UNOFFICIAL
CODEX
ADEPTUS MECHANICUS

It is the 35th Millennium. For more than forty centuries The Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods, and master of half a million worlds by the fragile might of His armies. He is a rotting carcass snared invisibly by forgotten power from the Dark Age of Technology. He is the Carrion Lord of the Solar Imperium for whom a thousand souls are sacrificed every day, so that He may never truly die.

Bound forever to the psychic beacon of the Astronomican, He must watch on as His once golden Imperium sails to war against itself. Growing ever more paranoid and zealous each generation, the fractious lords invested with His authority flounder in impotent fury against schism and rebellion. Their armies, once legion: have been ruined by the decimation of the Pale Wasting, and limp into this Dark Millennium without hope or hero. Bereft of their former multitudes, they are no longer enough to hold back the fractures of strife. The Segmentum Pacificus is riven by interregnum and ruled by the Ur-council of Nova Terra. The tech-priests of Mars fall away into ecumenical slaughter over the prophecies of Moirae. The Imperium entire wanes.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most atrophied regime imaginable. These are the tales of those times. Forget the power of technology and science, for rage and superstition are all there is to be learned. Forget the promise of progress and understanding, for in the grim darkness of the far future there is only war. There is no peace amongst the stars, only schism and slaughter, and the laughter of thirsting gods...

LIBER MECHANICUS

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INTRODUCTION

Welcome, questor of knowledge, to the cloisters of the Adeptus Mechanicus - as it was in the midst of the Moirae Schism. This data-screed is a fan-created codex that allows you to play as a force of the Adeptus Mechanicus within the Warhammer 40,000 5th edition rules. Specifically, it is written for the 35k ruleset and thus is written with a style more alike to the 3.5 and 4th edition codices than its 5th edition contemporaries.

To this end, characters and unit leaders are highly customisable and every affordance has been made to empower kitbashing. These rules may also be mostly functional for games played in 3rd and 4th edition with reference to the 5th edition rulebook for the details on unit types and some special rules.

The lore used to compose the army list in this book is a patchwork of the various depictions of the Mechanicus across the development of Warhammer 40,000. The early descriptions of Skitarii as a kind of augmented Imperial Guard regiment sit side-by-side the relatively elite depiction of Skitarii throughout the 7th edition codex. Likewise, Tech-Adepts might deploy as eclectic kill-teams or they could seclude themselves in orbit and relay commands to their troops on the ground. Praetorian ogryn-constructs may be included as a simpler peer to the Kataphron servitor and either or both of them can fight beside Myrmidons invested with ruinous weaponry.

Please share any feedback in the 35k community discord or send it to noellesdesk@gmail.com - your insight and experience is greatly appreciated. This codex may receive updates for additional content and balancing changes.

Find out more at https://wh35k.com

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By S.N.Ord 2026

SIX MILLENNIA DISTANT

MECHANICUS ARCANUM

The Adeptus Mechanicus, much like its sister empire the Imperium, has undergone radical reorganisation since its initial restructuring following the Horus Heresy. While the Reign of Blood marks the point of most radical change within the Imperium, scholars regard the Moirae Schism as the Mechanicus' equivalent. This is of course, in the opinion of the Logi-Historum, a gross understatement. While the Reign of Blood spanned a few hundred years, the strife brought on by the Moirae Schism persisted for two thousand years and spread even to the Adeptus Astartes most closely associated with the Mechanicus.

The Schism was not alone in dividing adherents of the Cult Mechanicus throughout the 35th Millennium. Its co-morbidity with the Nova-Terra Interregnum and a sequence of independent civil-wars only compounded the loss of life, knowledge and relics.

THE CREED OF MOIRAE

The Forgeworld Moirae was once known only for its host of high-grade data-looms and Logi specialists. In early M35 however, as the gestating Ur-Council of Nova Terra discussed a declaration of secession, a curious belief began to take hold. A triad of Tech-Mystics whispered of a strange sense that could be gleaned from psycho-scopic readings of the Astronomican. These were unwittingly captured in the endless arrays of holy data-looms that pulsed at world's own mechanical heart.

Their words were apocryphal, revolutionary and the ramifications far-reaching. They spoke of a unification of the Imperial Ecclesiarchy and of the Cult Mechanicus - a series of calamities that would follow without that course - mathematical formulae to estimate the future within a range of probabilities - the promise of a scar that would split the galaxy in two. The creed was infectious, tantalisingly profane but also hallowed; if the readings were correct then these were the very words of the Omnissiah. Words that crossed the gulf of death to the ears of His faithful. Moirae would speak with His voice.

THE SYNOD'S RULING

Mars killed Moirae. From orbit the Martian fleets scoured the dead rock until even its molten core bled out and cooled to nothing. All that was left was the shadow of their presence on the galactic map.

A SEED SEWN

Mars had been too slow to act. The creed had spread and found purchase across the galaxy. Data-looms pulled from the vaults of Moirae still spattered out tapes of prophecy and pilgrims brought with them an idea that threatened the power of the Fabricator General of Mars. The Moirae Schism would not end for another two thousand years and some of its greatest battles would endure for centuries of tireless murder.

THE FALL OF TIGRUS

The original developers of Vanquisher Cannons, Fellblade Accelerator Cannons and sundry other contributions to the quest for knowledge, Tigrus was an esteemed Forge-world on the Eastern Fringe. Not yet openly divided by the burgeoning theological powder keg of the schism - Tigrus was overlooked by its allies at exactly the wrong moment. The Ork warlord Arrgard the Defiler besieged the planet, subsuming Titan Legio Solaria and Tigrus' Skitarii forces in a protracted siege. Supported by a handful of in-system detachments, the invaders were held at bay but reinforcements were scant. The nature of Tigrus' demise is a topic of historical contention but what is certain is that it would be infested by orks for at least four thousand years.

THE TELLARITE REBELLION

Obscure in their own theology, the Tellarites were an extremist group that carved out an empire for themselves with the might of their super-heavy Land Leviathans in later M35. These rebels are thought to hold a connection to Zhao-Arrkad. This is known for it was their Magi that exhumed the STC template for the Praetor Missile Launcher, a weapon notably mounted upon such Land Leviathans.

It is proposed by some historians that the Tellarites were themselves once adherents of the Cult Mechanicus. This remains uncertain as no primary sources remain unaltered.

AN ERA OF SQUANDER

In the memory of the Mechanicus, the 35th Millennium was a ruinous and grim epoch. So little was gained and much of what was did not survive the following Millennium. There was to be found, only slaughter and regression. But for a few with the most grisly intent, with bloodlust and fury - this was an era in which the descent into dark power began.

MECHANICUS SPECIAL RULES

UNIVERSAL BIONICS

All units from an Adeptus Mechanicus army (excluding vehicles) are equipped with Bionics. Bionics confer the Feel No Pain special rule but damage is only mitigated on the roll of a 6+.

DATA TETHERS & THE DATASPHERE

Each unit equipped with a Data Tether is connected to its army's Datasphere. This does not provide any bonuses itself but Doctrina Encoders and Canticle Hailers allow their bonuses to be applied to any unit connected to the Datasphere. A unit may be connected to the Datasphere, even if it is not on the battlefield - such as if it is embarked within a transport or in reserves. All it requires is wargear (such as a Data Tether) or a special rule that allows it to be considered connected to your army's Data-sphere.

Machina Opus
Emblem of the Cult Mechanicus

Sigil of Moirae
The Forbidden Creed

MECHANICUS WEAPON TYPES

The following rules encompass two new melee weapon types and several new ranged weapon traits:

Shock Weapon: A shock weapon is a type of close combat weapon, attacks made with shock weapons have a Strength of 4, regardless of the user's own Strength characteristic. When an attack is made with a shock weapon, a Hit-Roll of 6 scores two additional hits.

Mechanical Blade: A Mechanical Blade is a type of close combat weapon with the Rending weapon trait. This means that like with shooting, wound rolls of 6 ignore armour saves and armour penetration rolls of 6 may add an additional D3 to the total.

Luminagen: A unit hit by an attack with the Luminagen rule is illuminated after the firing unit finishes its attacks until the end of the turn; when models fire at an illuminated unit they do not use the Night Fighting rules, even if that unit gains the benefit of the Night Fighting rules due to a special ability or piece of wargear, and cover saves made by an illuminated unit suffer a -1 penalty.

Graviton: Instead of rolling to wound normally, for each hit made with a Graviton weapon roll a D6 - each result over the target's Strength inflicts a wound (a roll of 6 always succeeds). Targets with an Armour Value instead suffer a Glancing Hit on a roll of a 5+ instead. After the Graviton weapon has been fired, leave the blast marker in place. This area now counts as difficult terrain for the next turn due to the gravity flux.

Deflagrate: Each time a model is destroyed by a weapon of this type, the unit suffers an additional hit with a Strength and AP equal to that of the firing weapon. Cover saves cannot be made against this hit.

Conversion: The weapon may fire outside of its normal range but within the range in brackets. When doing so it uses the Strength and AP characteristics in brackets.

Static: Hit-Rolls of 6 made with static weapons score two additional hits.

Pistol X: Some weapons will be described as Pistol 3 or Pistol 5 - these weapons function exactly like pistols but fire a number of shots equal to the number following the weapon type instead of only one, much like assault weapons.

MECHANICUS ARMOURY

Some models will have access to purchase weapons or equipment from the Mechanicus Armoury. When they do, the specific 'list' that they have access to will be described in their unit entry. A model may not purchase weapons or equipment from a list that is not specified in its unit entry.

> Some Items in the Adeptus Mechanicus armoury are noted with two points costs eg: 10/5. In such a case the first value is used for Independent Characters and the second is for all other models. If the second value in such a case as a dash eg: 10/- , then that item may only be equipped by Independent Characters.
>
> Each non-weapon item may only be taken once unless specified by that item's description.
>
> Unless otherwise stated, a model may only take a single two handed weapon from all weapon lists, these are marked with a (*). If a model is equipped with two of the same two-handed ranged weapon, then those weapons are considered to be a single twin-linked weapon.
>
> A model may only be equipped with a single item marked with (**). A model may only be equipped with such an item if every model in their unit is also equipped with it (this does not apply to Independent Characters, even if they take a retinue).

Tech-Priest Weapons

Omnissian Axe* 20/15pts
Servo-Arm 8pts
Conversion Beamer* 25pts
Eradication Ray* 15pts
Graviton Gun* 10pts
Las-Lance* 20pts
Volkite Blaster* 20pts
Macrostubber 6pts
Eradication Pistol 10pts

Tech-Priest Wargear

Arachnis Carriage**. . . 20/15pts
Biologis Systems 20/-pts
Canticle Hailer 15pts
Cognition Canister 20pts
Combat Familiar 10pts
Duty Familiar 10pts
Doctrina Encoder 20/-pts
Electoos 5/3pts
Emotional Vault 25/-pts
Fumigation Censer 10pts
Gene-Hulked Warbody** 20/15pts
Kastelan Data Wafers 10pts
Machine Speaker Encoding 10pts
Mechadendrites 5pts
Necromechanic Engrams . . 15pts
Products of Chymistry 20pts
Refractor Field 20/15pts
Secutor Processing Core 15/10pts
Servitor Cortex 20pts

Relics of the Machine Cult

(One per army)

Automedicae Masterwork. . 25pts
Conversion Field 30pts
Info-Executioner 30pts
Magos-Ultima Corpus** . . . 60pts
Servo Nest 25pts
Servoguardian 45pts

Privileged Unit Wargear

Adamantine Plating. . . . 15/10pts
Advanced Bionics 10/5pts
Cognitive Privileges 10pts
Cybermount** 15/10pts
Data Spikes 8pts
Data Tether 6pts
Dunestrider Augmetics** 18/12pts
Flight Pack** 15/7pts
Micro Grenade Launcher. . . . 7pts
Master-Crafted Weapon . . . 15pts
Omnispex 6pts

Privileged Unit Weaponry

Melee Weapons

Close Combat Weapon 1pt
Mechanical Blade 3pts
Shock Weapon 4pts
Arc Lance 5pts
Power Weapon 12/7pts
Mag-Inverter Shield 10pts
Power Fist 20/15pts

Pistols

Radium Pistol 1pt
Bolt Pistol 2pts
Phosphor Pistol 3pts
Flechette Blaster 4pts
Arc Pistol 5pts
Gamma Pistol 11/7pts
Plasma Pistol 12/8pts

Ranged Weapons

Hellgun* 1pt
Galvanic Rifle* 2pts
Radium Carbine* 3pts
Galvanic Carbine* 3pts
Phosphor Serpenta 4pts
Flechette Carbine* 5pts
Radium Jezzail* 6pts

Skitarii Special Weapons List

Heavy Stubber* 5pts
Flamer* 6pts
Arc Rifle* 10pts
Meltagun* 10pts
Plasma Gun* 10pts
Transuranic Arquebus* 15pts

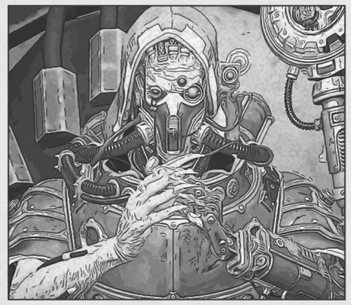
Heavy Weapons

If a weapon from this heading is taken by a model without the Relentless special rule it must form a heavy weapon team; a heavy weapons team is formed of one model equipped with such a heavy weapon and another model with no special weapons (excluding unit leaders), a unit may only include one heavy weapons team.

