

The Main part of the Adeptus Mechanicus Army is from the New 2003 Codex: Imperial Guard, with some changes. The parts of this codex are of the Web and by Tim Huckelbery at [Timh@games-workshop.com](mailto:Timh@games-workshop.com) V. 02-27-00, and with a bit from V. 10-01-03. The changes that I made are to points, unit type, unit location, wargear, etc. I have also used the Doctrines style from the Codex Imperial Guard. So if you can get back to me with your thoughts, ideas, results and your Adeptus Mechanicus Doctrine to me at [knights\\_templar@hotmail.com](mailto:knights_templar@hotmail.com) it would be helpful. If you do sent your Doctrine please have with it a note of what style of army, and a brief history or background. And it might just get into the next vision (3.1).

Paul  
Siege Engineer

## **Adeptus Mechanicus Army** **The Cult of the Machine God**

### **Adeptus Mechanicus**

#### Notes

##### Introduction:

There are many types of Adeptus Mechanicus armies, some are Questing (Exploratory) army, Forgeworld army (Defensive) and Strike force (Assault). Each of these armies uses mostly the same units, units that are 0-1 in one army may not be in an other army. Do you get the idea?

##### How to use this list:

- \* One (and only one) Tech-Priest Engineer may be chosen as a HQ selection for any Imperial Guard, Daemonhunter, Adeptus Arbites, or Space Marine army. They gain all their normal options. If this is done, 1 Machine Cultists unit or 1 Tech-Guard unit may also be chosen as a Troops selection in the army for that game.
- \* You may select a special Adeptus Mechanicus force (1HQ + 1 Troops + 1 Heavy Support as a minimum) as a Detachment to either a Space Marine, Imperial Guard Army, or Sisters of Battle. Note the Mechanicus Detachment will always be allowed at least one Heavy Support selection, no matter the mission type.
- \* You can also field a pure Cult Mechanicus army, as per this army list.

Note that Adeptus Ministorum or Ordo Hereticus armies cannot use any Adeptus Mechanicus forces, or a Mechanicus force take any selections from those forces! You may also not take an Adeptus Mechanicus unit or Machine Cult Preacher if the main army includes any members of the Adeptus Ministorum or an Ordo Hereticus Inquisitor. Needless to say, they don't get along at all, and encounters between the forces of the two opposing creeds usually leads to armed conflict.

#### Special Rules

##### Adeptus Mechanicus Master Crafted Weapons

A master crafted weapon follows the normal rules, except that you may re-roll one failed 'to hit' roll per turn for an attack made by the master crafted weapon. Master crafted weapons are taken as an 'upgrade' for a weapon already being carried by a model and should be represented by a suitably ornate weapon on the model itself. Note that any weapons chosen from the Tech Relics section cannot gain this ability – even the bravest Tech-Priest would not dare tamper with these ancient and inscrutable devices!

### Blessing of the Machine-god:

All Tech-Priest have to start from the bottom and work their way up. So **any** Tech-Priest who starts the turn in contact with a damaged vehicle may attempt to make a repair. If the vehicle is immobilized or has a weapon destroyed, one of these defects (chosen by the tech-priest) is fixed on a roll of 6+. The Tech-Priest gets +1 for each Technical Servitor accompanying him.

### Force Organisation Chart

In many other armies the compulsory units are 1 HQ and 2 Troop Chooses but with an Adeptus Mechanicus army the compulsory units are 1 HQ, 1 Troop and 1 Heavy Support Choose. With the optional units of up to 1 additional HQ unit, 0-3 additional Elite units, 0-5 additional Troop units, 0-3 additional fast attack units and 0-2 additional Heavy Support units.

### Scenario/Mission Special Rules:

Adeptus Mechanicus forces have a Strategy Rating of 1D6, and a Vehicle Leadership Value of 9 for campaign use. For Missions involving Sentries, they use 10 Tech-Guard (Initiative 3).

### Special Equipment: Cyder-Enhancement

Almost all the units in the Adeptus Mechanicus army has the Special Equipment: Cyder-Enhancement, and at most of the time this is included in the cost of the unit. Even the Tech-Priest can used this 6+ Invulnerable save, at a cost of +15 pts per unit.

### Tech Quest

The Adeptus Mechanicus is in a never-ending search for lost technology from the Dark Age of Mankind, but also is always on the lookout for new or alien weapons and vehicles to study. The Tech-Priests will have instructed all members of the expeditionary force to be ready to act if they encounter any of the suspected items, and to quickly alert them for their inspection and retrieval.

When fielding a pure Adeptus Mechanicus force, roll a D6 before the game starts. On a roll of 6, your force has been instructed by the High Lords of Mars to undergo a Tech Quest. Randomly pick one character from the enemy forces before the game starts. The Adeptus Mechanicus forces have information that this individual has either knowledge of an archeo-tech source, or is using possible alien technology that the Lords of Mars want to inspect. That character will be the target of the Tech-Quest. If the target is killed or destroyed for any reason leave it on the board rather than removing it as normal. If any character from the Adeptus Mechanicus force can get to it before the end of the game, their side will gain an additional D3x10 extra Victory Points in scenarios that use victory points to determine the winner. If the target was originally killed in close combat, you may double the result of extra VP's. If the Quest target runs off the board, the Tech-Priests side automatically get the points. Otherwise the other side gets the extra D3x10 victory points.

### Teleporters

The Adeptus Mechanicus are the master of technology with any device deployed on the battlefield. Such devices like the teleporter, which has serve the Adeptus Mechanicus' Shook troops to get the drop on the enemy. Units that Deep Strike may roll 3D6 and discards one, and the scatter dice may be re-roll as well. Units that used this will miss the first turn of rolling for reserves and starts normal the next turn (i.e. 4+ turn 3, 3+ turn 4, 2+ turn 5, etc). Units that Deep Strike at the start of the battle may not re-roll the scatter dice. This only applies to Unit of Adeptus Mechanicus. Allied units from other army types like the Imperial Guard, Daemonhunter, the Adeptus Arbites, Space Marine, etc can not used this rule.

## Adeptus Mechanicus Armoury

Adeptus Mechanicus characters have up to two single-handed weapons, or one single-handed weapon & one two-handed weapon. Each character may have up to 100 pts of extra wargear from the Adeptus Mechanicus Armoury. You may not take duplicate items for the same model and all wargear and weapons must be shown on the model.

<b>One Handed weapons</b>	<b>Points</b>
Autopistol .....	1 pt
Bolt pistol.....	2 pts
Close combat weapon.....	1 pt
Cult Mechanicus Power Axe.....	22 pts *
Hand Flamer .....	7 pts
Hellpistol .....	1 pt
Laspistol.....	1 pt
Plasma pistol.....	15 pts
Power fist .....	25 pts *
Power weapon .....	15 pts *
Storm Shield.....	10 pts *
Thunder hammer.....	30 pts *
<b>Two Handed weapons</b>	<b>Points</b>
Assault Stubber.....	12 pts *
Autogun.....	2 pts
Bolter.....	3 pts
Combi-weapons:	
Bolter-flamer .....	10 pts *
Bolter-meltagun .....	17 pts *
Bolter-plasma gun.....	17 pts *
Bolter-Grenade launcher.....	12 pts *
Eviscerator .....	25 pts
Hell-blaster .....	15 pts *
Hellgun.....	2 pts
Lasgun .....	1 pt
Plasma blaster (Tech-Priests only)	20 pts *
Shotgun.....	1 pt
Storm Bolter .....	10 pts *
<b>Wargear</b>	<b>Points</b>
Artificer Armor (Independent Characters only) .....	20 pts
Auspex .....	5 pts *
Bionics .....	5 pts *
Carapace Armor.....	7 pts
Combat Bionics .....	10 pts *
Company Banner (Standard bearer only) .....	15 pts
Frag grenades.....	1 pt
Hover Disk.....	20 pts
Krak grenades.....	2 pts
Master-crafted weapon.....	10 pts *
Mechadendrites (Tech-Priests only)	5 pts *
Melta bombs.....	5 pts
Refractor Field <sup>1</sup> .....	18 pts
Servo-Arm (Tech-Priests only) .....	15 pts *
Servo-Skull (Tech-Priests only) .....	5 pts *
Servitor (Tech-Priests only) .....	varies *

Signum (Tech-Priests only).....	5 pts *
Symbol of Adeptus Mechanicus (Standard bearer only).....	40 pts
Targeter .....	7 pts
Teleport Homer.....	5 pts *
Terminator Armour (Tech-Priests only, Dose not include weapons).....	25 pts
<b>Tech Relics</b>	<b>Points</b>
Conversion Field <sup>1</sup> .....	30 pts
Daemon Shield .....	50 pts *
Displacer Field <sup>1</sup> .....	35 pts
Graviton Gun .....	30 pts *
Runes of the Machine God <sup>2</sup> .....	+20 %
Power Field.....	50 pts
Psychic implant (Magos, Questor & Enginseer only).....	25 pts *
Refractory Armor Coating .....	20 pts
Staff of Office (Magos only).....	35 pts *
Stasis Grenade (one use only).....	15 pts
Warp Crystal .....	40 pts *
Warp Jump Pack (one use only) .....	25 pts
Webber .....	20 pts *
<b>Vehicle Upgrades</b>	<b>Points</b>
Armored Crew Compartment:	
Tech-Guard Sentinel .....	15 pts
Others .....	20 pts
Boosters .....	25 pts
Ceramite Armour .....	25 pts
Electro Hull # .....	20 pts
Excavator arm # .....	15 pts
Extra Armor.....	5 pts
Heavy Weapon Mounting:	
Lascannon # .....	32 pts
Autocannon # .....	25 pts
Multi-Melta # .....	42 pts
Missile Launcher # .....	25 pts
Plasma Cannon # .....	37 pts
Heavy Bolter # .....	25 pts
Typhoon Missile Rack # .....	20 pts
Holy Icon.....	15 pts
Hover Lifters # .....	30 pts
Hunter-Killer Missile .....	20 pts
Improved Comms.....	20 pts
Machine Spirit .....	20 pts
Mine Sweeper # .....	5 pts
Pintle Mounted Storm Bolter # .....	15 pts
Pintle Mounted Heavy Stubber # .....	20 pts
Rough Terrain Modifications .....	5 pts

Runes of the Machine God <sup>2</sup> .....+20%  
 Searchlight .....1 pt  
 Servitor Crew Installation.....20 pts  
 Smoke Launchers .....3 pts  
 Track guards # .....10 pts

\* - Model in Terminator armour can only carry items mark with “\*”.

<sup>1</sup> - Multiple fields disrupt each other, thus a model may carry only one Field device in the game.

<sup>2</sup> - Runes of the Machine God cost an additional 20% of the cost for the character or vehicle after all other upgrades/wargear are bought.

# - Vehicle upgrades mark with # can not be used on Tech-Guard Sentinel

## Headquarters

### 1 Tech-Priests

Masters of Technology, the Tech-Priests rule over their home planet of Mars and countless other Forge Worlds throughout the Imperium. Each was once fully human, but as he has risen in rank in the Cult Mechanicus more and more mechanical augmentations are added to improve the fragile flesh. While they rarely leave their Fortresses, each is expected to lead at least one pilgrimage in search of lost relics such as the Standard Template Construct (STC) systems from the Dark Age of Technology upon reaching the degree of Tech-Priest. Some even make these questing expeditions their life work. Those on their first holy search are given the honorary title Questor, while a Tech-Priest Magos or Master represents one of the highest positions of achievement in the Cult. Any Tech-Priest no matter the rank though is totally committed to recovering the priceless knowledge and technology lost many millennia ago. Outfitted with rare tech-relics and aided by a small Cult Mechanicus contingent, they roam the galaxy in their holy mission.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Tech-Priest Magos	75	4	4	4	4	3	4	3	9	3+
Tech-Priest Questor	50	4	3	3	4	2	4	2	8	3+
Tech-Priest Technologist	40	3	3	3	3	1	3	2	8	3+

**Squad:** 1

**Weapons:** Tech-Priest carries a laspistol, power weapon (Axe) and a servo-arm. Tech-Priest counts as wearing power. The Tech-Priest Magos or Questor may specific in one discipline in their service to the Machine God. (See disciplines in wargear section for rules and cost.)

