220 pts
Cohort Commander [Crucible]	45 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Corpuscarii Electro-Priests	60 pts (bis 5 Modelle) · 120 pts (ab 6 Modellen)
Cybernetica Datasmith	20 pts
Fulgurite Electro-Priests	65 pts (bis 5 Modelle) · 130 pts (ab 6 Modellen)
Hastarii Exterminators	100 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Hastarii Fusiliers	105 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Ironstrider Alpha [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Ironstrider Ballistarii	80 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts · +80 pts (model) · +90 pts (model)
Kastelan Robots	150 pts (bis 2 Modelle) · 300 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Kataphron Breachers	140 pts (bis 3 Modelle) · 290 pts (ab 4 Modellen)
Kataphron Destroyers	100 pts (bis 3 Modelle) · 200 pts (ab 4 Modellen)
Magos [Crucible]	70 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Onager Dunecrawler	150 pts
Pteraxii Skystalkers	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Pteraxii Sterylizors	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Secutarii Hoplites [Legends]	65 pts (bis 5 Modelle) · 130 pts (ab 6 Modellen)
Secutarii Peltasts [Legends]	50 pts (bis 5 Modelle) · 100 pts (ab 6 Modellen)
Serberys Raiders	60 pts (bis 3 Modelle) · 105 pts (ab 4 Modellen)
Serberys Sulphurhounds	55 pts (bis 3 Modelle) · 95 pts (ab 4 Modellen)
Servitor Battleclade	75 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Servitors [Legends]	50 pts
Sicarian Infiltrators	75 pts (bis 5 Modelle) · 155 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Sicarian Ruststalkers	75 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Skitarii Marshal	35 pts
Skitarii Rangers	85 pts
Skitarii Vanguard	85 pts
Skorpius Disintegrator	160 pts
Skorpius Dunerider	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Sydonian Dragoons with radium jezzails	55 pts (bis 1 Modell) · 95 pts (2 Modelle) · 140 pts (ab 3 Modellen)
Sydonian Dragoons with taser lances	60 pts (bis 1 Modell) · 120 pts (2 Modelle) · 170 pts (ab 3 Modellen)
Sydonian Skatros	45 pts
Tech-Priest Dominus	60 pts
Tech-Priest Enginseer	55 pts
Tech-Priest Manipulus	60 pts
Technoarcheologist	45 pts
Terrax-Pattern Termite [Legends]	200 pts
Thulia Ghuld	180 pts

ENHANCEMENTS — COHORT ACQUISITUS

ENHANCEMENT	PUNKTE
Explorator Dispensation	20 pts
Stealth-screened Cybercanids	15 pts

ENHANCEMENTS — COHORT CYBERNETICA

ENHANCEMENT	PUNKTE
Necromechanic	20 pts
Lord of Machines	15 pts
Emotionless Clarity	10 pts
Arch Negator	5 pts

ENHANCEMENTS — DATA-PSALM CONCLAVE

ENHANCEMENT	PUNKTE
Mechanicus Locum	5 pts
Mantle of the Gnosticarch	10 pts
Data-blessed Autosermon	15 pts
Temporcopia	20 pts

ENHANCEMENTS — ERADICATION COHORT

ENHANCEMENT	PUNKTE
Omnicogitator	25 pts
Martial Signatum Amplificator	15 pts
Belicosa-class Capacitor Vanes	25 pts
Omnissiah's Fury	10 pts

ENHANCEMENTS — EXPLORATOR MANIPLE

ENHANCEMENT	PUNKTE
Magos	10 pts
Genetor	20 pts

ENHANCEMENT	PUNKTE
Logis	15 pts
Artisan	10 pts

ENHANCEMENTS — HALOSCREED BATTLECLADE

ENHANCEMENT	PUNKTE
Transoracular Dyad Wafers	15 pts
Cognitive Reinforcement	30 pts
Sanctified Ordnance	10 pts
Inloaded Lethality	15 pts

ENHANCEMENTS — LORDS OF THE FORGE

ENHANCEMENT	PUNKTE
Vingh's Wafers of Dynamism	25 pts
TL-409	30 pts

ENHANCEMENTS — LUMINEN AUTO-CHOIR

ENHANCEMENT	PUNKTE
Electromiasmic Brazier	10 pts
Voltagheist Reliquary	15 pts

ENHANCEMENTS — RAD-ZONE CORPS

ENHANCEMENT	PUNKTE
Radial Suffusion	25 pts
Malphonic Susurrus	20 pts
Peerless Eradicator	20 pts
Autoclavic Denounciation	15 pts

ENHANCEMENTS — SKITARII HUNTER COHORT

ENHANCEMENT	PUNKTE
Cantic Thrallnet	25 pts
Clandestine Infiltrator	15 pts
Veiled Hunter	10 pts
Battle-Sphere Uplink	25 pts