Multi-laser* 10pts
Heavy Flamer* 15pts
Heavy Bolter* 15pts
Autocannon* 20pts
Plasma Cannon* 35pts

Mechanicus Vehicle Upgrades

Aspersion Casters 10pts
Cognis Manipulators 15pts
Extra Armour 5pts
Mindscanner Probe 10pts
Power of the Machine Spirit 30pts
Smoke Launchers 3pts
Searchlight 1pt



TECH-PRIEST WEAPONS

Omnissian Axe

An Omnissian Axe is a two handed power weapon that grants the user +2 to the Strength of attacks made with it. A model equipped with an Omnissian Axe adds +1 to Blessing of the Omnissiah rolls that it makes.

Servo-Arm

Each Servo Arm grants the bearer an additional close combat attack, this attack counts as being made with a power fist. A model may be equipped with up to two Servo Arms. A model may add +1 to Blessing of the Omnissiah Rolls that it makes if it is equipped with two Servo Arms.

> "Victory = True; our might [Indomitable]; their resistance [Error Code - Futile]."
>
> *- Magos Dominus Egan-Pho*

TECH-PRIEST WARGEAR

Arachnis Carriage

The bearer has a Toughness of 4 and gains 1 additional wound, it also has the Relentless, Fleet and Move Through Cover special rules. The bearer may be equipped with two Two-Handed weapons, even if it would not normally be allowed to.

Biologis Systems

Once per turn, when a model within 6" of the bearer fails a save - that failed save may be ignored. This may not be used against an attack that inflicts instant death or against which the target would have no save.

Canticle Hailer

Add 1 to the Leadership of units within 6" of a model equipped with a Canticle Hailer. If the bearer is linked to the army's Datasphere then other units linked to the Datasphere gain the bonus as well.

Cognition Canister

The bearer may re-roll one of the following each round; a hit roll, a dangerous terrain roll or an invulnerable save roll. A model may have up to two Cognition Canisters, this allows them two-re-rolls each round but a re-roll may never be re-rolled.

Combat & Duty Familiars

There are two kinds of familiars, combat familiars and duty familiars. Models with combat familiars gain +1 to their Initiative. Models with duty familiars have the Acute Senses special rule and once per game may re-roll a Blessing of the Omnissiah roll of 1. A model may be upgraded with each kind of familiar.

Doctrina Encoder

At the beginning of your Movement phase, up to two units that include a model equipped with a Doctrina Encoder may be affected by a Doctrina Imperative. Instead of affecting themselves, if such a unit is connected to your army's Datasphere then they may nominate another unit connected to your army's Datasphere to be affected by Doctrina Imperatives instead. In either case, select one of the following effects for each target;

- **Protector Imperative:** Until your next turn, add 1 to the Ballistic Skill of models in this unit and subtract 1 from the Weapon Skill of models in this unit (units without a Weapon Skill cannot move).
- **Conqueror Imperative:** Until your next turn, add 1 to the Weapon Skill of models in this unit and subtract 1 from the Ballistic Skill of models in this unit.

Electoos

Models with Electoos have a 3+ invulnerable save against Tesla and Static ranged weapons and against shock weapons.

Emotional Vault

Each time the user's unit makes a Leadership test, the user and models in the user's unit, may choose to have the Fearless special rule or the And They Shall Know No Fear special rule or to have neither special rule. When making a rally test the Fearless special rule may not be used.

Fumigation Censer

Enemy units within 6" of any models equipped with a ... Fumigation Censer suffer a -1 Leadership penalty.

Gene-Hulked Warbody

The bearer has a Toughness and Strength of 4 and gains 1 additional wound. The bearer may be equipped with up to three Two-Handed weapons, even though it would not normally be allowed to and has the Relentless special rule.

> "The flesh is weak, it must be made strong."
>
> *-Aphorism of the Biologis*

Kastelan Data Wafers

At the beginning of your Movement phase, instead of making a Blessing of the Omnissiah roll, any models equipped with Kastelan Data Wafers can change the Protocols of a Kastelan Robot Maniple within 1" of them.

Machine Speaker Encoding

On a successful Blessing of the Omnissiah roll, the target may gain the Power of the Machine spirit wargear until the end of the turn (instead of being repaired).

Mechadendrites

The bearer has the benefit of being armed with an additional close combat weapon, even if the bearer is armed with a two-handed melee weapon or a Mag-Inverter Shield but not both.

Necromechanic Engrams

Instead of shooting with a model equipped with Necromechanic Engrams, you can make a Blessing of the Omnissiah roll for a wrecked vehicle within 1" of the bearer. On a success, you may shoot with a single weapon on the wrecked vehicle using the bearer's Ballistic Skill.

Products of Chymistry

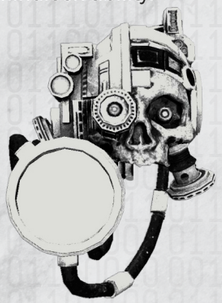
At Initiative 10, select an enemy model in base contact with the user. Until the end of the turn, rolling to wound against that model will always succeed on a 4+ irrespective of relative Strength and Toughness.

Refractor Field

The bearer has a 5+ Invulnerable Save.

Secutor Processing Core
Add 1 to the bearer's Weapon Skill and Attacks characteristics. This upgrade may be taken twice.

Servitor Cortex
All Servitors and Servitor Combat Rig units within 6" of the bearer are considered to be joined by a Tech-Priest for the purposes of their Mindlock ability.



RELICS OF THE MACHINE CULT

Automedicae Masterwork
An Automedicae Masterwork confers the Feel No Pain special rule but damage is mitigated on any result of 3+.

Conversion Field
A Conversion Field provides a 4+ invulnerable save and each time the bearer is selected as the target of a melee attack, the bearer is considered to have +1 Weapon Skill, the flashing of its deflection offering a defenive glamour.

Info-Excecutioner
If a model with the Info-Executioner upgrade is connected to your army's Datasphere, then at the beginning of your movement phase, instead of using their Blessing of the Omnissiah ability they can attack a machine through the Noosphere. Select an enemy vehicle within 6" of a unit from your army that is connected to your Datasphere and make a Blessing of the Omnissiah roll for the Info-Executioner; on a success the selected enemy vehicle suffers a Penetrating Hit. This roll may not receive any bonuses granted by Servo Arms or by an Omnissian Axe.

Magos-Ultima Corpus
A model with a Magos-Ultima Corpus is a Monstrous Creature, they have a Strength and Toughness of 6 and have +1 Wound. They lose the Independent Character ability but if they have taken a retinue then they are still joined to that unit but cannot join another, even if their retinue is destroyed. The bearer may be equipped with up to four Two-Handed weapons, even if it would not normally be allowed to.

Servo Nest
The bearer may make D6 additional attacks in close combat at Initiative 9. These attacks are considered to be made with a Shock Weapon. The bearer has the Acute Senses ability.

Servoguardian
Servoguardians are exceptionally well crafted servitors, made with the sole purpose of interposing their bodies in front of their master. They are equipped with Advanced Bionics, Adamantine Plating, a Gene-hulked Warbody (included in profile) and a Power Weapon. Servoguardians become part of the Tech-Priest's unit and as such may join or leave units with the Tech-Priest. They may also be upgraded with up to 30pts of weaponry from the Tech Priest Weapons, Skitarii Special Weap--ons and Privileged Unit Weapons lists. They have the following profile:

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

"Obliterate errant thought,
Charge thy focus,
Give all to the variable of reverence.
Deploy the unguents of preservation,
Extract the Relic,
Collapse thy ambulatories,
Measure the joy of thy blessings.
Elevate it thus,
It function as thy very soul,
Thy corpus be its shield."
- Machine-Relic Bearer's Instruction

"I've never gotten over how creepy they look. Bloated, dead looking skin, glassy eyes, bodies that shamble and don't keep up with the augmetic bits. They look at you and it's like they're not really looking at you, just near you. My ma used to say the Emperor didn't love them as much as us and that's why they ended up like that.

And then there's the servitors!"

- Corporal Nell Manough, Cadian 97th
Crime: dishonourable conduct
Punishment: servitor conversion

PRIVILEGED UNIT WARGEAR AND WEAPONRY

Adamantine Plating
A model with Adamantine Plating has a 3+ armour save. A model may only take this wargear if it already has a 4+ armour save.

Advanced Bionics
Advanced Bionics confer the Feel No Pain special rule but damage is only mitigated on the roll of a 5+.

Cognitive Privileges
A model with cognitive privileges improves their Ballistic Skill by 1 (to a maximum of 5) and Leadership by 1 (to a maximum of 9). A model may take this upgrade multiple times.

Cybermount
A model on a Cybermount has +1 Toughness and Attacks, the Model becomes Cavalry. This model may shoot with up to three Pistols at once. Any model equipped with a cybermount (excluding Skitarii Roughriders) may also be equipped with a sulphur caster for +8pts.

Data Spikes
Instead of fighting in close combat, a model equipped with Data Spikes can make a single strength 4 attack against a vehicle instead - rolling 2D6 for armour penetration and adding +2 if the bearer is equipped with an Omnissian Axe and +1 for each Servo-Arm the user is equipped with.

Data Tether
A unit equipped with a Data Tether is considered to be linked to the army's Datasphere. Units are considered to be linked to the Datasphere, even if they are not on the battlefield or are held in reserve.

Dunestrider Augmetics
Models equipped with Dunestrider Augmetics have +1 wound, the Move Through Cover, Fleet and Stealth special rules. Additionally, they are considered to be equipped with Assault Grenades for the purpose of charging and count as two models when determining the space they occupy in transports.

Flight Pack
A model with a Flight Pack becomes Jump Infantry and has the Deep Strike special rule.

Micro Grenade Launcher
Although it is taken as wargear, the Micro Grenade Launcher is a weapon that is mounted to a warrior's shoulder or carapace. It may be taken twice and if it is, they become a single twin-linked Micro Grenade Launcher.

Master-Crafted Weapon
The Mechanicus produces a glut of finely artificed masterworks, the finest creations are peerless examples of their make. Any weapon may be Master-Crafted - such a weapon may re-roll one miss each turn. A Master-Crafted weapon never counts as more than 15 points towards the bearer's upgrade limit, including the cost of the Master-Crafted upgrade as well.

Omnispex
When a unit is set up using the Infiltrate special rule, roll 4D6+2 for each nearby unit equipped with an Omnispex. If your unit is within that many inches of the deployed infiltrators and can draw line of sight to them, then they may get a 'free shot' at them. The whole unit may shoot as if it were the Shooting phase, these are resolved before the battle begins and may cause the infiltrators to fall back.

Arc Lance
An Arc Lance is a shock weapon that also has a ranged weapon profile. The ranged profile does not count as a separate weapon when determining if the model has a second close combat weapon.

Mag-Inverter Shield
A model equipped with a Mag-Inverter Shield has a 5+ invulnerable save but can never gain the benefits of being equipped with more than one close combat weapon, use two-handed melee weapons or fire more than one pistol at a time.

"We receive the Moderati's instruction. The God-Machine wills it and we obey. Maniple, report compliance. <Binharic Chorus> The maniple will repel boarders. Omnissiah willing, they will suffer. <Binharic Chorus>"
- Secutarii Marshal Giegis-9

MECHANICUS VEHICLE UPGRADES

Aspersion Casters
Enemy units within 6" of any vehicles equipped with Aspersion Casters suffer a -1 penalty to their Leadership characteristic. Enemy units within 6" of a vehicle equipped with an Aspersion Caster cannot link to their army's Datasphere.