**Options:** All Tech-Priests have access to the Adeptus Mechanicus Armoury.

**Special Rules:**

**Blessing of the Machine-god:** see Special rules enter “Blessing of the Machine-god” above for more details.

**Bodyguard:** A Tech-Priest may be accompanied by one of three types of Bodyguards, either a Command Platoon, a unit Disciples or a unit of Servitor, see Servitor entry for details. Note that Disciples can be taken as a part of the Command Platoon but may acts as an independent unit. The Tech-Priest and Bodyguard count as a single HQ choice.

**Independent Character:** If unaccompanied, a Tech-Priest counts as an independent character.

**Leadership:** Any Adeptus Mechanicus units within 12”of the Tech-Priest may use his leadership when taking morale and leadership tests as long as he is not in close combat, falling back or pinned.

**Special Equipment:** The Tech-Priest counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

### 0-1 Command Platoon

A command platoon consists of a Command squad and 0-5 Support squads. The support squads can be Anti-tank squads, Mortar squads, Fire support squads, Special weapons squads, Advanced Weapons Support Squad, Sentinel squadron and Disciples, as listed below. No more than two support squads of each type (or one in case of Sentinel squadron, Advanced Weapons Support Squad and Disciples) may be used.

A command squad counts as a single unit for army selection, deployment and reserves purposes. However, each sub-unit may deploy or arrive in different location and act independently.

#### Command Squad

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Veteran	+6	3	3	3	3	1	3	2	8	5+
Tech-Guardsman	-	3	3	3	3	1	3	1	7	5+

**Cost:** The command squad costs 40 pts + Tech-Priest, weapons and upgrades.

**Squad:** A command squad consists of one Tech-Priest (See Tech-Priest enter for details), chosen from the list above, and a personal staff of four Tech-Guardsman.

**Weapons:** The Tech-Guardsmen are armed with either a lasgun or a laspistol and close combat weapon.

**Character:** The Tech-Priest is an independent character. However, the Tech-Priest must remain within 2" of the command squad at all times and may not leave it. If it is wiped out, the Tech-Priest reverts to being an independent character.

**Options:** Two Tech-Guardsmen may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the weapons from the following list: lascannon at +25 pts, multi-laser at +20 pts, autocannon at +15 pts, missile launcher at +15 pts, mortar at +10 pts or heavy bolter at +10 pts.

Any Tech-Guardsman not acting as heavy weapon crew may be armed with one of the special weapons from the following list: assault stubber at +12 pts, meltagun at +10 pts, plasma gun at +10 pts, grenade launcher at +8 pts or flamer at +6 pts.

The Tech-Guardsman can be equipped with frag grenades at +1 pt per model and/or Krak grenades at +2 pts per model.

One Tech-Guardsman not acting as heavy weapon crew or using special weapons may be equipped with a vox-caster at +5 pts. In the case of the Command Squad of the Command platoon, the vox-caster may be further upgraded to a master-vox for +20 pts.

**Character:** Any Tech-Guardsman not acting as heavy weapon crew, a vox-caster or using special weapons may be upgraded to a Veteran at +6 pts, and will have access to the Adeptus Mechanicus Armoury.

Up to two Veterans may select one of the following further upgrades:

- \* Standard bearer at +5 pts. The Veteran carries the company banner. Only the command squad acting as part of the command platoon may have a standard bearer.

- \* Medic at +5 pts. The veteran is equipped with a medi-pack.

**Transport:** The command squad may be mounted in a Chimera transport vehicle at +70 pts, a Rhino at +75 pts or a Razorback at +95 pts. See the Transport enters for more details.

#### Special Rules:

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

## 0-2 Fire Support Squad

The fire support squads are mainly used around built up installation in the possibility of a chaos uprising or invasion, with firepower that can take down groups of infantry or lightly armoured vehicles.

**Cost:** 50 pts + heavy weapons

**Squad:** Six Tech-Guardsmen forming three heavy weapon crews. See the command entry for Tech-Guardsman profile.

**Weapons:** Lasguns. Each heavy weapon crew must be equipped with one of the following: a heavy bolter at +15 pts, an autocannon at +20 pts or a multi-laser at +25 pts.

**Special Rules:**

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

## 0-2 Anti-tank Support Squad

This is same as the fire support squads, the Anti-tank Support Squad are mainly used around built up installation in the possibility of a chaos uprising or invasion, with firepower that can take down even the most heavies armoured vehicles.

**Cost:** 50 pts + heavy weapons

**Squad:** Six Tech-Guardsman forming three heavy weapon crews. See the command entry for Tech-Guardsman profile.

**Weapons:** Lasguns. Each heavy weapon crew must be equipped with one of the following: a Lascannon at +25 pts, missile launcher at +20 pts or a multi-laser at +25 pts.

**Special Rules:**

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

## 0-2 Mortar Support Squad

In many of the eyes of the Tech-Priests, that the Mortar Squads do more harm, then good. But in some cases the mortar teams have uncovered hidden enters to vase network of underground bunkers, labs and control rooms.

**Cost:** 50 pts + heavy weapons

**Squad:** Six Tech-Guardsman forming three heavy weapon crews. See the command entry for Tech-Guardsman profile.

**Weapons:** Lasguns. Each heavy weapon crew must be equipped with one of the following: a mortar at +15 or a Mole Mortar at +30 pts (see Advanced Weapons in wargear for details on this weapon).

**Special Rules:**

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

## 0-1 Sentinel Support Squadron

Cult Mechanicus forces often brings several squadrons of these common Imperial walkers, as they are useful for advance scouting of the area. Sentinel pilots are trained in long range reconnaissance and are usually sent out far in advance of the main force. Each carries a potent ranged weapon, and many are fitted with special excavation claws to aid in recovering buried or heavy machinery, (which double as effective close combat weapons too!).

One Sentinel Squadron may be selected, using the unit size, options and upgrades listed for the Sentinel Squadron

### 0-2 Special Weapons Support Squad

The Tech-Guard Special Weapons Squad was first used as exploratory team which were sent into alien Space hulks to sweep it floor by floor making it safe for the Tech-Priest to start there search. Later at the battle of 37-Alpha-9 where the Tech-Guard Special Weapons Squads work well moving and fighting from room to room, and serving as a body guard to there Tech-Priest.

**Cost:** 50 pts + weapons

**Squad:** Six Tech-Guardsman. See the command entry for Tech-Guardsman profile.

**Weapons:** Lasguns or laspistols and close combat weapon.

Up to three Tech-Guardsmen can replace their weaponry with a weapon from the following list (however, only one may carry a demolition charge): assault stubber at +17 pts, meltagun at +15 pts, flamer at +9 pts, grenade launcher at +12 pts, sniper rifle at +10 pts, or demolition charge at +10 pts.

**Special Rules:**

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

### 0-1 Advanced Weapons Support Squad

**Cost:** 50 pts + heavy weapons

**Squad:** Six Tech-Guardsmen forming three heavy weapon crews. See the command entry for Tech-Guardsman profile.

**Weapons:** Lasguns. Each heavy weapon crew must be equipped with one of the following: a Conversion Beamer at +65 pts, a Rapier Laser Destroyer at +35 pts, or a Thudd Gun at +45 pts. (See Advanced Weapons in wargear for details on all the weapons).

**Special Rules:**

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

### 0-1 Disciples

Tech-Priests are often accompanied by a select group of disciples. These assistants are invaluable in the exploratory force, and aid him in a variety of tasks from cataloging the finds to analysis of recovered archeo-tech to overseeing the workforce. In combat, they also aid their master with their various skills and abilities. While not full Tech-Priests, they are privy to many of the mysteries of the Cult; like their master are totally devoted to his quest to recover ancient technologies, the better to serve the Machine God.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Disciple	varies	3	3	3	3	1	3	1	8	6+

**Squad:** You may field between three and seven Disciples

**Weapons:** Unless stated otherwise, each Disciple is armed with a Laspistol.

**Disciple Types:**

**Artisan** (10 pts): These members of the hierarchy oversee construction for the Cult, from weapons to spacecraft to vehicles. Experts in using and deploying the vast Servitor populations on most Forge Worlds, Artisans are often seen in the field with numbers of these mindless slave-machines. The Tech-Priest may choose 2-4 Servitors chosen from their entry below to also accompany him. These extra models will count towards his maximum number of Disciples allowed.

**Genetor** (10 pts): Genetic scientists with deep knowledge of both human and alien physiognomies, Genetors are also expert at developing specialized toxins and venoms to deal with threats that might arise on the Quest. If a Genetor is taken, any

Laspistols chosen from the Armory may be upgraded to Needle Pistols for +5 points. If two or more Genetors are part of the force, then any model in a Tech-Guard, Tech-guard Storm Troopers, or Servitor unit that could normally take a Special Weapon may instead take a Needle Sniper Rifle for +12 points.

**Rune Priest** (15 pts): Overseers of the Cult's complex series of runes and liturgies which are used to inspire the holy vehicles and weapons into proper operation, Rune Priests are in a near-divine state of intuitive contact with the spirit of the Omnissiah. Not to be confused with the more barbaric members of the Adeptus Astartes, Cult Mechanicus Rune Priests can restore life to those devices which have turned away from the Emperor's blessing and restore them to good working condition. For every Rune Priest in the force, one roll on the damage table can be re-taken when a Cult Mechanicus vehicle suffers a penetrating or glancing hit, but only one re-roll per vehicle per turn. The Cult player must accept the result of the second roll, even if it is worse.

**Transmechanic** (15 pts): Transmechanics are specialists in communications technologies, and ensure that all members of the Exploratory force are in constant and clear contact with each other. For every Transmechanic in the force, one Reserves roll may be re-rolled, but only one re-roll per turn per unit/vehicle.

**Lexmechanic** (8 pts): These specially augmented members of the Cult Mechanicus are often seen accompanying Tech-Priests in the field. Their ability to store and process data at incalculable speeds is invaluable to their masters in deciphering ancient and alien technologies. They also can play an important role in any conflicts that arise, allowing them to calculate firing angles and ballistic trajectories, and predict how the enemy will react even before they have begun to move. As such, a Tech-Priest accompanied by a Lexmechanic will gain +1 to his Ballistic Skill, which remains in effect even if the Lexmechanic is killed.

**Acolyte/Apprentice** (7 pts): Junior members of the priesthood often accompany more senior Tech-Priests into the field, both to aid him and also to gain valuable experience as they begin their path upwards in the service of the Machine God. These Acolytes display near-worship for their master, and will gladly give their lives for him. If the Tech-Priest suffers a wound, he may allocate it to one of his Acolytes instead. This is done before taking any saving throws. Each Acolyte may choose additional weapons up to 25 points of weapons and wargear (combined), but not Tech-Relics.

#### Special Rules:

**Detachment:** The Disciples may become a Detachment of the Command Squad, and therefor counts as one unit. The Disciples must stay within 6" of the Command Squad, at all times.

**Independent unit:** If the Disciples do not become a Detachment of the Command Squad, then the unit is free to move on there own.

#### 0-5 Administrators

The Administrator is an overseer sent by the Imperium, to make shore that their interests are not over looked by the Adeptus Mechanicus and it tech-priests in there quest across the galaxy.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Administrator	40	3	3	3	3	1	3	2	8	5+

**Number/Squad:** You may have up to five Administrators in your Adeptus Mechanicus army. These do not count as one of your HQ choices and may be taken in addition to your allocation of HQ units in a mission.