Cognis Manipulators
A vehicle with Cognis Manipulators has the Blessing of the Omnissiah ability. This upgrade may be destroyed by a Weapon Destroyed result that targets this system.

Extra Armour
Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage table as a Crew Shaken result instead.

Mindscanner Probe
Models that charge a vehicle equipped with a Mindscanner Probe do not receive the bonus attack for charging.

Power of the Machine Spirit
If a vehicle suffers a Crew Stunned result on the Vehicle Damage table, the Machine Spirit Allows the vehicle to move directly ahead up to its maximum speed. The Machine Spirit may also operate one weapon each turn (as long as the vehicle has not moved more than 6"), even if the vehicle has suffered a Crew Shaken or Crew Stunned damage result. This weapon is fired in addition to any other weapons the vehicle can, and is fired at a Ballistic Skill of 2.

Smoke Launchers
Once per game, after completing its move, a vehicle with Smoke Launchers may fire them. Place a marker to represent that it is concealed. The vehicle may not shoot in the turn that it fires its smoke launchers. Any penetrating hits scored in the next enemy Shooting phase are rendered glancing hits, after that phase the smoke disperses. Smoke Launchers may still be used even if the vehicle is affected by a Crew Shaken or Crew Stunned result.

Searchlight
Searchlights are used in battles that use the Night Fighting rules. A Searchlight allows the vehicle equipped with it to identify one enemy unit that it spotted and selected as its shooting target to its army. An identified enemy unit will always be visible and no longer benefits from the shrouding effect of Night Fighting. A vehicle which uses its Searchlight will always be visible in the following opponent's turn as the light gives away it's position.

ADEPTUS MECHANICUS ARMY LIST

This section of the book covers the units available to Adeptus Mechanicus armies and the standard organisation of those armies.

THE STANDARD FORCE ORGANISATION CHART

The list of units is used in conjunction with force organisation charts. Generally, armies will use the standard force organisation chart provided. Armies must include units corresponding to the dark toned boxes and may include additional units corresponding to the pale toned boxes.

Some campaigns, supplements or missions will provide their own force organisation chart and you may choose to play with variations in your own games. But generally, armies will be constructed using the standard chart (shown to the right). Additionally, some army construction options provided at the end of this book (called Denominations) may alter this chart. These may allow multiple units to be taken as a group that occupies a single force organisation slot or reduce the number of slots available for a specified unit type.

ARMY LIST ENTRIES

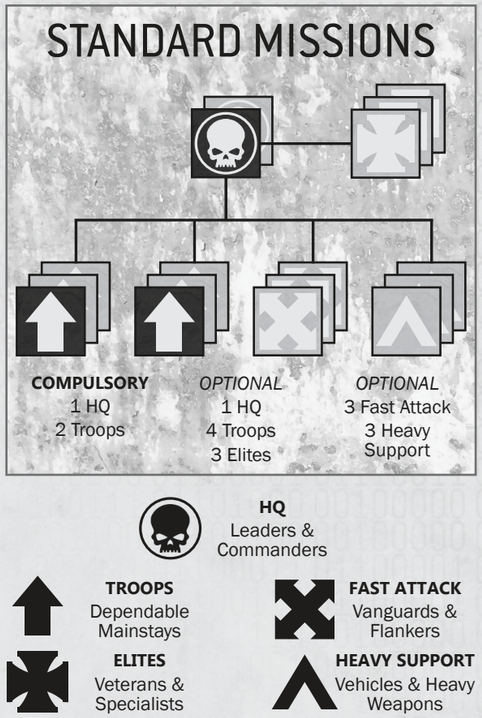
Units in this codex are described using several headings.

Unit Name: The type of unit, this is where a unit maximum will be noted if a unit has such a limitation (for example, 0-1 means that an army may only ever bring a maximum of 1 instance of that unit). These may be altered by army organisation options such as imposing additional limits or removing the limits of unit selections.

Profile: The characteristics for each distinct model type in a unit (points costs for vehicles in a squadron are always per model).

Unit/Squadron: The number of which models are included in a unit. Each unit occupies a space on the force organisation chart unless otherwise stated. Many units are composed of a variable number of models, this will be stated here.

Wargear: The weapons and wargear that a unit is equipped with before any upgrades.



Options: Weapons, wargear, retinues, transports and any similar changes that can be made to models in the unit.

Special Rules: Unique abilities, universal special rules, exclusive wargear and additional skill upgrades will be described here. These may sometimes describe wargear from the Mechanicus Armoury that are re-iterated for ease of use.

Manufactory Standard: A simplified wargear option summary for those constructing their army according to the 'Manufactory Standard' organisations used in *later epochs*. Those adapting existing forces to the 35th millennium will find these helpful for identifying how their units' rules are described in this misbegotten era.

Alternative Units: The HQ choices present in this book feature options that allow the same profiles to be used in a different capacity as an Elites choice.

Tech-Priest

Lord, scientist, cleric, soldier; a tech-priest in the field is all of these things. To be a tech-priest is to begin life within the highest cognitive percentile of all humanity. It is to be harvested from the dregs of forge-spawned generations or chosen for the exceptional circumstances of one's birth. It is to accept the machine cult as the cradle of all knowledge in the universe and excise the weakness of one's flesh.

Neurologically enhanced, a battlefield tech-priest can compute the outcome of a war at a glance or reconstitute the ruined body of a battle tank in a moment with but sheer mechanical devotion.

But not all of their order are so predictable. The specialisms of the Magi are innumerable and the powers apparent to them border on sorcery.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Magos	45	4	4	3	3	3	4	2	9	4+
Adept	30	3	3	3	3	2	3	1	8	4+

Unit: 1 Tech-Priest

Wargear: All Tech-Priests carry a laspistol.

Options: Tech-Priests may take up to 150 points of weapons and wargear from the Tech-Priest Weapons, Tech-Priest Wargear, Privileged Unit Weapons, Privileged Unit Wargear and Skitarii Special Weapons (excluding the transuranic arquebus) lists.

Character: This model is an Independent Character. If it takes a retinue unit then it may not leave that unit until the retinue is destroyed, it may then act as an Independent Character again.

Transport: A Tech-Priest without a retinue may be mounted on an Abeyant for +45 pts.

SPECIAL RULES

Blessing of the Omnissiah: A Tech-Priest who starts the turn within 1" of a damaged vehicle may attempt to repair it. If the vehicle is immobilised or has a weapon destroyed, one of these damage results is fixed on a roll of 6+ but a dice result of 1 will always fail. Some other abilities may prompt a model to make a "Blessing of the Omnissiah Roll", this refers to the roll above, accounting for any appropriate bonuses to that roll but unless stated no repair is made.

Retinue: A Tech-Priest may be accompanied by a Retinue of a Skitarii Overlord Squad or a Tech Congregation.

0-1 Sub-Adepts

Up to two Adepts may be taken as a single Elite choice. These deploy separately. Each is considered a Sub-Adept. Sub-Adepts select wargear as if they were not Independent Characters, may not be equipped with more than 50 points of wargear and may not take a retinue or transport.

Transport: Abeyant

The humble abeyant is the unassuming workhorse of the tech-priest class. Used even by the lowliest shift overseers to inspect their thralls, an anti-grav platform is a valuable and universally applicable device.

Taken to the battlefield, an armoured abeyant can lay down a fusillade of arcane gunfire. Tracking targets independently as its rider performs orchestration and ritual, the abeyant obeys instruction even as it suffers damage that would induce cataplexy in servitor crews.

	Points	Front Armour	Side Armour	Rear Armour	BS
Abeyant	45	11	11	10	2

Type: Skimmer, Open-topped

Wargear: The Abeyant has the Power of the Machine Spirit vehicle upgrade and may be fitted with a hull mounted graviton-gun for +10 pts, volkite blaster for +15 pts, eradication ray for +20 pts or conversion beamer for +25 pts.

Transport: An Abeyant may transport a single Tech-Priest model (unless that model is equipped with the Magos-Ultima Corpus).

SPECIAL RULES

Chariot of the Omnissiah: A Tech-Priest may use its Blessing of the Omnissiah special rule while embarked within an Abeyant. Distance is measured from the hull of the Abeyant. Additionally a Tech-Priest embarked within an Abeyant is considered to be connected to your army's Datasphere.

Anti-Grav Pulpit: While an Abeyant transports a Tech-Priest, it is itself considered to be equipped with any of the following wargear that the Tech-Priest is equipped with; Biologis Systems, Canticle Hailer, Fumigation Censer, Kastellan Data Wafers, Servitor Cortex.

Designer's Note: This effectively grants any "Aura" or "Buffing" abilities of the Tech-Priest to the Abeyant.

"Cohort 9 reports 8.4% improvement in command adherence.

Inference - Field variance negligible. Assignment of abeyant units to Secutor officers responsible.

Data exload committed to Hydro-Synod Eta-9 tactical gestalt."

-Dominus Rheve-9 Oct Vreckan Macroclade Oversight

Skitarii Cognitient

Priveleged units, capable of full cognitient thought are a rare and elite form of Skitarii. The most common of their make are Marshals, mere intermediaries between ruling Magi and lowly troops. Others may be deployed as dedicated combat force multipliers. The most esteemed may be blessed with the rank of Subdominus, a rank of peerage with the tech-priest commanders of crusades.

To assign command rank to Skitarii personnel is not a constant across the diaspora of forgeworlds and battle maniples. Some Magi prefer the obedience of direct command instruct between themselves and their Skitarii. The adaptive capabilities of a marshal are to some, an infringement of their macroscopic tactics and others may simply be distrustful of neural autonomy among their servants.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Subdominus	45	4	4	3	3	3	3	3	9	4+
Tyrant	40	5	5	3	3	2	4	3	8	4+
Marshal	30	4	4	3	3	2	3	2	8	4+

Unit: 1 Skitarii Cognitient

Wargear: Skitarii Cognitients are equipped with a master targetter, radium pistol and close combat weapon.

Options: This model's radium pistol may be replaced with a weapon from the Skitarii Special Weapons list or the Privileged Unit Weaponry list.

This model's close combat weapon may be replaced with a weapon from the Privileged Unit Weaponry list.

Skitarii Cognitients may take any wargear from the Privileged Unit Wargear list.

They may also take any of the following:

- Doctrina Encoder for +20pts
- Combat Familiar for +10pts
- Refractor Field for +15pts
- Dataspikes for +5pts

Character: This model is an Independent Character. If it takes a retinue unit then it may not leave that unit until the retinue is destroyed, it may then act as an Independent Character again.

SPECIAL RULES

Retinue: A Skitarii Cognitient may be accompanied by a Retinue of a Skitarii Overlord Squad.

Master Targetter: *Skitarii Cognitients are fitted with advanced target acquisition auspices, these systems can be slaved to the collective tactical intelligence of a Skitarii squad and provide all combatants with a shared awareness.*

Skitarii Cognitients and models in units they are attached to, may pre-measure the range to a target before they decide what to shoot at in the Shooting phase. This may be used to help range the shots of other nearby units but those units may not themselves pre-measure.

0-1 Assassin Form

A single Tyrant may be taken as an Elites choice, it is considered an Assassin. The Assassin may not take a Doctrina Encoder and may not take a retinue. An Assassin selects wargear as if it were not an Independent Character and may not be equipped with more than 50 points of wargear.

Manufactory Standard

Skitarii Marshal - 60pts
(Marshal 30pts, Doctrina Encoder +20pts, Combat Familiar +10, Radium Pistol and Close Combat Weapon)

Sydonian Skatros - 64pts
(Assassin - Tyrant 40pts, Dunestrider Augmetics +12pts, Radium Jezzail +6 pts, Omnispex +6 pts, Radium Pistol)
Upgrades: Radium Jezzail may be replaced with a Transuranic Arquebus (+9pts).

Tech Congregation

Clergy of a lesser forge templum, a conclave of errant myrmidons, a parade of relic-bearers or the eclectic entourage of a Magos; the war-congregations of the Mechanicus are each a unique gathering. Quite unlike the standardised organisation of typical units, these Cult Mechanicus formations may be composed of entirely disparate operatives or of experimental warforms.

Some armies are led by a council of tech-priests - these congregations, far from being an entourage, function as communal strategy-engines. Such groupings also operate as kill-teams at the head of a larger force - each equipped for specialist roles that a typical force might lack for all its blunt strength.