**Weapons:** laspistol, close combat weapon and Flak Armour.

**Options:** Administrators have access to the Imperial Guard Armoury. The Administrators can not have Tech Relics

**Special Rules:**

**Advisors:** The Administrators count as been an advisor following the rule set down in the Codex: Imperial Guard, on page 40.

**Leadership:** An Administrator and unit he is assigned to may re-roll any failed leadership tests.

### 0-5 Recordists

The Recordists are recruited from the many of the Machine Cults across the galaxy. With the skill to full document the Quest as it unfolds from day to day, been from the Machine Cults the Recordists are Fanatical in all they do and in turn take down even the most small of details.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Recordist	35	3	3	3	3	1	3	1	7	5+

**Number/Squad:** You may have up to five Recordists in your Adeptus Mechanicus army. These do not count as one of your HQ choices and may be taken in addition to your allocation of HQ units in a mission.

**Weapons:** laspistol, close combat weapon and Flak Armour.

**Options:** Recordists have access to the Adeptus Mechanicus Armoury. The Recordists can not have Tech Relics

**Special Rules:**

**Advisors:** The Recordists counts as been an advisor following the rule set down in the Codex: Imperial Guard, on page 40.

**Fanatical:** The Recordists are recruited from the Machine Cultists to act as a scribe for the Tech-Priest and like all Machine Cultists the Recordist and a unit he is assigned to may re-roll any failed to hit roll on the turn they charge, while the Recordist are still alive.

### 0-5 Tech-Priest Translators

Tech-Priest Translators are important to the Tech-Priest Questor & Magos, with the ability to quietly understand the old languages and translate then. The true power to the Tech-Priest Translators is the psychic-induced power that they have.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Tech-Priest Translator	35	3	3	3	3	1	3	1	8	3+

**Number/Squad:** You may have up to five Tech-Priest Translators in your Adeptus Mechanicus army. These do not count as one of your HQ choices and may be taken in addition to your allocation of HQ units in a mission.

**Weapons:** laspistol, close combat weapon and Power Armour.

**Options:** Tech-Priest Translators have access to the Adeptus Mechanicus Armoury. The Tech-Priest Translators may have Tech Relics.

**Special Rules:**

**Advisors:** The Tech-Priest Translators counts as been an advisor following the rule set down in the Codex: Imperial Guard, on page 40.

**Blessing of the Machine-god:** see Special rules enter "Blessing of the Machine-god" above for more details.

**Psychic Implant:** The Tech-Priest Translators count as have the Psychic Implant, with this the Tech-Priest Translators may used a psychic power. Roll on table to see which psychic power he has.

**Servitor:** the Tech-Priest Translators may have up to one Technical Servitor each. This Servitor can be upgraded to a Psychic Booster at + 35 pts.  
**Special Equipment:** Tech-Priest Translators counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

### Headquarters or Elites

#### **Tech-Priest Engineers**

Tech-Priest Engineers are specially trained to spend their lives in the field, aiding other Imperial forces in combat as well as commanding detached Adeptus Mechanicus forces of their own. They are often found assisting Imperial Guard armies (where their legendary skills have earned them the title Engineer), or training Techmarines of the Adeptus Astartes. Unlike other Tech-Priests, they do not concentrate on a single discipline but are instead near-masters of nearly all Imperial technology. Their presence on the battlefield is often invaluable in maintaining fighting efficiency. It is often even said that a weapon repaired by an Engineer is superior to one brand new!

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Tech-Priest Engineer	50	3	3	3	3	1	3	1	8	3+

**Squad:** Up to two Tech-Priest Engineers can be included as a single HQ or Elite choice. They are deployed as a single unit but do not need to be placed together and operate independently during the game.

**Weapons:** laspistol, power weapon (axe) and servo-arm.

**Options:** Tech-Priest Engineers have access to the Adeptus Mechanicus Armoury.

**Character:** If on his own, a Tech-Priest Engineer is an independent character. If accompanied by Servitors (see wargear), he must remain in unit coherency with them and command them. If the Servitors are wiped out, the Tech-Priest Engineer reverts to being an independent character.

**Transport:** The Tech-Priest Engineer may be mounted in a Chimera transport vehicle at +70 pts, a Rhino at +75 pts or a Razorback at +95 pts. See the Transport enters for more details.

#### Special Rules:

**Blessing of the Machine-god:** see Special rules enter "Blessing of the Machine-god" above for more details.

**Independent Character:** a Tech-Priest counts as an independent character.

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

#### **Siege Engineers**

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Siege Engineer	35	4	4	3	4	1	3	2	8	4+

**Squad:** Up to three Siege Engineers can be included as a single HQ or Elite choice. They are deployed as a single unit but do not need to be placed together and operate independently during the game.

**Weapons:** Hell blaster, close combat weapons and bionics.

**Options:** Siege Engineers have access to the Adeptus Mechanicus Armoury. The Siege Engineers may wear Terminator Armour at a cost of 15 pts. This will have a save of 2+, with a 5+ invulnerable save and +1 attack bonus.

**Transport:** If the Siege Engineer is not in Terminator Armour, then the Siege Engineer may be mounted in a Chimera transport vehicle at +70 pts, a Rhino at +75 pts or a Razorback at +95 pts. See the Transport enters for more details.

#### Special Rules:

**Hell blaster:** The Hell blaster is set of twin-linked hellguns with the following rules: twin-linked, Rapid fire, Always counts as stationary.

**Skills:** The Siege Engineers counts as having the skills of Siege Specialists and Tank hunters.

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

### Elites

#### 0-1 Electro Priests

The smell of ozone and the bright flashes of blue-white herald the arrival of the Electro-Priests into battle. Electrically charged fanatics, they are the warrior elite of the Cult Mechanicus. Each is covered with an elaborate network of circuitry and power-runes embedded into their skin, and in combat they light up the battlefield as arcs of lightning leap out from their bodies. These special Electroos give them superhuman strength as well as other special abilities, but at a price. Only the most zealous and fanatical of Tech-Adepts are chosen for the subdermal implants, as their new electrical powers are a constant drain on their own life energies. Even so, many fall to the ground in the midst of the fighting as their minds become taxed beyond even their endurance by the intense strain.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Electro Priests	22	4	2	4	3	1	4	2	9	5+

**Squad:** An Electro Priest unit consists of 5-15 Electro Priests

**Weapons:** Electrode-augmented fists and Static discharges.

#### Special Rules:

**Electrodes:** These give the Electro Priests a higher than normal Strength and make their Close Combat attacks ignore Armor Saves. Their electrically heightened metabolism also allows them to move an additional D6" in the Shooting Phase, ignoring terrain.

**Static Shock:** In the first round of any combat the barely contained electrical buildup erupts from the Priests, arcing across their bodies and striking those around them. All enemy models in base contact are hit at Initiative 10 with a single S3 attack on a roll of 4+; Armor saves can be taken as normal. These attacks are worked out in the normal sequence for the combat, and remove models as you would other close combat casualties. Note that an Electro Priest who starts the combat in base contact will get its full number of attacks even if the model it is in contact with is removed by these attacks.

After the first round is over the excess electrical discharge is grounded somewhat and has no effect until a new combat is started later in the game. However, these electrical discharges makes it near suicidal both for them and the vehicle (and its crew!) to be bunched together inside a transport. Electro Priests can never be carried in any type of transport vehicle.

**Fanatical Attack:** Electro Priests must always assault an enemy unit if it is within range. If the Electro Priest unit fails a Morale Check in an Assault, the unit will not Fall Back. Instead, the unit will suffer an additional D3 wounds as the mental exertion takes its toll (saving throws allowed). Treat the combat as if it was a Drawn Combat in all other respects.

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile. Cyder-Enhancement counts as a 5+ instead of 6+

## Techmarine Apprentice

The Adeptus Mechanicus is responsible for the final training of the Adeptus Astartes Techmarines, those Space Marines who have shown special aptitude in utilizing and maintaining their various weapons systems. At any given time the Tech-Priests are imparting some of their experience to hundreds of aspiring Techmarines, but never are all secrets revealed of course! Often Techmarines accompany the Tech-Priests into the field, both as a learning exercise and also to aid in Tech Quests as experienced warriors. All are bound by powerful hypnoaths never to reveal anything that might be found on these expeditions though, much to the frustration of their chapter leaders.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Techmarine Apprentice	30	4	4	4	4	1	4	1	8	3+

**Squad:** You may include up to three Techmarine Apprentice as a single Elites choice.

**Options:** Techmarines may choose weapons and wargear from the Codex: Space Marines Armory listing, as per the restrictions in that list (see Codex: Space Marines for details),

### Special Rules:

**Always an independent character:** Techmarine is always an independent character and follows all the independent character special rules as detailed in the Warhammer 40,000 rulebook.

**Space Marine:** The Techmarine Apprentices are Space marines and in turn their are many different Space marines chapters, so the Techmarine Apprentice may follow the special rules set down in the different Codex Space Marine, Codex Supplements or in the White Dwarf. The three Techmarine Apprentice do not have to be from the same chapter.

E.g. Dark Angel's Techmarine Apprentice would be stubborn

### 0-1 Hardened Veteran

Even though the Tech-guard Veterans have not be elected into the elite Tech-guard Storm Troopers they still have the fighting spirit that they had when they first started.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Veteran	8	3	4	3	3	1	3	1	8	5+
Veteran Centurion	13	3	4	3	3	1	3	2	8	5+

**Squad:** Veteran Centurion and between four and nine Veterans.

**Weapons:** Each model may be armed with either a Lasgun or a shotgun or a laspistol and close combat weapon

**Options:** Two veterans may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the weapons from the following list: lascannon at +25 pts, multi-laser at +20 pts, autocannon at +15 pts, missile launcher at +15 pts, mortar at +10 pts or heavy bolter at +10 pts.

Up to three Veterans not acting as heavy weapon crew may be armed with one of the special weapons from the following list: assault stubber at +12 pts, meltagun at +10 pts, plasma gun at +10 pts, grenade launcher at +8 pts or flamer at +6 pts.

One Veteran not acting as heavy weapon crew or using special weapons may be equipped with a vox-caster at +5 pts.

The Veterans can be equipped with frag grenades at +1 pt per model and/or krak grenades at +2 pts per model. The Veterans may have bionics at +5 pts per model.

**Character:** Hardened Veteran Centurion has access to the Adeptus Mechanicus Armoury.

**Transport:** The command squad may be mounted in a Chimera transport vehicle at +70 pts, or a Rhino at +75 pts. See the Transport enters for more details.

#### Special Rules:

**Infiltrators:** If not equipped with a transport vehicle Veterans may be able to use their experience to take up an advanced position. They may therefore use Infiltrators rule if it is permitted for the mission being used. If it is not permitted then they must set up with the rest of the army.

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost is not included in profile.

#### Tech-guard Storm Troopers

Assigned to a Tech-Priest for his protection and to aid him on the Quest, these biologically and mechanically enhanced warriors are loyal and faithful followers of the Machine Cult creed. Not as mindlessly implacable as Servitors or as powerful as Space Marines, they are a potent blend of the two and the ideal warriors for Tech-Priests in the field.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Tech-guard Storm Trooper	10	3	4	3	3	1	3	1	8	4+
Centurion	10	3	4	3	3	1	3	1	8	4+
Veteran Centurion	+6	3	4	3	3	1	3	2	8	4+

**Squad:** Centurion and four to nine Tech-guard Storm Troopers.

**Weapons:** The Centurion has a hellpistol and close combat weapon. The Storm Troopers have hellguns with targeters. All Storm Troopers have frag & Krak grenades.

**Options:** Up to two of the Storm Troopers may be armed with one of the following special weapons: assault stubber at +12 pts, meltagun at +10 pts, plasma gun at +10 pts, flamer at +6 pts, or grenade launcher at +8 pts. Storm trooper squads may have meltabombs at +4 pts per model. A storm trooper not armed with a special weapon may be upgraded to a vox-operator at +5 pts. The storm troopers may have bionics at +5 pts per model.

**Character:** The Centurion may be upgraded to be a Veteran Centurion at +6 pts. A Veteran Centurion has access to the Adeptus Mechanicus Armoury.

**Transport:** The command squad may be mounted in a Chimera transport vehicle at +70 pts, or a Rhino at +75 pts. See the Transport enters for more details.

#### Special Rules:

**Infiltrator/Deep Strike:** Storm Trooper squads with out a transport vehicle may either Infiltrate at +1 pt per model and/or Deep Strike at +1 pt per model, if the mission permits.

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost is not included in profile.

### Troop

#### Infantry Platoon

An Infantry Platoon consists of a Command Squad – a Tech-Priest Technologist and his attendant staff, bought from the Command Squad entry – and from 2 to 5 Infantry Squads. Each platoon counts as a single troop choice on the Force Organisation chart when deploying, and rolled for collectively when rolled for reserves. Otherwise they function as independent units.

#### 2-5 Infantry Squads

Drawn from the Forge World planets assigned to accompany the Tech-Priests on their missions, Tech-Guard (or Skitarii to use their formal title) forms the backbone of the

Adeptus Mechanicus Ordo Militant. While not as deadly in combat the elite Tech-guard Storm Troopers, for mere humans they are devoutly loyal to the Cult of the Machine, well-trained and well-equipped, and flexible in combat. When not fighting, they often serve as assistant archeologists and skilled labor for their Tech-Priest masters in their search for lost technology.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Tech-Guardsman	-	3	3	3	3	1	3	1	7	5+
Centurion	-	3	3	3	3	1	3	1	7	5+
Veteran Centurion	+6	3	3	3	3	1	3	2	8	5+

**Cost:** 75 pts + weapons and upgrades.

**Squad:** Centurion and nine Tech-Guardsmen.

**Weapons:** Centurion may have laspistol and close combat weapon or a shotgun or a Lasgun. Tech-Guardsmen have lasguns.

**Options:** Two Tech-Guardsmen may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the weapons from the following list: lascannon at +25 pts, multi-laser at +20 pts, autocannon at +15 pts, missile launcher at +15 pts, mortar at +10 pts or heavy bolter at +10 pts.

One Tech-Guardsman not acting as heavy weapon crew may be armed with one of the special weapons from the following list: assault stubber at +12 pts, meltagun at +10 pts, plasma gun at +10 pts, grenade launcher at +8 pts or flamer at +6 pts.

One Tech-Guardsman not acting as heavy weapon crew or using special weapons may be equipped with a vox-caster at +5 pts.

The Tech-Guardsmen can be equipped with frag grenades at +1 pt per model and/or krak grenades at +2 pts per model.

**Character:** The Centurion may be upgraded to be a Veteran Centurion at +6 pts. A Veteran Centurion has access to the Adeptus Mechanicus Armoury.

**Transport:** none

**Special Rules:**

**Remnants:** Normally when a platoon suffers casualties, depleted squads are merged to remain at full strength. There may be troops left over from this process, so each platoon with at least two full squads may include a further squad at less than maximum strength. It will consist of a Centurion and between four and eight Tech-Guardsmen at +6 pts each. They may not include a heavy weapon team but may other options. Addition cost of 20 pts for the Cyder-Enhancement.

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

### Armoured Fist Squad

The Tech-guard functions as the mobile units of the Adeptus Mechanicus, equipped with either a Rhino or a Chimera abling them to sweep through ruins or for rapid deployment to defended a nearby dig sit.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Tech-Guardsman	-	3	3	3	3	1	3	1	7	5+
Centurion	-	3	3	3	3	1	3	1	7	5+
Veteran Centurion	+6	3	3	3	3	1	3	2	8	5+

**Cost:** 75 pts + weapons, upgrades and transport.

**Squad:** Centurion and nine Tech-Guardsmen.

**Weapons:** Centurion may have laspistol and close combat weapon or a shotgun or a Lasgun. Tech-Guardsmen have lasguns.

**Options:** Two Tech-Guardsmen may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the weapons from the following list: lascannon at +25 pts, multi-laser at +20 pts, autocannon at +15 pts, missile launcher at +15 pts, mortar at +10 pts or heavy bolter at +10 pts.

One Tech-Guardsman not acting as heavy weapon crew may be armed with one of the special weapons from the following list: assault stubber at +12 pts, meltagun at +10 pts, plasma gun at +10 pts, grenade launcher at +8 pts or flamer at +6 pts.

One Tech-Guardsman not acting as heavy weapon crew or using special weapons may be equipped with a vox-caster at +5 pts.

The Tech-Guardsmen can be equipped with frag grenades at +1 pt per model and/or Krak grenades at +2 pts per model.

**Character:** The Centurion may be upgraded to be a Veteran Centurion at +6 pts. A Veteran Centurion has access to the Adeptus Mechanicus Armoury.

**Transport:** The command squad **must** be mounted in a Chimera transport vehicle at +70 pts, or a Rhino at +75 pts. See the Transport entries for more details.

#### Special Rules:

**Units:** Up to one Armoured Fist squad may be fielded for each Infantry Platoon present.

**Special Equipment:** This unit counts as having Special Equipment: Cyber-Enhancement. Cost has been included in profile.

#### 0-1 Machine Cultists

Recruited from local populace for the most part, these common folk have been swayed by Cult Mechanicus Preachers into aiding the Tech-Priests on their quest. Others are recruited from Forge World planets to join these holy expeditions, moving from planet to planet to spread the Word of the Machine Spirit. Many may go on to join the ranks of the Tech-Guard, or perhaps even become members of the higher rankings of the Cult Mechanicus. But all start as members of Machine Cults, ready to prove their faith in the divine intellect of the Emperor.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Machine Cultists	5	2	2	3	3	1	3	1	6	5+
Machine Cult Preacher	+10	3	3	3	3	1	3	1	7	5+

**Squad:** The unit consists of 10-50 models.

**Weapons:** Machine Cultist units are armed with Autoguns, Lasguns or shotguns, and wear Flak Armor. Any member can exchange these for a close combat weapon and either a laspistol or autopistol for +1 point.

**Options:** Two Machine Cultists may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the weapons from the following list: multi-laser at +25 pts, missile launcher at +20 pts, heavy bolter at +15 pts or heavy stubber at +10 pts.

Up to two in every ten Machine Cultists model not acting as heavy weapon crew may be armed with one of the special weapons. From the following list: assault stubber at +12 pts, meltagun at +10 pts, plasma gun at +10 pts, grenade launcher at +8 pts, flamer at +6 pts or bolter at +3 pts.

Up to five Machine Cultist model not acting as heavy weapon crew or armed with a special weapon may replace their weapons with an exterminator for +15 pts.

**Character:** One Machine Cultist may be upgraded to be a Machine Cult Preacher at +10 pts. Machine Cult Preacher has access to the Adeptus Mechanicus Armoury.

#### Special Rules:

**Fanatical:** Machine Cultists may re-roll any failed to hit roll in close combat on the turn they charge.

**Special Equipment:** Machine Cultists can not have Special Equipment: Cyder-Enhancement.

### Servitors

To Resist the Will of the Machine God is Futile. This is the lesson shown to all who would defy the Adeptus Mechanicus by these, their mindless drones. Servitors are organic machines, cyborg hulks of flesh and metal. Many are grown in artificial bio-vats and mated to special mechanical augmentations, but some are once-human beings convicted of horrible heresies or other crimes. Now mind-wiped and programmed only to serve, they demonstrate the folly of challenging the Imperial might and the Masters of the Red Planet.

Servitors are used for an endless number of tasks throughout the Imperium, and form the bulk of the populations on many Forge Worlds. Once programmed for a task they perform it endlessly without complaint, no matter the hazard or tediousness involved. Their mechanical adaptations allow them to function in hostile environments, and to operate specialized machinery. In combat they serve as everything from driving transports to manning dangerous support weapons to forming small individual fighting units. Special mechanized targeting systems make them excellent shots and their implacable advance even when sustaining heavy casualties is unnerving to most enemy.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Technical Servitor	10	3	3	3	3	1	3	1	8	5+
Combat Servitor	25	4	3	3	3	1	3	1	8	4+
Gun Servitor	10+Gun	3	4	3	3	1	3	1	8	4+

**Squad:** The unit consists of 5-15 Servitors.

**Weapons:** Technical Servitor has having a close combat weapon, Combat Servitor has a power fist and a close combat weapon, and Gun Servitor has hell blasters

**Options:** Up to three Gun Servitor has one of the following weapons: multi-melta at +25 pts, heavy bolter at +15 pts or plasma cannon at +35 pts. Due to fuel restrictions, only one Plasma Cannon is allowed per unit.

### Special Rules:

**Mindless and Implacable:** Servitors will always pass all Morale Tests; and will never Fall Back (even if forced to do so automatically) or suffer Pinning. Anyone who is accompanied by a unit of Servitors will draw strength from their implacable followers and so will also pass all Morale Tests, never Fall Back, and never suffer Pinning. If required to take any Ld-based tests, they may always use the Servitors' Leadership value of 10.

**Repairs:** The Technical Servitors are able to repair battlefield equipment, on a 6+, the Technical Servitors may add +1 for each Technical Servitor over 6 in the unit.

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

## Transport

### Chimera

	Points	Armour	front	side	rear	Bs
Chimera	70 + weapons		12	10	10	3

**Type:** Tank

**Crew:** Tech-guards

**Weapons:** The Chimera may be armed with one of the following turret-mounted weapons: Multi-Laser (+10 pts), Heavy Flamer (+10 pts), Heavy Bolter (+10 pts),

Autocannon (+10 pts), Assault Cannon (+12 pts). In addition it may have a hull-mounted Heavy Bolter or Heavy Flamer for +5 pts.

**Transport:** The Chimera can transport up to 12 models.

**Access Points:** Passengers enter and exit via the access ramp at the back of the hull.

**Fire Points:** The Chimera is fitted with six hull lasguns which can only be used by the passengers. Additionally, one model may fire a weapon from the top hatch but this will make the Chimera count as an Open-topped vehicle for the purposes of resolving shooting attacks in the next enemy turn. If vehicle upgrades Heavy Weapon Mounting or Excavator arm is taken, they replace the top hatch and no model can fire out.

**Upgrades:** Tech-Guard Chimera cannot take any vehicle upgrades except Boosters, Ceramite Armour, Electro Hull, Excavator arm, Extra Armour, Heavy Weapon Mounting, Holy Icon, Hover Lifters, Hunter-Killer Missile, Improved Comms, Machine Spirit, Mine Sweeper, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, Smoke Launchers, or Track guards.

**Amphibious:** Chimera treats all water features as clear terrain when they move.

### Rhino

	Points	Armour	front	side	rear	Bs
Rhino	75		11	11	10	3

**Type:** Tank

**Crew:** Tech-guards

**Weapons:** Storm bolter

**Transport:** The Rhino can transport up to 10 models.

**Access Points:** Passengers enter and exit via the access ramp at the back of the hull and the side hatches.

**Fire Points:** Up to two model may fire there weapons from the top hatch but this will make the Rhino count as an Open-topped vehicle for the purposes of resolving shooting attacks in the next enemy turn. If vehicle upgrades Heavy Weapon Mounting or Excavator arm is taken, they replace the top hatch and no models can fire out.

**Upgrades:** Tech-Guard Rhino cannot take any vehicle upgrades except Boosters, Ceramite Armour, Electro Hull, Excavator arm, Extra Armour, Heavy Weapon Mounting, Holy Icon, Hover Lifters, Hunter-Killer Missile, Improved Comms, Machine Spirit, Mine Sweeper, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, or Smoke Launchers.