> "I refuse the assertion that the battlefield is any different from the interior of a forge. I shall bring my relic bearers to the altar of war just as I would bring them to the deepest forge-shrine.
>
> My worship of the Machine God will not be delayed by the rancid enemies of mankind. I will make of their corpses an offering to sacred knowledge and demonstrate the inviolate sanctity of my faith."
>
> *-Magos Theologis Ohm-X-Phi*

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Adept Minoris	13	3	3	3	3	1	3	1	8	4+

Unit: 3-9 Adept Minori

Retinue: This unit may be taken as a retinue for a Tech-Priest model, if it is then it does not occupy an HQ slot.

Wargear: All models are equipped with a laspistol.

Options: Any model may be upgraded with a Machine Relic for +10 pts; if it is then that model may not be upgraded with more than 10 points of additional wargear.

Each model may take up to 75 points of wargear from the Tech-Priest Weapons, Tech-Priest Wargear, Privileged Unit Weapons, Privileged Unit Wargear and Skitarii Special Weapons (excluding the transuranic arquebus) lists.

Transport: A Tech Congregation may be mounted in a Skorpius Dunerider for +60pts (unless their combination of wargear would render them unable to embark within this transport).

SPECIAL RULES

Blessing of the Omnissiah: Once per turn, a single Adept Minoris in this unit may use the Blessing of the Omnissiah ability or make a Blessing of the Omnissiah roll; when it does, each other Adept Minoris provides +1 to that Blessing of the Omnissiah roll. When an attached character makes a Blessing of the Omnissiah roll, each Adept Minoris provides +1 to that roll.

Machine Relic: Each model with a Machine Relic has a 4+ invulnerable save. This save can also be made against damage from psychic powers that would otherwise ignore invulnerable saves.

Skorpius pattern vehicles are carried rapidly on a cushion of repulsor systems and a bed of high-energy gasses. The Dunerider troop transport has emerged as a material-light mainstay, even as some forgeworlds continue to deploy the ubiquitous chimera or rhino. When in service to elevated personnel a troop canopy is usually fitted.

Transport: Skorpius Dunerider

	Points	Front Armour	Side Armour	Rear Armour	BS
Skorpius Dunerider	60	11	11	10	4

Type: Tank, Open-topped, Transport

Wargear: Skorpius Duneriders have a pintle-mounted twin-linked heavy stubber, two heavy stubber sponsons and a data tether.

Transport: A Skorpius Dunerider may transport 12 infantry models, it may not transport jump infantry or models with the slow and purposeful or relentless special rules.

Fire Points: Although it is Open-topped, passengers may not fire out of the Skorpius Dunerider.

Access Points: Although it is Open-topped, passengers only enter and exit via the landing ramp on the front of the hull.

Options: A Skorpius Dunerider may be upgraded with any items from the Mechanicus Vehicle Upgrades list.

It may also be upgraded with a 'Transport Canopy' for +10 pts, this removes the vehicle's Open-topped quality.

SPECIAL RULES

Hovercraft: Scorpius Duneriders treat all water features and hazardous sand or mud as clear terrain when they move.

Skitarii Overlord Squad

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Skitarii Demicog	13	4	4	3	3	1	3	1	8	4+
Skitarii Warden	30	4	4	4	4	1	4	2	8	3/5+

Unit: 2-4 Skitarii Wardens or 4-10 Skitarii Demicogs

Wargear: Skitarii Wardens are equipped with a mag inverter shield and a power weapon or a mag inverter shield and an arc lance. Skitarii Demicogs may be equipped with a hellgun or radium pistol and close combat weapon.

Retinue: This unit may be taken as a retinue for a Tech-Priest or Skitarii Cognitient model, if it is then it does not occupy an HQ slot. This unit may only be composed of Skitarii Wardens if it is taken as a retinue unit.

Options: Any Skitarii Demicog may replace their weapons with up to two weapons from the Privileged Unit Weapons list.

Up to two Skitarii Demicogs may replace their weapons with a weapon from the Skitarii Special Weapons list.

Any Skitarii Demicog in the unit may be granted Cognitive Privileges for +8 pts per model. Each model with Cognitive Privileges may take up to 15 pts of equipment from the Privileged Unit Wargear list.

One Skitarii Demicog not equipped with a weapon from the Skitarii Special weapons list may be equipped with a Data Caster for +10 pts.

One other Skitarii Demicog not equipped with a weapon from the Skitarii Special weapons list may be equipped with a Maniple Standard (one per army) for +15 pts or a Cohort Standard (one per army) for +25 pts.

Transport: A Skitarii Overlord Squad may be mounted in a Skorpius Dunerider for +60pts (unless their combination of wargear would render them unable to embark within this transport).

SPECIAL RULES

Data Caster: *Powered by heavy generatoria, these advanced data tethers are a noospheric firework of fast flowing data-packets.*

A Data Caster is a Data Tether that also links any friendly Mechanicus units within 6" of the bearer to the Datasphere as well.

Maniple Standard: *The rallying standards of the Skitarii are not merely cuts of cloth, they are masterworks of discreet technology; interwoven with neuro-reactive coils and borne on adamantine rods fitted with broad-spectrum emotional suppressors. More frugal forge-worlds may instead display the workings of their standards openly, mounting huge blocks of machinery on the backs or arms of purpose-built Skitarii.*

Units (excluding units with the Mindlock ability) within 12" of the standard bearer can re-roll failed Morale tests and may attempt to rally, even if they are below half strength.

Cohort Standard: *The finest banners of a Skitarii Cohort not only interface with the cranial implants of nearby Skitarii but bombard any neuro-approximate system within its range with subjugation broadcasts.*

Units (excluding units with the Mindlock ability) within 12" of the standard bearer can re-roll failed Morale and Pinning tests, and may attempt to rally, even if they are below half strength. Additionally, units (excluding units with the Mindlock ability) within 6" of the standard bearer may add +1 to the combat resolution of any assaults they are involved in.

Designer's Note: The syntax used for standard rules are based on the Imperial Guard 3.5ed and Space Marine 4th ed rules - for clarity, these standards only provide their bonus to friendly Mechanicus units.

Overlord squads are an umbrella of adaptable units intended for leadership, suppression or guardianship. These agglomerations of Alpha-Primus rank demicogs are specialised within their formations to support key assets. A cohort thick with roughriders may be accompanied by cybermounted overlords, a flock of pteraxii may be joined by a winged banner bearer or a datasmith may be accompanied by a Skitarii fitted with a data caster to interface with wild Itinerants. The adaptability inherent to the squad's role also makes it an excellent command substitute in the absence of fully neuro-privileged personnel. More than one Skitarii garrison has been directed to glory by its overlord unit where linear obedience would have resulted only in valiant defeat.

While some Skitarii exult in the burden of authority, others excel in the service of command. Such practised obedients may be reconstructed in the "warden" configuration as recognition of their capabilities as a lifeward. They are layered with adamantine plates, geno-bionically enhanced and armed as generously as the most senior Secutarii. Wardens are prised not only for their combat efficacy but due to the metaphysical statement such pieces project. To be charged for protection by such masterworks implies that the ward's sentience is of a value greater still - a delicious sentiment for the ego of any tech-priest. That same ego may blind the individual to the fact that a warden is peculiarly well suited to neutralising tech-adepts.

> "You are incapable of feeling it anymore, but you should be glad.
>
> You are everything you are meant to be Skitarius, and now you will be more.
>
> You will be privileged with remediation of limited cognitive faculty and granted modular bionic grafting ports.
>
> You are Alpha-Primus now, you are Demicog, you may yet advance to cognitient.
>
> You have served the Machine God dutifully so do not struggle now. Your vocal and motor-function authorities have been temporarily revoked.
>
> Give praise for you will soon be re-made. You will be beautiful in the Omnissiah's sight."
>
> *-Genetor Ten-Fifth-Alpha Addressing Patient Sk-97205*

Silent, ungainly, patient and hateful; Sicarians are a make of Skitarii warform unique in their covert applications. Their dune-strider augmetics allow them passage over corpse-strewn battlefields as easily as open ground and the obfuscation of infiltrator helms renders them a hazy blotch in the perception of idle sentries.

In the thick of melee, their gangling forms offer them a measure of dexterity, utterly inexhaustible through the perfection of their augmetics.

Manufactory Standard

Sicarian Ruststalkers - 25pts/model (Two Mechanical Blades)
Upgrades: Leader may be an alpha (+8pts) and take wargear from the wargear list.

Sicarian Infiltrators - 35pts/model (Flechette Blaster & Mechanical Blade +4pts, Infiltrate Special Rule +6pts)
Upgrades: Mechanical blades may be replaced with shock weapons (free), leader may be an alpha (+8pts) and take wargear from the wargear list.

Sicarians

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Sicarian	25	4	3	3	3	2	4	1	8	4+
Sicarian Alpha	+8	4	3	3	3	2	4	2	8	4+

Unit: Sicarian Squad Leader and 4-9 Sicarians.

Wargear: All models are equipped with dunestrider augmetics (the additional wound is included in their profile) and two mechanical blades.

Options: The Sicarian Squad Leader may be upgraded to a Sicarian Alpha for +8pts. A Sicarian Alpha may replace each of their weapons with an item from the Privileged Unit Weapons list and may take up to 20 pts of wargear from the Privileged Unit Wargear list.

All models equipped with two mechanical blades may replace their weapons with a flechette blaster and mechanical blade or a flechette blaster and shock weapon for +4pts per model.

Transport: If the squad numbers 6 or fewer models, it may be mounted in a Skorpius Dunerider for +60pts.

SPECIAL RULES

Dunestrider Augmetics: Models equipped with Dunestrider Augmetics have +1 wound (included in the profile above), the Move Through Cover, Fleet and Stealth special rules. Additionally, they are considered to be equipped with Assault Grenades for the purpose of charging and count as two models when determining the space they occupy in transports.

Infiltrators: A unit of Sicarians may be upgraded with the Infiltrate special rule for +6pts per model.

Battle-theologians of the Motive force, Electro-Priests are dedicants to the living lightning. Inscribed with radiant electoos, this obscure priesthood draw wild electricity beneath their skin through arcane means. Thus powered, their voltageist fields project a halo of energy that shields them from harm and disintegrates the unholy.

At times, opposed sects of the priesthood will come to blows, spitefully contesting the orthodoxy of their creeds.

Manufactory Standard

Corpuscarii Electro-Priests - 20pts/model (Electrostatic Gauntlets & Shock Weapon +5pts)

Fulgurite Electro-Priests - 20pts/model (Electroleech Stave +5pts)

Electro-Priests

	Pts/Squad	WS	BS	S	T	W	I	A	Ld	Sv
Electro-Priest	15	4	4	3	3	1	3	2	9	-/5+

Unit: 5-20 Electro-Priests.

Wargear: Each model is equipped with Electoos and two shock weapons.

Options: Every model may replace their shock weapons with an electroleech stave for +5pts per model or electrostatic gauntlets and a shock weapon for +5pts per model.

Transport: If the squad numbers 12 or fewer models, it may be mounted in a Skorpius Dunerider for +60pts.

SPECIAL RULES

Voltageist Field: Electro Priests have a 5+ Invulnerable Save and are considered to be equipped with Assault Grenades for the purpose of charging.

Electoos: Models with Electoos have a 3+ invulnerable save against tesla and static ranged weapons and against shock weapons.

Electroleech Stave: The Electroleech Stave is a close combat weapon; attacks made with it always wound on a 4+ regardless of the user's strength and the respective toughness of the target. Armour Penetration rolls of 6 made with an Electroleech Stave always cause a Glancing Hit.

Servitor Combat Rigs

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Servitor Combat Rig	40	2	2	4	4	3	2	2	7	4+

Unit: 3-6 Servitor Combat Rigs.

Wargear: All models are equipped with a Multi-Laser and Phosphor Blaster.

Options: Any model may replace its phosphor blaster with a flamer for +8pts per model, a power weapon for +10pts per model or a power fist for +20pts per model.

Any model may replace its multi-laser with a heavy bolter for +5pts per model, a heavy flamer for +5pts per model, an autocannon for +10pts per model, torsion cannon for +20pts per model, graviton cannon for +25 pts per model, heavy arc rifle for +25pts per model or a plasma cannon for +30 pts per model.

All models in the unit may be upgraded with either Gene-Bulking for +10pts per model or Adamantine Plating for +10pts per model.