### Special Rules:

**Repair:** the Rhino is renowned for its reliability and ease of maintenance. If a rhino is immobilized and spends a turn without firing any weapons its driver may be able to effect a temporary repair that turn. Roll a D6 on a 6 the Rhino will be free to move in its next Movement phase. The check is made in the shooting phase.

### Razorback

	Points	Armour	front	side	rear	Bs
Razorback	95		11	11	10	3

**Type:** Tank

**Crew:** Tech-guards

**Weapons:** The Razorback is armed with turret-mounted weapons: twin-linked heavy bolter

**Options:** The twin-linked heavy bolter may be upgraded to one of the following: twin-linked lascannon at +20 pts, multi-melta at +5 pts, lascannon with twin-linked plasma guns at +15 pts, twin-linked autocannons at +20 pts or twin-linked assault cannons at +15 pts.

**Transport:** The Razorback can transport up to 6 models.

**Access Points:** Passengers enter and exit via the access ramp at the back of the hull and the side hatches.

**Fire Points:** The Razorback has no firing points

**Upgrades:** Tech-Guard Razorback cannot take any vehicle upgrades Boosters, Ceramite Armour, Electro Hull, Extra Armour, Holy Icon, Hover Lifters, Hunter-Killer Missile, Improved Comms, Machine Spirit, Mine Sweeper, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, or Smoke Launchers.

### Fast Attack

#### Hellhound

It is said that the hellhound was made just for the Adeptus Mechanicus. With the ability to incinerate the enemy with out damaging the Tech-Relics.

	Points	Armour	front	side	rear	Bs
Hellhound	115		12	12	10	3

**Type:** Tank

**Crew:** Tech-guard

**Weapons:** turret-mounted inferno cannon and hull-mounted heavy bolter

**Upgrades:** Tech-Guard Hellhound cannot take any vehicle upgrades Boosters, Ceramite Armour, Electro Hull, Extra Armour, Holy Icon, Hover Lifters, Hunter-Killer Missile, Improved Comms, Machine Spirit, Mine Sweeper, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, Smoke Launchers, or Track guards.

#### Special Rules:

**Inferno cannon:** The inferno cannon fires a lethal gout of flame over considerable distances. Its profile is as follows:

Range: 24"      S: 6                  A.P: 4                  heavy1, template

When firing the inferno cannon, designate a target unit and place the normal flame template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Hellhound's Bs. If you hit, then all models partially or wholly under the template are hit. If you miss, then are each hit on a roll of 4+.

#### Tech-Guard Sentinel Squadron

Cult Mechanicus forces often bring several squadrons of these common Imperial walkers, as they are useful for advance scouting of the area. Sentinel pilots are trained in long range reconnaissance and are usually sent out far in advance of the main force. Each carries a potent ranged weapon, and many are fitted with special excavation claws to aid in recovering buried or heavy machinery, (which double as effective close combat weapons too!).

	Points	Ws	Bs	S	Armour	front	side	rear	I	A
Sentinel	35	3	3	5		10	10	10	3	1

**Type:** Walker, Open-topped

**Crew:** One Tech-guardsmen.

**Squadron:** A squadron consists of between one and three Sentinel.

**Weapons:** Each Sentinel in a squadron must be armed in accordance with one of the following configurations. (A squadron may contain several different patterns):

\* Catachan pattern – heavy flamer (+5 pts)      \* Mars pattern – multi-laser (+10pts)

- \* Lifter pattern – power lifter (+10 pts)
- \* Malleus pattern – heavy bolter (+15 pts)
- \* Cadian pattern – autocannon (+15pts)
- \* Hive pattern – assault cannon (+15 pts)
- \* Armageddon pattern – lascannon (+20 pts)

**Claw Arm:** Often Tech-Guard Sentinels are fitted with a large mechanical claw, used for digging and lifting out precious tech relics the Priests discover on Questing expeditions. These claws are also useful in combat, as many Sentinel pilots have found in the midst of a desperate combat! Any Tech-Guard Sentinel may be fitted with the claw arm for + 7 points, giving it +1S and +1 Attack.

**Upgrades:** Tech-Guard Sentinel cannot take any vehicle upgrades except an Armored Crew Compartment, Ceramite Armour, Electro Hull, Extra Armour, Holy Icon, Hunter-Killer Missile, Improved Comms, Machine Spirit, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, or Smoke Launchers.

**Special Rules:**

**Scouts:** Tech-Guard Sentinels are often sent out into the forefront of the expedition, scouting out the advance terrain and picking out good deployment and excavation sites. To represent this, any Sentinels in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed.

In addition to this rule, after both sides have deployed, any Sentinels may make a 'free' move. The move happens before dice are rolled to determine who take first turn. All of the normal movement rules apply.

**Lifter pattern:** This pattern has a power lifter arm in stead of a range weapon, at +2 strength. If used with the Claw Arm then one attack is at the at +2 strength and the other is at +1 strength

**Chimera Recovery Vehicle**

	Points	Armour	front	side	rear	Bs
Chimera Recovery Vehicle	85 + weapons		12	10	10	3

**Type:** Tank

**Crew:** Tech-guards

**Weapons:** The Chimera Recovery Vehicle may be armed with one of the following turret-mounted weapons: Multi-Laser (+10 pts), Heavy Bolter (+10 pts), Assault Cannon (+12 pts) or Lascannon (+ pts). In addition it may have a hull-mounted Heavy Bolter or Heavy Flamer for +5 pts or Multi-Laser for +10 pts.

**Transport:** The Chimera Recovery Vehicle can transport up to 12 models.

**Access Points:** Passengers enter and exit via the access ramp at the back of the hull.

**Fire Points:** One model may fire a weapon from the top hatch but this will make the Chimera Recovery Vehicle count as an Open-topped vehicle for the purposes of resolving shooting attacks in the next enemy turn. If vehicle upgrade Excavator arm is taken, they replace the top hatch and no model can fire out.

**Upgrades:** Tech-Guard Chimera Recovery Vehicle cannot take any vehicle upgrades except, Boosters, Ceramite Armour, Electro Hull, Excavator arm, Extra Armour, Holy Icon, Hunter-Killer Missile, Improved Comms, Machine Spirit, Mine Sweeper, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, Smoke Launchers, or Track guards.

**Amphibious:** Chimera Recovery Vehicle treats all water features as clear terrain when they move.

**Special Rules:**

**Repairs:** If there is a vehicle within 2" of the Chimera Recovery Vehicle at the start of the shooting phase with either weapon destroyed or immobilized when the Chimera Recovery Vehicle may attempted to repair it, instead of shooting. Roll one D6 on a 5+ the vehicle is repaired.

### Tech-Guard Trike Squadron

The trikes were first deployed in the battle against the Orks of Forgeworld – Osiris 4, with the stored space marine bikes were stripped down and converted into a new design, the Trikes. Where the heavier vehicle of the Orks got bogged down in the soft sand, the trikes could move freely, abling the Adeptus Mechanicus to hold off the Orks with lightning fast attacks until reinforcement could arrive.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Tech-Guards Triker	-	3	3	3	3(4)	1	3	2	7	4+
Centurion Triker	-	3	3	3	3(4)	1	3	2	7	4+
Veteran Centurion Triker	+12	3	3	3	3(4)	1	3	3	8	4+

**Cost:** 135 pts + upgrades.

**Squad:** Centurion Triker and five Tech-Guards Trikes.

**Weapons:** Each Trike is armed with twin-linked bolters and a pintle-mounted multi-laser. Each Tech-Guardsmen is armed with a laspistol.

**Options:** Any Tech-Guardsmen in the squad can have a close combat weapon at +1 pt Each Tech-Guards Triker can replace its multi-laser with a Heavy flamer, or heavy bolter for free, or an autocannon or multi-melta for +15 pts. Up to one Tech-Guards Triker can replace its multi-laser with a Lascannon or a Typhoon Missile Launcher for +25 pts.

The Tech-Guardsmen can be equipped with frag grenades at +1 pt per model and/or Krak grenades at +2 pts per model.

One Tech-Guardsman not having the Lascannon or Typhoon Missile Launcher upgrades may be equipped with a vox-caster at +10 pts.

**Character:** The Centurion Triker may be upgraded to be a Veteran Centurion Triker at +12 pts. A Veteran Centurion has access to the Adeptus Mechanicus Armoury.

### Special Rules:

**It's a Bike:** The Tech-Guardsman prefers to use Trikes then bikes. A Trike act like a bike, with the following changers. The Trikes can transport two Tech-Guardsman, one as the driver the other as the gunner. The Trike provides a stable base for a heavy weapon as long as the Trike dose not travels over 6". The Trikes are also used to scout out areas and so count as having the upgrade Rough Terrain Modification. The Trikes will increase the Toughness and Armour save by +1 (all ready added to profile), the Trike also has two attack each this is for the two crew using it.

**Special Equipment:** This unit counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

### 0-1 Tech-Guard Land Speeder Squadron

There are few of these vehicles in the Imperium, and apart from the Adeptus Astartes only the Cult Mechanicus fields these flying weapon platforms in numbers. Land Speeders require almost daily maintenance to ensure proper operation of their anti-grav drive plates and compact turbo-fan engines, and the Tech-Priests are reluctant to share their operating knowledge. Only to their comrade Techmarines, with whom they feel kinship from the years of apprentice work these Space Marines perform, will they impart such carefully guarded secrets. This is only a tiny fraction of the ancient lore kept sequestered in the Red Planet however, as the most valued of arcane mysteries must never be allowed to fall into outside hands.

Points	Armour	Front	Side	Rear	Bs
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Land Speeder	40	10	10	10	3
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**Squadron:** 1-3 per Squadron

**Type:** Fast, Skimmer, Open-Topped

**Crew:** Two Tech-Guardsmen (Pilot & Gunner)

**Weapon:** Heavy Bolter

**Options:** The Heavy Bolter can be upgraded to a Multi-Melta for +15 points. You may also mount one of the following in the Land Speeder's hull: Heavy Flamer (+20 pts), Assault Cannon (+25 pts), Plasma Cannon (+30 pts), or Multi-Laser (+12 pts). Up to one Land Speeder can have mount Typhoon Missile Racks (+25 pts), this can be used instead of a hull-mounted weapon.

**Upgrades:** Tech-Guard Land Speeders cannot take any vehicle upgrades except an Armored Crew Compartment, Machine Spirit, or Servitor Crew Installation.

### Heavy Support

#### Heavy Weapons Platoon

A Heavy Weapons Platoon consists of a Command Squad – a Tech-Priest Technologist and his attendant staff, bought from the Command Squad entry – and from 1 to 3 Support Squads. Each platoon counts as a single Heavy Support choice on the Force Organisation chart when deploying, and rolled for collectively when rolled for reserves. Otherwise they function as independent units.

#### 1-3 Support Squads

A Heavy Weapons Platoon must have 1-3 support unit, chosen from the following units: Anti-tank Squad, Fire Support Squad, Mortar Squad or Advanced Weapons Squad.

The Adeptus Mechanicus always carries a large division of armoured vehicles, like the Leman Russ Battle Tank, the Leman Russ Demolisher, Basilisk, etc. there are used to reinforce the Imperial forces, or defended Forgeworld and tech-sits.

#### 0-1 Robot Maniples

Imperial Robots are the living embodiments of the Machine God, whose Spirit animates these ancient constructs of rare metals and circuitry. They stalk the battlefield, implacable and deadly in their advance. Each Robot has a primitive artificial brain of bio-plasm, specially maintained for centuries by the finest Genetors of the Legio Cybernetica. The art of growing new Robot cortex units dates back prior to the Emperor's First Crusade and has become an almost lost one now, and thus each Robot is a near priceless tech-relic in it's own right. Their superior firepower and combat effectiveness outweigh the risk of loss though. All members of the Cult Mechanicus venerate these loyal and powerful devices, and they are a source of inspiration to the faithful in battle.