SPECIAL RULES

Mindlock: While a Tech-Priest model is attached to this unit, models in this unit with the Mindlock special rule add 1 to their Weapon Skill and Ballistic Skill and have the Fearless special rule. Otherwise this unit has the Stubborn special rule.

Heavy Weapon Rigging: This unit has the Slow and Purposeful special rule and they are considered to count as 3 models when determining the space they occupy in transports.

Gene-Bulking: Add 1 to the Strength and Toughness of models with Gene-Bulking.

Adamantine Plating: Models with Adamantine Plating change their Armour Save from 4+ to 3+.

Kataphons, Praetorians, lobotomite-lifewards and any other servitor bulwark, many are the monstrosities engineered by the Magi and Genetors of the Cult Mechanicus. A great many are mounted on rolling treads, like fleshly turreted tanks but others feature stomping elephantine legs or macabre carriages of tendrils.

These brutes are deployed in two main roles, either as immovable defenders or as slowly rolling weapons platforms. In these roles they may be fitted with advanced armour, engorged with bio-chemical concoctions or produced altogether more dispassionately through standardised manufacturing. Regardless of manufacture, these impenetrable dullards are unwieldy things and without the attention of a Tech-Priest minder, they are prone to erratic behaviour and a loss of efficiency.

Manufactory Standard

Kataphron Breachers - 80pts/model (Torsion Cannon +20pts, Power Weapon +10pts, Adamantine Plating +10pts)
Upgrades: Torsion cannons may be replaced with heavy arc rifles (+5pts), power weapons may be replaced with power fists (+10pts).

Kataphron Destroyers - 65pts/model (Graviton Cannon +25pts, Phosphor Blaster)
Upgrades: Graviton cannons may be replaced with plasma cannons (+5pts), phosphor blasters may be replaced with flamers (+8pts).

Fresh to the divine melding of metal and flesh, Hypaspists are a lesser order of Skitarii. Conscripted thralls, inducted refugees and recruited wastelanders - such expendable candidates for Skitarii conversion are given an opportunity to prove their aptitude for service to the Machine God.

Deployment of these units is not universal, the lower quality is eschewed by some Forgeworlds, committing only to the predictability of high grade Skitarii. Conversely, some Forgeworlds do not or cannot field high grade Skitarii and thus field whole Cohorts of Hypaspists.

Like locusts, unified by the datasphere, hypaspists swarm over their targets in boundless ranks of furious las-beams.

"When you see them all marching it's easy to mistake them for people. But when you get up close you can see they've had the human cut out of them."

-Sergeant Fen Mhelorn, of the 93rd Bastine Linemen

Hypaspists

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Hypaspist	8	3	3	3	3	1	3	1	7	5+
Hypaspist Alpha	+10	3	3	3	3	1	3	2	8	5+

Unit: Hypaspist Squad Leader and 9-19 Hypaspists

Wargear: All models are equipped with a hellgun. The Hypaspist Squad Leader or all models in the unit may replace their hellguns with a radium pistol and close combat weapon.

Options: The Hypaspist Squad Lead may be upgraded to a Hypaspist Alpha for +10pts. A Hypaspist Alpha may replace each of their weapons with an item from the Privileged Unit Weapons list and may take up to 10 pts of wargear from the Privileged Unit Wargear list.

Up to two Hypaspists may replace their weapons with one weapon from the Skitarii Special Weapons list.

If the unit numbers no more than 10 models, then all models equipped with hellguns may replace their hellguns with radium carbines for +2pts per model or galvanic rifles for +1pt per model.

One Hypaspist that is not equipped with a weapon from the Skitarii Special Weapons list may be equipped with a Data Tether at +5pts and/or another may be equipped with an Omnispex at +5pts.

Transport: If the squad numbers 12 or fewer models then it may be mounted in a Skorpius Dunerider for +60pts.

Lobotomite slave-constructs, servitors are multifarious tools for the Machine Cult. Throughout the Imperium, they function as the universal alternative to abominable intelligence. They are simple things, set to an endless task and left to run indefinitely but more advanced examples serve as the menial servants of Tech-Priests. Others still are the amputated targeting systems for heavy weaponry in both vehicles and defensive emplacements - made fearless by the mutilation of their faculties.

Favoured by some Genetors however, are combat units; grafted with the most fearsome weapons and more obedient even than Skitarii.

Servitors

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	8	2	2	3	3	1	2	1	7	4+

Unit: 4-20 Servitors

Wargear: All models are equipped with technical tools.

Options: Any model may replace its technical tools with two close combat weapons at no cost, a stubber for +2 pts per model, power fist for +12 pts per model, heavy bolter for +12 pts per model, multi-melta for +22 pts per model or heavy arc rifle for + 27 pts per model.

For every three models in the unit, one model may replace its technical tools with a flamer for +6 pts per model or a meltagun for +12 pts per model.

One model may replace its technical tools with a plasma cannon for +32 pts.

SPECIAL RULES

Mindlock: While a Tech-Priest model is attached to this unit, models in this unit with the Mindlock special rule add 1 to their Weapon Skill and Ballistic Skill and have the Fearless special rule. Otherwise this unit has the Stubborn special rule.

Technical Tools: When a Tech-Priest makes a Blessing of the Omnissiah roll, they receive a +1 bonus to that roll for each model equipped with Technical Tools in their unit.

Support Unit: Servitors may not be taken as a Compulsory Troops choice.

Skitarii Infantry Squad

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Skitarii	13	3	4	3	3	1	3	1	8	4+
Skitarii Alpha	+8	3	4	3	3	1	3	2	8	4+

Unit: Skitarii Squad Leader and 4-9 Skitarii.

Wargear: All models are equipped with a galvanic rifle. The Skitarii Squad Leader or all models in the unit may replace their galvanic rifles with a radium pistol and close combat weapon.

Options: The Skitarii Squad Lead may be upgraded to a Skitarii Alpha for +8pts. A Skitarii Alpha may replace each of their weapons with an item from the Privileged Unit Weapons list and may take up to 20 pts of wargear from the Privileged Unit Wargear list.

Two Skitarii may replace their weapons with a weapon from the Skitarii Special Weapons list, if the unit numbers 10 models then a third may do so.

Every model equipped with a galvanic rifle may replace their galvanic rifle with a radium carbine for +1pts per model, galvanic caster for +2pts per model or arc lance and mag-inverter shield for +5pts per model.

Every model equipped with a radium pistol may replace their radium pistol with a phosphor pistol for +1pt per model.

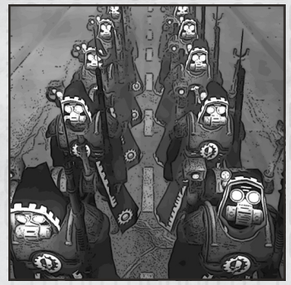
One Skitarii that is not equipped with a weapon from the Skitarii Special Weapons list may be equipped with a Data Tether for +5pts and/or another may be equipped with an Omnispex for +5pts.

Transport: The squad may be mounted in a Skorpius Dunerider for +60pts.

SPECIAL RULES

Rangers: If a Skitarii Infantry Squad unit contains at least four models equipped with a galvanic rifle then that unit has the Scouts special rule.

Purpose Built: A Skitarii Infantry Squad can be optimised for melee combat; if it is then models in that unit have a Weapon Skill of 4 and Ballistic Skill of 3.



High grade Skitarii such as those found in Ranger or Vanguard squads, are each products of specialised engineering. They are capable only of a cold fury under the domineering instruction of skit-code. It is impossible for Skitarii to disobey; retreat only occurs when neural control implants are burnt out.

Manufactory Standard

Skitarii Rangers - 13pts/model
(Galvanic Rifle, Scouts Special Rule)
Upgrades: May take weapons from the Skitarii Special Weapons list, leader may be an Alpha (+8pts) and take weapons from the wargear list, one model may take a data tether (+5pts), one model may take an omnispex (+5pts).

Skitarii Vanguard - 14pts/model
(Radium Carbine +1pt)
Upgrades: May take weapons from the Skitarii Special Weapons list, leader may be an Alpha (+8pts) and take weapons from the wargear list, one model may take a data tether (+5pts), one model may take an omnispex (+5pts).

Secutarii Peltasts - 15pts/model
(Galvanic Caster +2pts)
Upgrades: Leader may be an Alpha (+8pts)

Secutarii Hoplites - 18pts/model
(Mag Inverter Shield and arc lance +5pts)
Upgrades: Leader may be an Alpha (+8pts)

Tech-Thralls

	Pts/Squad	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Thrall	35	2	2	3	3	1	2	1	6	6+

Tech-Thrall Group: Tech-Thralls are taken as units of 2-3 squads, each unit is a single Troops choice. These groups are deployed and act as a single large unit. Each squad is composed of 10 Tech-Thralls.

Wargear: Each Tech-Thrall is equipped with a laslock. All models in a Tech-Thrall squad may replace their laslock with a shotgun or two close combat weapons. Each squad in a unit may be equipped with different weapons.

Options: All models in a unit may be given Cranial Surgery for +8 pts per squad.

SPECIAL RULES

Cranial Surgery: Models in a unit with Cranial Surgery have the Mindlock special rule (see Servitors). Note however, that they are not affected by Servitor Cortexes.

Menials, serfs, survivors of Forgeworld toil; Tech-Thralls are the dross of the Mechanicus. By the reckoning of the Tech-Priest class, these beings are lesser than even servitors and thus many are recycled for servitor repair.

In times of war, these thralls are corralled into packs of fodder and thrown into the treads of the enemy - an act made only possible at times, by enforced cranial surgery.

Winged Skitarii, sub-consciously adapted for breakneck aerial combat - the Pteraxii arrive to battle with the screech of thrusters and a flurry of flechettes and fire.

Pteraxii flocks scatter from Mechanicus mass conveyors, soaring out over sites of invasion, hunting through the spires of industrialised worlds or the chasms of arid wastes. On pinion claws they perch, anticipating the call to descend on the wretched that seek to stymie the quest for knowledge.

Manufactory Standard

Pteraxii Skystalkers - 22pts/model
(Flechette Carbine, Leader has Flechette Blaster and Shock Weapon)
Upgrades: Leader may be an Alpha (+8pts).

Pteraxii Sterylizors - 28pts/model
22pts/leader
(Flamer and two Close Combat Weapons, Leader has Flechette Blaster and Shock Weapon)
Upgrades: Leader may be an Alpha (+8pts).

Pteraxii

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Pteraxii	22	3	4	3	3	1	4	1	8	4+
Pteraxii Alpha	+8	3	4	3	3	1	4	2	8	4+

Unit: Pteraxii Squad Leader and 4-9 Pteraxii.

Wargear: Every model is equipped with a Flight Pack and a flechette carbine. The Pteraxii Squad Leader may replace its flechette carbine with a flechette blaster and a shock weapon.

Options: The Pteraxii Squad Leader may be upgraded to a Pteraxii Alpha for +8pts. A Pteraxii Alpha may replace their weapons with up to two items from the Privileged Unit Weapons list and may take up to 20 pts of wargear from the Privileged Unit Wargear list.

All models equipped with flechette carbines may replace their weapons with a flamer and two close combat weapons for +6 pts per model.

SPECIAL RULES

Flight Pack: Models with a Flight Pack are jump infantry and have the Deep Strike special rule.

Ironstrider Pack

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Ironstrider	50	4	4	4	10	10	10	3	2

Type: Walker, Open-topped

Squadron: A squadron consists of between one and three Ironstriders.

Wargear: Every model is equipped with a Data Tether, phosphor serpenta and radium jezail.

Options: Any models in the squadron may replace their radium jezail with a taser lance for +10pts per model, replace their radium jezail and phosphor serpenta with a twin-linked autocannon for +20pts per model or replace their radium jezail and phosphor serpenta with a twin-linked lascannon for +30pts.

A unit of Ironstriders wholly equipped with phosphor serpentas may be upgraded to carry Incense Burners at +15pts per model.

SPECIAL RULES

Perpetual Loping: Ironstrider Engines lope onward, whether they are crewed or not. When an Ironstrider is wrecked, do not leave the model as a terrain feature, instead remove it from the battlefield - the machine's perpetual motion drives it off of the battlefield. Additionally, Ironstriders have the Fleet, Hit and Run and Move Through Cover special rules.

Taser Lance: A Taser Lance is considered to be both a Shock weapon and a Mechanical Blade. A model using a Taser Lance adds +2 to its Initiative and to the Strength of its Taser Lance attacks in a turn that it charges.