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Robot	60	4	4	5(10)	7	2	2	1	10	2+
Tech-Adept Overseer	23	3	3	3	3	1	2	1	8	4+

**Squad:** A Maniple consists of one Tech-Adept Overseer and between 1-4 Robots.

**Weapons:** The Tech-Adept Overseer has a laspistol and close combat weapon, he counts as wearing carapace armour. The robots must have one of the following patterns. Note that due to fuel limitations, only one Melta or Plasma weapon may be taken per Robot.

**Cataphract:** The Robot is equipped with two arms that have ranged weapon mounts. Choose ranged weapons from the list below. This decreases the Robot's Strength to 5.

**Conqueror:** The Robot is equipped with a Dreadnought Close Combat Weapon on one arm and a ranged weapon mount on the other arm.

**Colossus:** The Robot is equipped with a Dreadnought Close Combat Weapon on one arm, a ranged weapon mount on the other arm, and a ranged weapon mount on either the shoulder or the back.

**Crusader:** The Robot is equipped with a Dreadnought Close Combat Weapon on each arm. This increases the Robot's Attacks to 2. It may optionally have an additional ranged weapon mount, on either the shoulder or the back.

**Arm mount weapons:** Lascannon (+20pts), Autocannon (+15pts), Missile Launcher (+15pts), Heavy Bolter (+10pts), Storm Bolter (+5pts), Flamer (+4pts), Multi-Laser (+10pts), Meltagun (+8pts), Multi-melta (+35pts), Plasma Gun (+8pts), or Plasma Cannon (+30pts).

**Shoulder / back mount weapons:** Meltagun (+10pts), Plasma Gun (+10pts), Bolter (+4pts), Flamer (+4pts), Twin-Linked Bolter (+6pts), or Twin-Linked Lasgun (+2pts).

**Special Rules:**

**Mindless and Implacable:** Robots will always pass all Morale Tests, and never Fall Back (even if forced to do so automatically) or suffer Pinning. Tech-Adepts (or Tech-Priests who have joined the unit) leading a Maniple of Robots will draw strength from their implacable compatriots and so will also pass all Morale tests, never Fall Back, or suffer Pinning. If required to take any Leadership-based tests, the unit may always use the Robot Leadership value of 10.

**Big and Slow:** Robot Maniples move as if always in Difficult Terrain (roll 2 dice for the unit, and pick highest as the movement distance) but never suffer any other movement penalties as the ancient devices are too powerful. They are slow in pursuit as well, and will roll 1D6 less than normal when Advancing after an enemy. Each Robot counts as 4 models for transport purposes due to their very large size and cumbersome form.

**Integrated Weapons Design:** Robots count as Walkers for firing their weapons. They always count as being stationary for purposes of weapon firing effects (such as Rapid Fire).

**Bio-mechanical:** Due to some of the mecha-organic components used in Robot design, Robots can be wounded by Sniper Rifles and other items that effect living creatures. They can never be pinned by them though.

**Emergency Orders:** If the Tech-Adept Overseer is killed then the robots; must Move towards the nearest enemy unit, shoot at nearest enemy unit if possible, Assault the nearest enemy unit if possible, only Consolidate in an Assault. A Tech-Priest Engineer can take control of the unit if he moves within 2" of it. No other Tech-Priest characters have the necessary equipment or skill to control a Robot Cohort if the Tech-Adept Overseer is killed.

**Special Equipment:** The Tech-Adept Overseer counts as having Special Equipment: Cyder-Enhancement. Cost has been included in profile.

### Leman Russ Battle Tank

	Points	Armour	front	side	rear	Bs
Leman Russ	140 + weapons		14	12	10	3

**Type:** Tank

**Crew:** Tech-guards

**Weapons:** A Leman Russ Battle Tank is armed with a turret-mounted Battle cannon and must have one of the following hull-mounted weapons: a Lascannon at +15 pts, or a heavy bolter at +5 pts.

**Options:** The Leman Russ Battle Tank may be upgraded with two side sponsons armed with either a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

**Upgrades:** Tech-Guard Leman Russ cannot take any vehicle upgrades except an Boosters, Ceramite Armour, Electro Hull, Extra Armour, Holy Icon, Hover Lifters, Hunter-Killer Missile, Improved Comms, Machine Spirit, Mine Sweeper, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, Smoke Launchers, or Track guards.

### Leman Russ Demolisher

	Points	Armour	front	side	rear	Bs
Demolisher	150 + weapons		14	13	11	3

**Type:** Tank

**Crew:** Tech-guards

**Weapons:** A Leman Russ Demolisher is armed with a turret-mounted Demolisher cannon and must have one of the following hull-mounted weapons: a Lascannon at +15 pts, or a heavy bolter at +5 pts.

**Options:** The Leman Russ Battle Tank may be upgraded with two side sponsons armed with either a pair of multi-meltas at +30 pts, a pair of plasma cannons at +20 pts, a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

**Upgrades:** Tech-Guard Demolisher cannot take any vehicle upgrades except an Boosters, Ceramite Armour, Electro Hull, Extra Armour, Holy Icon, Hover Lifters, Hunter-Killer Missile, Improved Comms, Machine Spirit, Mine Sweeper, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, Smoke Launchers, or Track guards.

### Basilisk

	Points	Armour	front	side	rear	Bs
Basilisk	100		12	10	10	3

**Type:** Tank, Open-topped.

**Crew:** Tech-guards

**Weapons:** A Basilisk is armed with an 'Earthshaker' artillery gun and a hull-mounted heavy bolter.

**Options:** Indirect Fire (+25 pts)

**Upgrades:** Tech-Guard Basilisk cannot take any vehicle upgrades except an Armored Crew Compartment, Ceramite Armour, Electro Hull, Extra Armour, Holy Icon, Hover Lifters, Hunter-Killer Missile, Improved Comms, Machine Spirit, Mine Sweeper, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight, Servitor Crew Installation, Smoke Launchers, or Track guards.

### Special Rules:

**Indirect Fire:** The Earthshaker crew may be trained to fire their artillery gun indirectly at target that it can not draw a line of sight to. If fired in this way the 'Earthshaker' is treated as a barrage (i.e. guess range) weapon with a range of 36" to 240".

### Land Raider

Land Raiders serve two major functions in Questing Expeditions. Firstly they act as mobile command center for the force, giving a very visible sign of the Imperial presence as well as acting as impressive symbols for spreading the word of the Omnissiah to the local populace. Their other more obvious role is as powerful fire-bases and transports in case of conflict, where they excel like few other Imperial vehicles. Like the Land Speeder they serve also as constant reminders of the fruits of successful Tech-Quests, and the great Arkhan Land who discovered the information that made both possible.

	Points	Armour	front	side	rear	Bs
Land Raider	250		14	14	14	3

**Type:** Tank**Crew:** Tech-guards**Weapons:** The Land Raider is armed with two twin-linked lascannons in side sponsons and a forward firing twin-linked heavy bolter.**Upgrades:** Tech-Guard Land Raider cannot take any vehicle upgrades except Ceramite Armour, Electro Hull, Extra Armour, Holy Icon, Hunter-Killer Missile, Improved Comms, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight or Smoke Launchers.**Special Rules:****Deus Ex Machina:** If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. This mean that the Land Raider may still move straight forward, up to it maximum move.**Fire Controls:** This let the Land Raider to fire one additional weapon then normally be able to fire at a Bs of 2. If the crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.**0-1 Land Raider "Conquest" pattern**

The Conquest pattern Land Raider was built from the fragment of a STC this pattern is only used by the Adeptus Mechanicus and a hand full of Space Marine Chapters. This pattern is still in the testing phase and until the High Lords of Mars are satisfied with it performance, before the pattern is mass-produced.

	Points	Armour	front	side	rear	Bs
Conquest	275		14	14	14	3

**Type:** Tank**Crew:** Tech-guards**Weapons:** The Land Raider Conquest is armed with two twin-linked lascannons in side sponsons, a forward firing plasma cannon mount on the hull and a turret-mounted multiple missile launcher (count as Whirlwind missile launchers).**Upgrades:** Tech-Guard Land Raider Conquest cannot take any vehicle upgrades except Ceramite Armour, Electro Hull, Extra Armour, Holy Icon, Hunter-Killer Missile, Improved Comms, Pintle Mounted Storm Bolter / Heavy Stubber, Rough Terrain Modifications, Runes of the Machine God, Searchlight or Smoke Launchers.**Special Rules:****Deus Ex Machina:** If the crew are stunned and unable to direct the Land Raider Conquest, then the Machine Spirit will take over temporarily. This mean that the Land Raider Conquest may still move straight forward, up to it maximum move.**Fire Controls:** This let the Land Raider Conquest to fire one additional weapon then normally be able to fire at a Bs of 2. If the crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.**0-1 Turret emplacement**

	Points	Armour	front	side	rear	Bs
Turret	60 + gun		12	12	11	3

**Number:** Up to three turret emplacements as one heavy support choice. Each turret must be at least 10" apart.**Weapons:** The turret must be equipped with one of the following weapon options: Heavy Flamer (+15pts), Missile Launcher (+20pts), Multi-Laser (+25pts), Lascannon (+25pts), Autocannon (+25pts), Twin-Linked Heavy Bolters (+25pts), Plasma Cannon (+30pts), Multi-melta (+30pts), Twin-Linked Autocannon (+38pts), Battle Cannon (+50pts). Each turret emplacement can have a different range weapon**Upgrades:** Tech-Guard Turret emplacement cannot take any vehicle upgrades except an, Ceramite Armour, Electro Hull, Extra Armour, Hunter-Killer Missile,

Improved Comms, Pintle Mounted Storm Bolter / Heavy Stubber, Runes of the Machine God, Searchlight, Servitor Crew Installation, or Smoke Launchers.

### Wargear

#### **Wargear:**

**Assault Stubber:** This is a common in-field creation which any Tech-Priest or even Machine Cult Preacher can construct using basic materials found on most planets. It combines the high rate of fire and common ammunition of the Heavy Stubber with the mobility and compactness of the Storm Bolter. It is rarely seen outside of Machine Cult forces though as it requires special tuning to prevent jamming, one of the secrets the Adeptus Mechanicus guards jealously.

	Range	Strength	A.P	Type
<b>Assault Stubber</b>	24"	4	6	Assault 3

**Combat Bionics:** Many members of the Cult Mechanicus augment themselves with special bio-mechanical implants, designed to improve their effectiveness in serving the Machine God. While they may take many forms, the overall effect in combat is to increase the model's Strength by +1 and add +1 Weapon Skill. There can be upgraded many ways either to a Power Weapon at +10 pts, a Power Fist at +15 pts, or a Breacher at +35 pts. The Breacher acts like a power weapon with a -1 initiative and 2D6 for armour penetration value. Note that the +1S is added *after* doubling for purposes of Power Fists, etc.

**Company Banner:** Each company of the Adeptus Mechanicus has there only banner, that they taken into battle or on their tech-quests. Any Adeptus Mechanicus units get +1 combat resolution of any assault that takes place within 12" of the standard bearer, One per army, Standard bearer only.

**Cult Mechanicus Power Axe:** These special devices are the signature weapon of the Tech-Priest, and while they are usually not the most exceptional of warriors each user becomes totally attuned to his own Axe over many years of training. In combat it counts as a Master-Crafted Power Weapon. It can be used single-handed, hitting with the user's strength as normal, or can be swung in a mighty double-handed strike. The latter adds +2 to the user's strength, but the user cannot gain any benefits from any other close combat weapons as both hands are needed.

**Eviscerator:** This is a grotesquely large two-handed chainsword. In its military capacity, it must be wielded in both hands and so cannot be used in combination with another close combat weapon. It is treated in all other respects as a Chainfist.

**Hand Flamer:** This is a smaller, more compact version of the regular flamer seen widely in Imperial forces. It can be used to fire a template area effect shot, with the profile below, but can also be used in close combat like a regular pistol.