Incense Burners: A unit with Incense Burners has a 5+ Cover Save.

Ironstrider engines are a unique example of near perpetual motion. Their own movements perpetuate their eternal march. Hard-wired and limb-snipped into their seats, a mono-task servitor is committed to steering the walker as its Skitarii pilot is mounted on the engine's canopy.

These riders are specialised in a particular field of combat; a Dragoon might be an exceptional marksman or cavalryman while a Ballistarii pilot is an honoured heavy gunner. To be mounted on an Ironstrider is a lengthy process; the engines being so ancient and poorly understood that once stopped, they may be impossible to restart. The mounting process places the Ironstrider on a treadmill or circuit while the rider is tenderly placed atop via crane-harness.

Manufactory Standard

Ironstrider Ballistarii - 70pts/model
(Twin-Linked Autocannon +20pts)
Upgrades: May replace twin-linked autocannons with twin-linked lascannons (+10pts).

Sydonian Dragoons - 50pts/model
(Phosphor Serpenta, Radium Jezzail)
Upgrades: Radium jezzails may be replaced with taser lances (+10pts), all models may take incense burners (+15pts).

Skitarii Roughriders

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Skitarii Roughrider	18	3	4	3	3(4)	1	3	1(2)	8	4+
Roughrider Alpha	+8	3	4	3	3(4)	1	3	2(3)	8	4+

Unit: Skitarii Roughrider Squad Leader and 2-9 Skitarii Roughriders.

Wargear: Every model is equipped with a Cybermount and two phosphor pistols. The Skitarii Roughrider Squad Leader may replace one of its pistols with a shock weapon.

Options: All models may replace be upgraded with sulphur casters for +5pts per model or replace their weapons with a galvanic carbine and mechanical blade for +6pts per model.

For every 3 models in the unit equipped with phosphor pistols, one model may replace one of its phosphor pistols with a phosphor blaster for +5pts.

The Skitarii Roughrider Squad Leader may be upgraded to a Roughrider Alpha for +8pts. A Roughrider Alpha may replace one of its weapons with an item from the Privileged Unit Weapons list and may take up to 20 pts of wargear from the Privileged Unit Wargear list.

One Skitarii Roughrider may be equipped with a Data Tether for +5pts.

SPECIAL RULES

Cybermount: Models on a Cybermount are cavalry have +1 Toughness and Attacks (included in the profile above). These models may shoot with up to three Pistols at once.

Raiders: Units of Skitarii Roughriders may be upgraded to have the Scouts ability for +3 pts per model.

Patroling the deadly wastes found on the industry-poisoned surfaces of Forge-worlds, Skitarii Roughriders are the scouts and harassers of a Skitarii Cohort. The cybermounts available to these cavalry units are an unpredictable array of pseudo-animal constructs. Some equine and others stranger.

Native to the armoury of holy Mars itself are the cyber-canids. These lupine steeds are based on growth-enhanced canid bodies and augmented to the same standard as their Skitarii riders, sometimes fitted with oral mounted sulphur casters. Their sensor suites are more mechanical than animal, senses that are directly fed to their handlers via Noospheric linkage. These are among the many reasons the feared Serberys units are found among the numbers of most Forgeworlds' armies.

Manufactory Standard

Serberys Sulphurhounds - 23pts/model
(Sulphur Caster +5pts)
Upgrades: 1 in 3 may take phosphor blasters (+5pts each), one data tether (+5pts), upgrade their leader to an alpha (+8pts).

Serberys Raiders - 27pts/model
(Galvanic Carbine & Mechanical Blade, Raiders - Scouts Special Rule)
Upgrades: One data tether (+5pts) and upgrade their leader to an alpha (+8pts).

Onager Dunecrawler

Like so many of the vehicles weaponised by the Adeptus Mechanicus, Onager Dunecrawlers entered service as an engine of burden. The original pattern of Universal Land Engines are still used to transport heavy machinery across vast distances but they are far outnumbered by the millions of weapon platforms brought to the fore of Skitarii Cohorts.

Onager Dunecrawlers are intractable vehicles powered by miniature fusion engines, granting them the ability to run continuously without re-fuelling over days of gruelling battle - all while powering their mighty armaments. The blood-thirsty machine spirit of an Onager pushes its crew to increase its kill count, a drive that will invariably burn out the Skitarii hard-wired into its systems. Thus depleted, the fraying corpses of an engine's old crew will be fished out from the amniotic stew and replaced with a pair of proven Skitarii. The new pair will then carry on the legacy of the Onager's kill-screed.

> "Target lock confirm, the machine wills it, powering weapons. Kill confirm - 209 - Hallowed be the Screed."
>
> *- Onager Pilot R-VR-077390*

	Points	Front Armour	Side Armour	Rear Armour	BS
Onager Dunecrawler	120	12	12	11	4

Type: Tank

Squadron: If your army belongs to the Skitarii Cohort denomination then Onager Dunecrawlers may be taken as a squadron of two models - otherwise the unit is a single Onager Dunecrawler.

Wargear: Onager Dunecrawlers are equipped with a hull mounted twin-linked heavy phosphor blaster and a Data Tether.

Options: Any Onager Dunecrawler may replace its twin-linked heavy phosphor blaster with an icarus array for +10pts, eradication beamer for +25pts or a neutron laser and heavy stubber for +45pts.

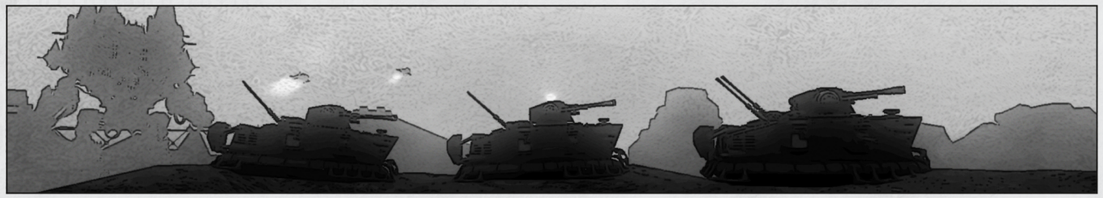
Any Onager Dunecrawler may be upgraded with an additional pintle-mounted heavy stubber for +10pts.

Any Onager Dunecrawler may take items from the Mechanicus Vehicle Upgrade list.

SPECIAL RULES

Crawler: Onager Dunecrawlers may never move more than 6" but suffers no impediment due to difficult or dangerous terrain and automatically pass dangerous terrain tests.

Emanatus Force Field: Onager Dunecrawlers have a 6+ invulnerable save against ranged weapons. While an Onager Dunecrawler is part of a squadron with another Onager Dunecrawler those models have a 5+ invulnerable save against ranged weapons.



Skorpius Disintegrator

The Skorpius Disintegrator is a mainline battle tank unlike all others fielded by the Imperium of Man. Where the treads of a Leman Russ or Predator will fall prey to the sucking traction of sand or mud - a Skorpius skims freely. In this way it is an expression of efficiency, a weapon deployable in any environ but it is a specific tool. Equipped as it is, for infantry diruption and dispersal - its Belleros Energy Cannon launches arcing bubbles of super-heated gas to obliterate compact formations and its Disruptor Missiles bombard elite units with lethal munitions.

Armed at times with a mighty Ferrumite Cannon, the vehicle's purpose is transmuted, now capable of striking vehicles with a succession of solid-core shells.

	Points	Front Armour	Side Armour	Rear Armour	BS
Skorpius Disintegrator	155	13	12	10	4

Type: Tank

Wargear: Skorpius Disintegrators have a turret mounted belleros energy cannon and heavy stubber, hull mounted twin-linked disruptor missile launcher, two heavy stubber sponsons and a Data Tether.

Options: A Skorpius Disintegrator may replace its belleros energy cannon with a ferrumite cannon for +15pts

Skorpius Disintegrators may take items from the Mechanicus Vehicle Upgrade list.

SPECIAL RULES

Hovercraft: Scorpius Disintegrators treat all water features and hazardous sand or mud as clear terrain when they move.

0-1 Kastelan Robot Maniple

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Kastelan Robot	120	3	3	6	11	11	10	3	2

Type: Walker

Squadron: A Kastelan Robot Maniple includes 2-4 Kastelan Robots.

Wargear: Each Kastelan Robot is equipped with a twin-linked heavy phosphor blaster and a carapace mounted flamer (If the twin-linked heavy phosphor blaster suffers a weapon destroyed result it instead becomes a single heavy phosphor blaster).

Options: Any Kastelan Robot may replace its twin-linked heavy phosphor blaster with two dreadnought close combat weapons for +5pts or a heavy phosphor blaster and dreadnought close combat weapons for +15pts.

Any Kastelan Robot may replace its flamer with a carapace mounted heavy phosphor blaster for +15pts.

SPECIAL RULES

Battle Protocols: When a unit of Kastelan Robots is deployed, select one of the Protocols to be active for that unit. This may later be changed by a Tech-Priest with Kastelan Data Wafers:

- **Conqueror Protocol:** Kastelan Robots in this unit are subject to the Rage special rule but add +1 to their Attacks and Initiative characteristics.
- **Aegis Protocol:** The Front Armour of Kastelan Robots in this unit is 12.
- **Protector Protocol:** The carapace weapons of Kastelan Robots in this unit are considered to be twin-linked but Kastelan Robots in this unit may not move or make sweeping advances for any reason.

Repulsor Grid: Kastelan Robots have a 5+ Invulnerable Save against ranged attacks. When an Invulnerable Save roll of 6 is made for a Kastelan Robot, the attacking unit is struck by a single hit made with the same weapon profile that was saved against. This is resolved as though the Kastelan Robot fired that weapon.

Datasmiths: Tech-Priest models (without a retinue) equipped with Kastelan Data Wafers may be attached and detached to/from Kastelan Robot Maniples as though they were infantry units. If a Tech-Priest is attached in this way, the unit does not need to make any morale or pinning tests as it is still a vehicle unit.

Ancient Relics: Immobilised models in Kastelan Robot Maniple squadrons are not automatically wrecked, you may choose for them to be immobilised as normal instead - Kastelan Robots are typically too valuable to lose.

Most arcane and esteemed of all the Mechanicus' creations, save perhaps the God Machines, are the robots of the Legio Cybernetica.

These semi-autonomous units are programmed to obey incredibly strict directives and strings of behaviour. Such 'protocols' improve the robot's basic competency with finely composed directives but unless directly tended to, the code may drive the robot to self-destruction through blunt inadaptability. In some cases robots have marched forward with unceasing scorn, only to plunge headlong into an abyss or melt in a flow of free-flowing lava. In others, the robot has stood, unloading phosphor bullets into an endless horde and eventually is overrun in dumb stupefaction as its ammo hoppers run dry.

In ancient times, the wonders of the Legio Cybernetica were multitudinous. Prior to the Schism of Mars, development of new automata was frequent and ever-advancing. Little is remembered of these advances besides the abhorrent products of what would later become the Dark Mechanicum. The uncorrupt relics of that time have largely been sequestered in the intervening millennia and superseded by the protocol dependent Kastelan Robots.

Even these contemporaneous Kastelans are priceless relics, the art of roboticism almost entirely lost to history. Thus, the deployment of Kastelans is a statement of severity. To dispatch engines of such value and scarcity is to declare total commitment. Losing a robot is not only to lose a relic but to grant the enemy a mighty, reprogrammable, weapon.

> **Manufactory Standard**
>
> Cybernetica Datasmith - 80pts/model (Sub-Adept 30pts, Kastelan Data Wafers +10pts, Power Fist +15pts, Gamma Pistol +7pts, Servo-arm +8pts, Adamantine Plating +10pts)

The horrors unleashed during the Schism of Mars forever poisoned the memory of the Legio Cybernetica. They were at one time the most quickly advancing military arm of the Mechanicum and that rapidity is oft credited with the worst depredations of their creed. Synthesis of base animal intelligence led to dabbling with the infusion of daemon-consciousness. A sin that ultimately reversed every increment of progress made by the Cybernetica.

What little of the Legio survived the fires of Heresy was subject to total censure. No trust remained for the machines that seemed almost thinking and the options afforded to their wardens were trifold. Sequester their automata so that the taint would never re-emerge but the glory of their genius would never be lost. Dissect the bio-plastic cerebra of their automata and excise all but the most basic independancies. Or accept the evil nature of all autonomous machines and obliterate even these 'lesser and righteous works'.