	Range	Strength	A.P	Type
Hand Flamer	template	3	6	Pistol

**Hover Disk:** Hover disks are small devices, barely large enough for one rider to stand on, but mounted with a powerful and compact anti-grav propulsion system. They allow the rider to move as if he was mounted on a jetbike but without any mounted weapons or increase in Toughness. Hover Disks can be easily stowed so the wearer can move on foot or enter vehicles normally.

**Mechadendrites:** These are a variety of tendril-like prosthetics used by Adeptus Mechanicus personnel to aid in construction, maintenance, and research. They have small motors and actuators within the metallic tentacles and wave about the wearer almost with a life of their own. Models fitted with Mechadendrites gain an extra S3

Attack in Close Combat, resolved using their own WS value and at double their normal Initiative value. Normal saving throws are allowed.

**Ocular Implants:** These special bionic upgrades vastly increase the user's optical capabilities, allowing him to see in the Infrared bands and in very low level lighting. He may roll 3D6 when checking to see how far he (and any unit he is leading) can fire in Night Fight missions.

**Plasma Blaster:** The Plasma Blaster was a specially built combi-weapon crafted in the 38<sup>th</sup> Millennium. It incorporates two plasma guns on a weapon mount suitable for replacing the Storm Bolter on a suit of Terminator Armor. The Plasma Blaster counts as a linked plasma gun that is always stationary. This means that it may always rapid-fire as if stationary even if the user moves, and also allows the user to re-roll the To-Hit dice roll.

Tech-Priests in Terminator Armour only

	Range	Strength	A.P	Type
Plasma Blaster	24"	7	2	Linked, Rapid Fire, gets hot!, Always counts as Stationary

**Psychic Booster:** The Psychic Booster does two jobs, firstly the Psychic Booster let the Tech-Priest have a second Psychic power. If the same as the first the roll must be re-rolled, if a 1 is rolled for the psychic power then the Technical Servitor count as a lost and still only one can be used per turn. And secondly the Psychic Booster let the Tech-Priest to nullify an opposing Psychic's power. Declare that you'll sue the Psychic Booster after an opponent has successfully made a psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's leadership value to the score. If the Tech-Priest beats the opponent score then the psychic power is nullify and can not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. If the Technical Servitor is been used as a Psychic Booster then it can not help with repairs. If Perils of the Warp dose occur then an armour save of a 5+ is needed to remain and fight on, the Technical Servitor then changes back to normal.

**Servo-Skull:** Drone-like devices are created from the skulls of pious Imperial servants, allowing them to continue their labor for the Machine God even after their flesh has withered away. They are fitted with small anti-gravity engines that allow them to float near their master. Having a Servo-Skull nearby grants the user literally another set of eyes, and adds +1 Initiative that remains in effect even if the Servo-Skull is destroyed.

In game play, the Servo-Skull model always stays within 2" of the Tech-Priest and counts as a single model for transport purposes. If the Tech-Priest is killed, the Servo-Skull is automatically removed as well. Servo Skulls count as being armed with a single close-combat weapon, and have the following profile:

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Servo Skull	5	3	3	3	3	1	3	1	8	6+

**Servitor:** The Tech-Priest Magos, Questor, Technologist & Enginseer may be accompanied by up to four Servitors, The Tech-Priest Translator may be accompanied by up to one Technical Servitor. The Servitor may be the same or different types as desired. The types are as follows:

**Combat Servitor:** Combat Servitors are intended to fright in close combat so are equipped with a power fist and a close combat weapon.

**Gun Servitor:** Gun Servitors are intended to provide fire support for the Tech-Priest while he works. They are armed with one of the following weapons at the cost indicated: multi-melta at +25 pts, heavy bolter at +15 pts or plasma cannon at

+35 pts. Only one plasma cannon-armed gun-servitor can accompany each Tech-Priest.

**Technical Servitor:** Technical Servitors are a common sight in the Imperium. They are not really intended for combat, but are very useful in repairing battlefield equipment, as explained in the Special Rules entry. Other servitor types may not help repair battlefield equipment. Up to one Technical Servitor can be upgraded to become the Psychic Booster at a cost of +35 pts, only if the Tech-Priest has a Psychic Implant (see the Psychic Booster entry).

	Points	Ws	Bs	S	T	W	I	A	Ld	Sv
Combat Servitor	25	4	3	3	3	1	3	1	8	4+
Gun Servitor	10 + gun	3	4	3	3	1	3	1	8	4+
Technical Servitor	10	3	3	3	3	1	3	1	8	5+

**Symbol of Adeptus Mechanicus:** This is a great and power symbol for the Adeptus Mechanicus, any Adeptus Mechanicus units within 12" of the standard bearer can re-roll failed morale tests. One per army. Standard bearer only.

**Teleport Homer:** The teleport homers produce a signal that can be locked onto by teleporting troops. If the template used by the teleporting troops to make a Deep Strike must touch the model with the homer, and then they won't scatter. Note that the homer only works for troops who are teleporting.

### Disciplines

Tech-Priest Lords commonly specialize in one specific discipline in their service to the Machine God. You may assign a single Discipline to a Lord for the following points costs indicated below.

**Alchemys (5 points):** The Tech-Priest is an expert at concocting powerful ammunitions, and will refit his own weaponry accordingly as well as many weapons carried by his followers. If he carries a Bolt Gun he may also carry Metal Storm, Inferno Bolts, or Kraken Bolts ammunition for +5 pts per ammunition type. Any Heavy Bolters in the force (except those mounted on support weapons, vehicles or robots) may be issued Hellfire ammunition for +10 points.

**Technicus (5 points):** Using his deeper knowledge of rare technologies and access to non-standard equipment, the Tech-Priest can outfit any heavy weapons carried by his followers with a rare Suspensor unit. These allow the weapon to be fired if the use moved that turn, but cuts the effective range by 6". These can be fitted to any heavy weapon not mounted on a vehicle or Robot, or used on a Support Weapon, and costs +10 points per application.

**Metallurgicus (12 points):** Perhaps the greatest blasphemy seen by the Tech-Priest are those vehicles not blessed by the Omnissiah (which usually means any not in his own force). These devices are well known to him though, and he has learned how to exploit their weaknesses. One per turn he or any unit he is leading may roll again on the damage chart after striking a penetrating or glancing hit on a vehicle.

**Physic (15 points):** The Tech-Priest has studied well the designs for the fragile human body, the better to know how to replace it with more trustworthy mechanical parts. He is able to repair damaged flesh with ease, patching up the wounded follower until he can be properly refitted after the battle, and counts as having a Narthecium/Medi-Pack.

**Biologis (15 points):** By studying the Alien, the Tech-Priest knows how best to defeat the foul flesh that would challenge the Machine God. He is also learned in the weaknesses of more human physiology as well. One per turn he or any unit he is leading may roll again to wound any one shooting or hand to hand combat attack.

**Cyberneticus (5 points):** The Tech-Priest is fitted with a Mind-Impulse Unit, normally used to control Battle Titans. Here he can use it to operate a shoulder-mounted weapon, which can be chosen as normal from the Armory (in addition to any other weapons he has taken). This allows him to carry an extra two-handed ranged-attack weapon.

**Xenologis (5 points):** Countless hours in close study has inured him to the horrors of the Alien and other monstrosities, and he fears nothing but failing the Machine God. Any unit he is leading never has to take a Morale Test to assault or shoot at any enemy.

**Xenotech (free):** The Tech-Priest is an expert in the usage of alien weaponry, having spent years acquiring and studying these profane (but sometimes useful) devices. He may take one of the following alien weapons at the cost indicated; note that these do count against his normal weapons restrictions.

**Eldar:** Shuriken Pistol (+3 pts), Shuriken Catapult (+8 pts), Fusion Pistol (+30 pts), Plasma Grenade (+4 pts)

**Dark Eldar:** Splinter Pistol (+3 pts)

**Kroot:** Kroot Rifle (+3 pts)

**Tau:** Pulse Rifle (+8 pts), Pulse Carbine (+8 pts), Hard-Wired Target Lock (+10 pts), Drone Controller (+5 pts), Gun Drone (+20 pts), Shield Drone (+25 pts)

**Necron:** Gauss Flayer (+10 pts)

**Ork:** Slugga (+1 pts), Shoota (+2 pts), Burna (+8 pts)

### Tech Relic

**Tech Relics:** These represent items carefully created and preserved from the vaults of the Forgeworld of Mars itself, and are sometimes issued to the Tech-Priests on their hazardous Exploratory missions. Tech Relics might be a very rare or singular device, or even an ancient item from the Dark Age of Technology whose origins are lost in history. *Important Note:* Tech Relics cannot be Master Crafted, as even the Adeptus Mechanicus itself cannot sometimes fathom the inner workings of these arcane devices! Also due to their rarity, only one of each Tech Relic can ever be in an Adeptus Mechanicus force.

**Conversion Field:** This device converts harmful kinetic or electromagnetic energy into a blinding flash of light, thus giving the wearer a 4+ Invulnerable save that may be taken *instead* of its normal armor or cover save. If any Conversion Field saves succeed, all other models in base contact (friend and foe!) with the wearer must make their regular saving throw (armor, invulnerable, cover, etc) or have their Weapon Skill halved for the remainder of the turn. Note that models may only select one Field from the Wargear list.

**Daemon Shield:** The Daemon Shield is created from metal infused with the power from the warp this works like a storm shield, but for any psychic or demoniac based attacks are blocked on a roll of 3+. After each time the Daemon Shield is used a leadership test must be taken if failed the model takes one wound at strength of D6+2, with no save, Invulnerable save may be used.

**Displacer Field:** This contains a device that detects possible injury to the wearer, and activates a miniature warp-jump engine flick the wearer out of real-space momentarily to avoid damage. This device gives a 3+ Invulnerable save that may be used *instead* of taking a normal armor or cover save. On a roll of a 1 though, not only has the device failed to shift the user out of harm's way but has also burned out and cannot be used for the rest of the game.

**Graviton Gun:** This arcane rifle fires a stream of graviton particles that disrupt the localized gravimetric field around the target area. It does not cause actual wounds or

penetrate armor; the Strength value is used purely to determine if the target can withstand the hit. Roll to hit and to wound/penetrate armor as normal, but instead of removing any casualties the entire unit must move as if in Difficult Terrain (even if they can ignore Difficult Terrain) for the next turn. They also count as moving even they stay stationary to represent the warped gravity fields surrounding them. Vehicles which suffer either a glancing or penetrating hit result must take a Difficult Terrain Test at the start of their next turn, even if they can normally ignore terrain. Due to the graviton discharge the user must stay stationary to fire the weapon.

	Range	Strength	A.P	Type
Graviton gun	18"	7	-	Heavy 1, Blast

**Power Field:** A Power Field generates a powerful energy bubble around the user, giving the wearer a 2+ Invulnerable Save that may be taken instead of its normal armor or cover save. This save can only be used against ranged attacks – in an Assault, the enemy is inside the area of the energy bubble and the field can offer no help. The device is bulky as well though, and the wearer will suffer –1 Initiative.

**Psychic Implant:** The Psychic Implant will induce psychic power in the most normal of men. Only the Tech-Priest Magos, Tech-Priest Questor & Tech-Priest Engineeer may use such an implant, Only when Tech-Priest Engineeer are used as a HQ, he may take the Psychic Implant. The used of Psychic Implant in not shore thing, so the Tech-Priest of the Adeptus Mechanicus have built in a failsafe. The failsafe will shutdown the Psychic Implant if the Tech-Priest suffers a Perils of the Warp, if the Perils dose occur then on a roll of a 4+ the failsafe has kick in just in time preventing the attack and saving the Tech-Priest from the Perils of the Warp. It the failsafe is activated, the Psychic Implant will be shutdown for the remainder of the battle. The Psychic Implant will let the Tech-Priest have one psychic ability, selected at random by rolling a dice and consulting the table below.