Naturally, many refused the ultimatum and fled to the eye of terror with their now hated engines. Others fled to discreet corners of the galaxy where they hid their cybernetic charges, distrustful of the supposed amnesty offered to sequestered units. A few found sanctuary among like-minded peers on remote Forgeworlds. Yet in stranger circumstances some adepts of the Legio claimed that their herd of robots had fled of their own volition; such enemies of truth were subjected to augmetic excision.

From these misty histories a few strange beings seem to have emerged across the millennia. Known commonly as 'Itinerants', wild robots have appeared as saviours to numerous Imperial armies and at times to civilians in danger.

These legendary beasts are regarded with veneration by servants of the Machine God, much of the hostility to such things forgotten in the intervening eras. But for all their immaculate presence, the animus of an Itinerant is unstable and unpredictable. The engineering of the elder robots did not account for centuries without tending, nor did it account for how neuro-plastic materials might degrade or grow. At its heart, an Itinerant is a fickle animal and it is a foolish adept that attempts to tame one.

0-1 Itinerant Robots

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Lumbering Robot	200	3	3	10	13	12	11	2	2(3)
Artificed Robot	100	3	3	8	12	11	10	3	2(3)
Pack Robot	70	3	3	6	10	10	10	4	2

Designer's Note: This codex does not aim to fully encompass the complexities of the Cybernetica of the 31st Millennium - instead it aims to provide a rough framework within which to represent those models you might have within the context of the wild "itinerant" robots that have evaded the purges of synthetic intelligence in the intervening millennia. More accurate and specific unit and weapon profiles may be better supported by a dedicated supplement. These rules represent a more general and degraded breadth of robots that have grown temperamental and unreliable without the attention of dedicated attendants.

Type: Walker

Squadron: An Itinerant Robot unit is composed of 1 Lumbering Robot, 1-2 Artificed Robots or 1-3 Pack Robots.

Wargear: Lumbering Robots are equipped with a grand destroyer and two power weapons, one with a built in twin-linked mulcher.

Artificed Robots are equipped with two power weapons and either a mulcher or a destroyer.

Pack Robots are equipped with a mulcher and a twin-linked render.

Options: All Artificed Robots may be equipped with a twin-linked bolter for +3pts per model, a twin-linked flamer for +15pts per model or a twin-linked destroyer for +40pts; these are built into that robot's power weapons, the first time such a power weapon is destroyed, the twin-linked quality is lost.

All Pack Robots may lose the Walker vehicle type and become Skimmers (losing their Weapon Skill, Strength, Initiative and Attacks characteristics) for +5 pts per model.

SPECIAL RULES

Wild Relics: Immobilised models in Itinerant Robot squadrons are not automatically wrecked, they are just immobilised as normal - these packs have survived together for millennia and will not abandon one another now.

Elder Weapons: *Itinerant Robots wield an assortment of ancient and wondrous weapons beyond the taxonomy of modern understanding - thus is the elegance of elder weaponry described in the most base terms of comprehension.*

Elder Weapons	*Range*	*S*	*AP*	*Type*
Grand Destroyer	*48"*	*9*	*2*	*Ordnance, Large Blast*
Mulcher	*36"*	*5*	*4*	*Heavy 6*
Destroyer	*24"*	*8*	*2*	*Rapid Fire*
Render	*24"*	*4*	*5*	*Heavy 2, Rending*

Designer's Note: As stated above, these weapon profiles are an approximation of the multifarious options available to automata of the 31st Millennium. The Grand Destroyer represents a massive shoulder mounted cannon or bombard, the Mulcher any dedicated anti-infantry weapon, the Destroyer any dedicated anti-vehicle weapon and Renders represent smaller calibre but still effective anti-infantry weapons.

Feral Behaviour: At the beginning of your turn, roll a D6 for each Itinerant Robots squadron in your army. Each type of robot is affected by a different set of Feral Behaviors.

D6	Pack Robots	Artificed Robots	Lumbering Robots
1.	**Hide:** This turn, the Robots must move to put cover between themselves and the enemy. If they have not found cover by your Shooting phase they must run to reach cover.	**Fidgeting Hoppers:** The Robots may not shoot his turn.	**Power Blank:** The Robot may not shoot its Grand Destroyer this turn and may not charge if it moves in your Movement phase.
2-4.	**Lurk:** The Robots have the Stealth ability until your next turn.	**Hunting:** The Robots have the Acute Senses ability this turn.	**Ancient Hate:** The Robot has the Rage ability this turn.
5-6.	**Pounce:** The Robots move unimpeded by difficult or dangerous terrain this turn.	**Unfettered Fury:** The Robots have the Furious Charge ability this turn.	**Fleeting Cognisance:** The Robot adds +1 to its Weapon Skill and Ballistic Skill this turn.

"WE CANNOT ALLOW THE CYN-BEARER TO SLIP AWAY, THE TACTICAL VALUE OF SUCH AN ENGINE IS ABSOLUTE!

NOT ONLY ARE ITS WEAPONS WITHOUT PEERAGE BUT ITS PATTERN IS NOT RECORDED IN THE DATA-VAULTS OF TEMPLE 93. IT MUST BE HONOURED APPROPRIATELY, NOT LEFT TO RUST IN THE UNDER-FORGES. WE WILL HAVE IT, FOR THE GLORY OF THE MACHINE GOD!

THERE! IT HAS SLAIN THE LAST ORK, IT WILL SOON LOSE INTEREST, MOVE, MOVE!

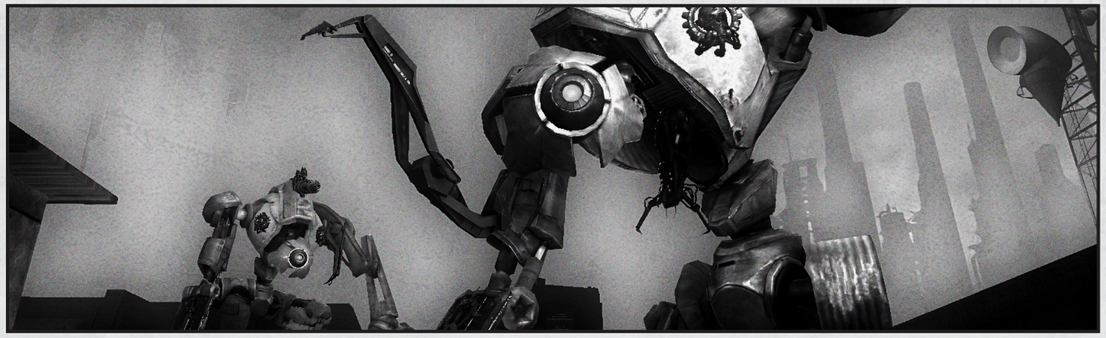
<STATIC>

YOU WILL NOT ESCAPE ME RELIC, THE TEMPLE WILL HAVE YOU!

<STATIC>

TO ME SKITARII! BRING THE GOADS! SUBDUE THE BEAST! YOU WILL BE WORSHIPPED DAMN YOU!"

-Datasmith Pluras Phi-93
Last recorded words.



Hastarii

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Hastarii	35	3	4	3	4	1	2	1	8	3+
Hastarii Squad Leader	20	3	4	3	4	1	3	1	8	3+
Hastarii Alpha	+8	3	4	3	4	1	3	2	8	3+

Unit: Hastarii Squad Leader and 4 Hastarii.

Wargear: All Hastarii are equipped with an eradication ray and phosphor pistol. The Hastarii Squad Leader is equipped with a mechanical blade and a phosphor pistol, it may be equipped with an eradication ray for +15 pts.

Options: The Hastarii Squad Leader may be upgraded to a Hastarii Alpha for +8pts. A Hastarii Alpha may replace their mechanical blade with up to two items from the Privileged Unit Weapons list and may take up to 20 pts of wargear from the Privileged Unit Wargear list.

All models equipped with eradication rays may replace them with a las-lance for +10pts per model.

All models or all Hastarii may replace their phosphor pistol with an arc pistol for +3pts per model.

Hastarii are a specialised combat form of the sagitarii; not merely equipped with heavy weapons but built in corporeal commitment to that weapon. Bulked by immense backpack-mounted generators, a hastarii's own lifeforce is entwined with the power of its weapon and its senses are slaved to the reticule of its barrel.

These living weapon batteries are costly to produce and are thus not seen outside of dedicated hastarii formations or under the command of the Ordo Reductor.

Manufactory Standard

Hastarii Exterminators - 38pts/model
23pts/leader
(Eradication Ray, Arc Pistol +3pts)
Upgrades: Leader may be an alpha (+8pts).

Hastarii Fusiliers - 45pts/model
20pts/leader
(Las-lance +10pts, Phosphor Pistol)
Upgrades: Leader may be an alpha (+8pts).

DOGMAS & DENOMINATIONS

Armies of the Adeptus Mechanicus are profoundly influenced by the Dogma of their parent Forgeworld. Sometimes a Forgeworld is so influential that its Dogma guides that of their tributary Forges and of those in their political orbit. No Forgeworld can claim nearly so much influence as that of Mars, the red planet and birthplace of the Cult Mechanicus. The Orthodoxy of its Dogma stretches from one end of the galaxy to the other. These Dogmas can influence what technologies are favoured by a given Mechanics army, it often provides a specialisation of specific units but may also be hampered by the idiosyncrasies of their divergent thought. Likewise, armies of the Adeptus Mechanics are rarely constructed without the indelible mark of its labyrinthine political and organisational divides.

When constructing your Adeptus Mechanics army, you may select a single Dogma to impose upon your army and you may also select a Denomination, a specialisation into one branch of the Mechanicus' military. An army may choose not to select one of either or both and in such a case is assumed to cleave to the Martian Orthodoxy closely.

Note that Dogmas and Denominations are not all compatible and may impose restrictions as well as benefits upon your army.

DOGMAS

A HIGHER CALLING

Some Magi believe their purpose is far apart from the menial exercise of battle. Their armies are puppetted from control centres in orbit.

Tech-Priest models from your army cost +10 pts and, unless the mission forbids reserves or depicts an attempted assassination, they must be held in Orbital Command instead of being deployed normally.

A Tech-Priest held in Orbital Command is effectively in reserves and is considered to be connected to your army's Datasphere so that it may use Doctrina Encoders and Canticle Hailers. It will however, never enter the battlefield. If all other units in your army are destroyed then units in Orbital Command are also considered to be destroyed.

Your army may not include Sub-adepts, Tech Congregations or Electro-Priests units as these clergymen are divested from lowly combat.

Your Tech-Priests may however take a Tech Congregation retinue.

THE PYLGRIMAGE

This army marches through the dust of war-wracked worlds in burden as Pilgrims carry their sins.

Infantry, Jump Infantry and Cavalry units (excluding units with the Mindlock ability) in your army may become Battle Pylgrims for +2pts per model.

Battle Pylgrim models have the Move Through Cover and Night Vision abilities and are equipped with Assault Grenades. Units of Battle Pylgrims may also be upgraded with Krak grenades for +2pts per model.

Your army may not include Dedicated Transports.

SANCTIC SECRECY

The Cult Mechanicus is far from an evangelical creed. This Forgeworld holds secrecy as a pillar of piety.

Infantry units (excluding units with the Mindlock ability) in your army may may take the Infiltrate and Stealth abilities at +3pts per model

Armies with this Dogma may not take Canticle Hailers, Aspersion Casters or Data Casters as these devices disseminate data-liturgy that the Magi believe ought to be closely guarded.

This Dogma may not be taken with the Myrmidon Section Denomination.

BLESSINGS OF CREATION

The forges of the Mechanicus burn eternally to fuel the materiel demanded by the Imperium's many armies. Fresh produce always requires a field test.

Select either the Astartes or Militarum armoury for your army to borrow from.

Armies that select the Militarum armoury may include the following selections from Codex: Imperial Guard (2003).

Fast Attack: Sentinel Squadron, Hellhound

Heavy Support: Leman Russ Battle Tank, Leman Russ Demolisher, Basilisk

Any unit in your army that may take a Skorpius Dunerider as a Dedicated Transport may take a Chimera Transport instead.

Armies that select the Astartes armoury may include the following selections from Codex: Space Marines.

Fast Attack: Land Speeder Squadron

Heavy Support: Vindicator, Predator Annihilator, Predator Destructor, Whirlwind, Land Raider

Any unit in your army that may take a Skorpius Dunerider as a Dedicated Transport may take a Rhino or Razorback Transport instead.

In either case these units must draw wargear from their own options or vehicle wargear and may not draw their wargear from options in this book.

Additionally, your army may only include 0-1 of the following units: Skorpius Duneriders, Ironstrider Packs, Onager Dunecrawlers, Skorpius Disintegrators, Kastelan Robot Maniple, Itinerant Robots.

This Dogma may not be taken with the Cybernetica Conclave.

DENOMINATIONS

SKITARII COHORT

The Skitarii Legions are more numerous than any other military instrument of the Mechanicus. Their specialist Maniples thus, number small armies in themselves.

Instead of selecting units normally, a Skitarii Cohort may purchase specialised Maniples. Each Maniple is composed of several units that only count as a single choice on the Force Organisation chart. Your army must include at least one Skitarii Infantry Maniple.

Skitarii Infantry Maniple (Troops)

0-1 Skitarii Cognitient
(Must be a Marshal)

1 Skitarii Overlord Squad
(Taken as a retinue of Demicogs if a Skitarii Cognitient is selected)

One of the following:

2-5 Skitarii Infantry Squads

2-5 Hypaspist Units

Skitarii Infiltrator Maniple (Elites)

0-1 Skitarii Cognitient
(Must be a Tyrant)

1 Skitarii Overlord Squad
(Taken as a retinue of Demicogs if a Skitarii Cognitient is selected)

Any Demicogs or Tyrants must be equipped with Dunestrider Augmetics for +10 pts per model. These models also add 1 to their Initiative.

2-5 Sicarian Units

Pteraxii Maniple (Fast Attack)

0-1 Skitarii Cognitient
(Must be a Marshal)

1 Skitarii Overlord Squad
(Taken as a retinue of Demicogs if a Skitarii Cognitient is selected)

Any Demicogs or Marshals must be equipped with Flight Packs for +6 pts per model. These models also add 1 to their Initiative.

2-5 Pteraxii Units

Cavalry Maniple (Fast Attack)

0-1 Skitarii Cognitient
(Must be a Marshal)

1 Skitarii Overlord Squad
(Taken as a retinue of Demicogs if a Skitarii Cognitient is selected)

Any Demicogs or Marshals must be equipped with Cybermounts for +7 pts per model. These models may also take sulphur casters for +5 pts per model.

2-5 Skitarii Roughrider Units

Units in Maniples may take Dedicated Transports.

Onager Dunecrawler units from your army may be taken as a squadron of two Onager Dunecrawlers.

Only Skitarii Cognitients taken as an HQ choice may be upgraded with a Doctrina Encoder.

Tech-Thralls may not be taken as compulsory troops choices in your army.

Your army may not include Sub-adepts.

Your army may only include 0-1 of the following units: Tech-Priests, Electro-Priests, Servitor Combat Rigs, Kastelan Robots, Itinerant Robots

LEGIO CYBERNETICA

There are few armies that inspire such dreadful awe as the full deployment of the Legio Cybernetica. For them to commit such forces is for them to know certain victory.

Your army is not subject to the 0-1 limit on units of Kastelan Robot Maniples. Additionally, Kastelan Robot Maniples may be taken as non-compulsory Troops choices but these must number only two models and still may not capture objectives (attached Tech-Priests may do so as normal).

Your army may include 0-2 Itinerant Robots units.

Your army is not subject to the 0-1 limit on units of Sub-Adepts and must include at least one unit.

All Adepts and Magi in your army must be equipped with Cybernetica Data Wafers for +10pts per model.

Your army is limited to 0-1 Fast Attack choices.

GENETOR HOST

Engineered biological supremacy, experimental organs and organisms, expenditure of genetic waste - these are the absurd commonalities of the Genetor priesthood's contributions to war.

Servitors units from your army that number at least ten models may be taken as compulsory Troops choices (ignoring the Support Unit rule).

Servitor Combat Rig units from your army may be taken as non-compulsory Troops choices. Additionally, Servitor Combat Rig units taken as Elite choices may be equipped with both Gene-Bulking and Adamantine Plating for +25pts per model.

Skitarii Overlord Squads from your army may be upgraded with Gene-Bulking (granting +1 to their Strength and Toughness characteristics) for +10pts per model.

Your army is not subject to the 0-1 limit on units of Sub-Adepts.

All Adepts and Magi in your army must be equipped with either Biologis Systems, Products of Chymistry or a Servitor Cortex.

Hypaspists units and Skitarii Infantry Squads from your army may not be compulsory Troops choices.

Your army is limited to 0-1 Heavy Support choices.

MYRMIDON SECTION

The Ordo Reductor worship the Machine God as the Unmaker God, deity of all death and ruin. The Myrmidons, their roving war-priests, join themselves to armies of the faithful in certainty that they will find targets for righteous obliteration.

Your army may take Tech Congregations as Elites or Heavy Support choices, these units are considered to be Myrmidon Hosts. Your army must include at least two Myrmidon Hosts.

All models in Myrmidon Hosts cost 25pts, these models have a Weapon Skill and Ballistic Skill of 4 and are equipped with Gene-Hulked Warbodies. These units also lose the Blessings of the Omnissiah ability and may not take Machine Relics. No model in a Myrmidon Host may take wargear from the Tech-Priest Wargear list that costs more than 10pts and each model must take at least 20pts of weaponry.

All Adepts and Magi in your army must be equipped with a Gene-Hulked Warbody.

Your army may only include 0-1 of the following units: Skitarii Overlord Squad, Sicarians, Electro-Priests, Servitor Combat Rigs.

More Dogmas and Denominations may be included in future updates to this codex.

MECHANICUS SUMMARY

UNITS

	WS	BS	S	T	W	I	A	Ld	Sv
Magos	4	4	3	3	3	4	2	9	4+
Adept	3	3	3	3	2	3	1	8	4+
Subdominus	4	4	3	3	3	3	3	9	4+
Tyrant	5	5	3	3	2	4	3	8	4+
Marshal	4	4	3	3	2	3	2	8	4+
Adept Minoris	3	3	3	3	1	3	1	8	4+
Skitarii Demicog	4	4	3	3	1	3	1	8	4+
Skitarii Warden	4	4	4	4	1	4	2	8	3+/5+
Sicarian	4	3	3	3	2	4	1	8	4+
Sicarian Alpha	4	3	3	3	2	4	2	8	4+
Electro-Priest	4	4	3	3	1	3	2	9	-/5+
Servitor Combat Rig	2	2	4	4	3	2	2	7	4+
Hypaspist	3	3	3	3	1	3	1	7	5+
Hypaspist Alpha	3	3	3	3	1	3	2	8	5+
Servitor	2	2	3	3	1	2	1	7	4+
Skitarii	3	4	3	3	1	3	1	8	4+
Skitarii Alpha	3	4	3	3	1	3	2	8	4+
Tech-Thrall	2	2	3	3	1	2	1	7	6+
Pteraxii	3	4	3	3	1	4	1	8	4+
Pteraxii Alpha	3	4	3	3	1	4	2	8	4+
Skitarii Roughrider	3	4	3	3(4)	1	3	1(2)	8	4+
Roughrider Alpha	3	4	3	3(4)	1	3	2(3)	8	4+
Hastarii	3	4	3	4	1	2	1	8	3+
Hastarii Squad Leader	3	4	3	4	1	3	1	8	3+
Hastarii Alpha	3	4	3	4	1	3	2	8	3+

VEHICLES

	Armour			
	Front	Side	Rear	BS
Abeyant	11	11	10	2
Skorpius Dunerider	11	11	10	4
Onager Dunecrawler	12	12	11	4
Skorpius Disintegrator	13	12	10	4

				Armour				
	WS	BS	S	Front	Side	Rear	I	A
Ironstrider	4	4	4	10	10	10	3	2
Kastelan Robot	3	3	6	11	11	10	3	2
Lumbering Robot	3	3	10	13	12	11	2	2(3)
Artificed Robot	3	3	8	11	11	10	3	2(3)
Pack Robot	3	3	6	10	10	10	4	2

ORDNANCE

Weapon	Range	Strength	AP	Type
Belleros Energy Cannon	36” G	5	3	Ordnance 1, Barrage, Large Blast
Ferrumite Cannon	48”	9	2	Ordnance 2
Neutron Laser	12”- 48”	10	1	Ordnance 1, Blast (small)

MELEE WEAPONS

Shock Weapon: A shock weapon is a type of close combat weapon, attacks made with shock weapons have a Strength of 4, regardless of the user's Strength characteristic. When an attack is made with a shock weapon, a Hit-Roll of 6 scores two additional hits.

Mechanical Blade: A Mechanical Blade is a type of close combat weapon with the Rending weapon trait. This means that like with shooting, wound rolls of 6 ignore armour saves and armour penetration rolls of 6 may add an additional D3 to the total.

RANGED WEAPONS

Weapon	Range	Strength	AP	Type
Arc Lance (Ranged)	6”	4	-	Assault 1, Static
Arc Pistol	12”	6	4	Pistol, Lance, Static
Arc Rifle	24”	7	4	Assault 1, Static, Lance
Autocannon	48”	7	4	Heavy 2
Bolt Pistol	12”	4	5	Pistol
Conversion Beamer	24”(48”)	6(9)	-(3)	Heavy 1, Blast, Conversion
Disruptor Missile Launcher	48”	6	3	Heavy 3, Pinning
Electrostatic Gauntlets	12”	4	-	Assault 2, Static
Eradication Beamer (Condensed)*	16”	8	1	Heavy 2
Eradication Beamer (Diffused)*	48”	6	4	Heavy 1, Large Blast
Eradication Pistol (Condensed)*	4”	6	2	Pistol
Eradication Pistol (Diffused)*	12”	4	5	Pistol, Blast
Eradication Ray (Condensed)*	8”	8	1	Heavy 2
Eradication Ray (Diffused)*	24”	6	4	Heavy 1, Blast
Flamer	Template	4	5	Assault 1
Flechette Blaster	12”	2	-	Pistol 3, Rending
Flechette Carbine	18”	2	-	Assault 5, Rending
Galvanic Carbine	18”	4	6	Assault 2
Galvanic Caster	18”	3	4	Rapid Fire, Rending, Pinning
Galvanic Rifle	30”	4	6	Rapid Fire
Gamma Pistol	8”	5	2	Pistol, Melta
Graviton Cannon	30”	*	4	Heavy 1, Large Blast, Graviton
Graviton Gun	18”	*	4	Heavy 1, Blast, Graviton
Heavy Arc Rifle	36”	8	3	Rapid Fire, Lance, Static
Heavy Bolter	36”	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Heavy Phosphor Blaster	36”	6	3	Heavy 2, Luminagen
Heavy Stubber	36”	4	-	Heavy 3
Hellgun	24”	3	5	Rapid Fire
Icarus Array	72”	7	4	Heavy 4, AA Mount
Las-Lance	36”	8	3	Heavy 1, Lance
Las-lock	18”	3	6	Assault 1
Macrostubber	12”	3	-	Pistol 5
Meltagun	12”	8	1	Assault 1, Melta
Micro Grenade Launcher (Frag)*	18”	3	-	Assault 1, Blast
Micro Grenade Launcher (Krak)*	18”	5	4	Assault 1
Multi-laser	36”	6	6	Heavy 3
Multi-melta	24”	8	1	Heavy 1, Melta
Phosphor Blaster	24”	5	4	Rapid Fire, Luminagen
Phosphor Pistol	12”	4	5	Pistol, Luminagen
Phosphor Serpenta	18”	5	4	Assault 1, Luminagen
Plasma Cannon	36”	7	2	Heavy 1, Blast, Gets Hot!
Plasma Gun	24”	7	2	Rapid Fire, Gets Hot!
Plasma Pistol	12”	7	2	Pistol, Gets Hot!
Radium Carbine	18”	3	-	Assault 3
Radium Jezzail	60”	X	4	Heavy 1, Sniper, Poisoned (3+)
Radium Pistol	12”	3	5	Pistol
Shotgun	12”	3	-	Assault 2
Stubber	24”	4	-	Rapid Fire
Sulphur Caster	Template	2	4	Pistol
Torsion Cannon	24”	8	1	Heavy 1, Lance, Pinning
Transuranic Arquebus	60”	X	3	Heavy 1, Sniper, Melta
Volkite Blaster	24”	6	5	Heavy 3, Deflagrate

**These weapons have two shooting profiles, when firing with them select which will be used.*