Adeptus Mechanicus Psychic Powers									
D6	Power								
1	The Psychic Implant has malfunctioned and can be used.								
2	<b>Telepathic:</b> The Tech-Priest is able to read the enemy mind and so abling him to count thew attack. In close combat any of the enemies to hit dice may be re-roll. This requires a successful Psychic test in the beginning of the Assault phase.								
3	<b>Machine Curse:</b> The Tech-Priest presses his hand against an enemy vehicle and calls upon his power to pronounce a curse on the machine spirits of his enemies. This power is used in any assault phase in place of normal attacks. Make the psychic test at the start of the phase. If passed, the power is effective until the end of the same assault phase. Make one close combat attack against the vehicle of any other attacks. If a hit is scored roll D6:								
	<table border="0"> <thead> <tr> <th>D6</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>No effect.</td> </tr> <tr> <td>3-4</td> <td>Inflict glancing hit.</td> </tr> <tr> <td>5-6</td> <td>Inflict penetrating hit</td> </tr> </tbody> </table>	D6	Effect	1-2	No effect.	3-4	Inflict glancing hit.	5-6	Inflict penetrating hit
D6	Effect								
1-2	No effect.								
3-4	Inflict glancing hit.								
5-6	Inflict penetrating hit								
4	<b>Sight of the Machine God:</b> The Tech-Priest may call forth the power of the Machine God to bless a unit, so any who bears witness against the unit will face the wrath of the Machine God. On a successful Psychic test one unit within 18" will cause terror, for one full turn.								
5	<b>Burning Inferno:</b> From the Tech-Priest's hands a flaming burst of fire shoot out across the battlefield burning his enemy. Burning Inferno may be used instead								

of his normal shooting attacks in the shooting phase and requires a successful Psychic test.

Burning Inferno— Range 12" Strength 6 AP 4 Assault 1, template, no cover save, pinning

The range of the attack is 12" after that the flame template is placed, any model that are partially under are hit on a 3+. After the save are made, the unit must pass a pinning test. No cover save can be used.

**6a Lightning Arc:** Lightning leaps from the Tech-Priest's hands, surrounding his body before being hurled at his enemies with a gesture. This power is used in the shooting phase instead of firing a normal weapon and requires a successful Psychic test.

Lightning Arc – Range 24" Strength 3 AP 6 Heavy D6

**6b Stone Rain:** With a wave of Tech-Priest's hand a storm of flaming rocks rains down from the sky. The unit is hit with 2D6 attacks. The unit must pass a pinning test. No cover save can be used.

Stone Rain – Range 24" Strength 6 AP 3 Assault D6, pinning, no cover save,

Note that there are two psychic powers for a roll of a six and so one must be chosen to be the sixth psychic powers before rolling.

**Refractory Armor Coating:** The surface of the model's armor is coated with layers of microscopic crystals, designed to refract or dissipate harmful light-based attacks. The wearer can always take his normal Armor Save against any laser or light-based weapon attack, such as Lasguns, Lascannons, Bright Lances, etc., even if the Armor Piercing Value would normally not allow him an Armor Save. It has no effect against any other type of attack, or against any attacks using templates or blast area markers. Note this only applies to Armor Saves - if some other saving throw type is used (cover or Invulnerable, for example), it has no effect.

**Runes of the Machine God:** Before leaving on the Quest, powerful sigils of rare circuitry are inscribed on the armor and special chants are made in the name of the Machine God, designed to protect the wearer from harm. Once per game the wearer may re-roll one failed Armor Saving throw, or take an Armor Save against a single hit from a weapon that for whatever reason would normally not allow it. Note this only applies to Armor Saves - if some other saving throw type is used (cover or Invulnerable, for example), the effect cannot be used.

**Staff of Office:** Only the most senior Tech-Priests are gifted with one of these very powerful and rare tech-relics. Glowing with circuit-runes, the Staff contains nano-sized warp portals which burst open on contact. The impacts on the portals create intense localized warp disruptions, causing micro-explosions which devastate the struck enemy. In game play, the Staff strikes in the same manner as a Power Fist, but strikes at the user's normal initiative rather than always striking last. It does take both hands to use properly though, and so counts as Two-Handed Weapon for weapons choices and also cannot be combined with any other close combat weapons. Only used by the Tech-Priest Magos.

**Stasis Grenade:** This grenade type is activated at any time during either player's Assault Phase. It emits a shower of anti-chroniton particles on detonation, literally slowing down the enemy reaction. All enemy units involved in the Assault fight at Initiative 1 for the remainder of the turn, after which the effects wear off. Note this will not effect enemy that always strike first or have other special abilities that determine their attacking order. The Stasis grenade can only be used once.

**Vortex Grenade:** One of the most rare items from the Dark Ages, these forbidden devices open an instantaneous tear into the Immaterium. Though the rip into non-reality is small, its effects are devastating as normal matter is torn into the Warp. A Vortex Grenade is used in the same manner as an Imperial Guard Demolition Charge, but with the following profile:

	Range	Strength	A.P	Type
Vortex Grenade	6"	-	-	Blast

Any models under the center of the Blast marker automatically suffer 1 wound, with no saving throws of any kind allowed. Any models under the rest of the marker suffer automatically one wound with only Invulnerable Saves allowed. Models partially under the marker are affected on a 4+. Vehicles are usually sturdier and will only take an automatic Glancing Hit if any part is under the marker or a Penetrating Hit if the entire marker is over the vehicle. Vortex Grenade can only be used once.

**Warp Crystal:** The Warp Crystals are shards of Crystallize warp energy, which can be used to power up any weapon (Not including Tech Relics). Range weapons may have a +1 strength and a +1 AP, if the weapon has no AP then the weapon still has no AP. Close combat weapons may have a +1 strength and best armour save possible against its attack are 4+. The turn that the warp crystal is active and all turns after any daemon units have a +1 to summoning.

**Warp Jump Pack:** This device allows the wearer to move up to 24" in the Movement Phase in exactly the same manner as if it was using the Deep Strike special rules (so roll for deviation, etc). After one use though the pack's energy supply is exhausted and cannot be used again. Warp Jump Pack can only be used once

**Webber:** Web Guns (also commonly known as Webbers) fire a compressed mass of thin plaswire at the target, which explodes into a large web on contact. An enemy model hit by a Webber must roll under their Strength (a 6 always fails) or be entangled by the webbing. If they roll equal to or above, they are unaffected, but if they fail place the model on its side. While webbed, the model cannot move, and cannot fight back in an Assault. It may test at the start of each of its turns to free itself; if it succeeds then it may move & fight as normal. Multiple hits from a webber have no cumulative effect, and models still webbed at the end of the game do not count towards enemy casualties for Victory Points as they are still very much alive (just not kicking).

	Range	Strength	A.P	Type
Webber	12"	-	-	Assault 1

## Advanced Weapons

### Conversion Beamer

One of the most closely guarded treasures of the Adeptus Mechanicus is the Conversion Beamer. Even the wisest Magi can barely comprehend how they are created or their operating principles, and the secrets of repairing and servicing them are passed down as the holiest of tech rituals. Conversion Beamers project streams of unfathomable energies drawn from the Immaterium of warp space, which gather in strength the farther they travel through normal space. On impact, the beams cause solid matter to break down in a vast chain reaction leading to explosion. The more dense the matter the greater the explosive force, thus making Conversion Beamers deadly to heavily armored targets while lighter targets are relatively unaffected. It requires time to focus the beam though, so fast moving targets can usually elude them safely.

	Range	Strength	A.P	Type
Conversion Beamer	36"	Special	Special	Heavy 1

**Special Rules:**

**Movement:** While self-propelled, a Conversion Beamer must remain stationary to fire. It can move up to 6" in Movement Phase in the same manner as a Thudd Gun.

**Firing Procedures:** Conversion Beamers are more effective the higher the concentration of matter in their target, increasing the focus of their energies the more mass is impacted. Thus, the dice roll needed to hit a model is equal to the Armor Save of target (Terminators would be hit on 2+, for example) – if no Armor value then the target cannot be hit by the slow moving beam! Models that only have an Invulnerable Save (such as Daemons) are hit using that value instead. Models with special to-hit rules (such as Flyers) are struck as per their normal rules. Vehicles are hit depending on their size or type (use lowest value when multiple types for a vehicle):

Roll	Vehicle Type
3+	Fortifications, War Machine, Immobilized, Super Heavy
4+	Tank, Walkers
5+	Fast, Skimmer, Open topped

(For example, Falcons would be hit on 4+ (Tank, Fast, Skimmer), Sentinels on a 4+ (Open Topped, Walker)

**Strength:** Since the beams gather more strength the farther they travel, the Strength of the hit depends on the distance to the target. Divide the distance to the target by 3 (rounding down) to arrive at the Strength of the hit, up to a maximum of S10. So if the distance were 12" it would be S4, a range of 24" would give S8, and so on. After 36 inches the beam loses focus however, and has no impact.

**Mole Mortar**

Mole Mortars are odd devices much like regular Imperial Mortars, but they fire their shells under the ground rather than through the air. While often inaccurate, they can often catch the enemy unprepared and the resulting underground explosion literally knocks them off their feet.

	Range	Strength	A.P	Type
Mole Mortar	G12-48"	4 / 3	5	Ordnance 1 / Blast

**Special Rules:**

**Movement:** Mole Mortars must remain stationary to fire, though it can be fired in any direction desired. The crew can pick it up and move it 6" in Movement phase, but cannot move it in the Assault phase.

**Firing Procedures:** Mole Mortars operate much like a regular Barrage weapon, but have a minimum distance of 12" for the Guess range. Once the distance is measured, roll the Scatter die and 2D6 at the Guessed location. If at least one Operator has Line of Sight to the target spot then the shot will still scatter as per rules below, but only ½ of the distance rolled rounding up.

**Subterranean explosion:** If a Hit is rolled, place Blast marker at that location & work out explosion as below. If an arrow, move the marker the distance of the higher of the two dice rolls (Mole Mortars are not very accurate!). The Torpedo then explodes just below the surface, creating a crater the size of the Blast marker that remains in play for the rest of the game. All models covered or touching the marker take a Strength 4 hit at AP5, with no Cover Saves allowed due to the underground nature of the explosion. Any unit hit must take a Pinning Test immediately (even if they did not suffer any casualties) unless they have a Strength or Toughness of 5 or higher, or are immune from Pinning. Vehicles under the marker must take a Difficult Terrain test in their next turn, unless they can ignore terrain during movement (for example Skimmers).

**Airburst:** If Doubles are rolled, the torpedo has emerged into the air and exploded, spraying shrapnel all around! Scatter the marker as per the roll, but use Ordnance marker to represent the huge airburst. Any models covered or touching the marker take Strength 3 hit at AP5. No crater is created for an Airburst. Units suffering casualties in this manner take Pinning checks as per normal *Barrage* Pinning rules (note it is *not* Ordnance Pinning, even though that larger marker is used for the area of coverage).

### Rapier Laser Destroyer

Rapier is the common name for a variety of small tracked engines mounting multiple lasers designed to all focus together as a single strike. Known primarily as a tank-killer, the high power beam also have give it a reputation for making sure that any enemy hit stays very, very dead!

	Range	Strength	A.P	Type
Rapier Laser Destroyer	36"	9	1	Assault 1

#### Special Rules:

**Movement:** Rapiers are self-propelled; moving like a vehicle through difficult terrain – if immobilized though then cannot move for rest of the game (though it can turn in place). Rapiers can move 6" or less in the Movement Phase and still fire as normal, but a Rapier moving over 6" (up to a 12" maximum movement) cannot fire. When it moves over 6 inches, the crew moves with the Rapier – they hitch a lift on it as it moves, then get off within 2" of the model. Rapiers cannot move in the Assault Phase.

**Re-roll:** Rapiers have superior focusing mechanisms, allowing you to re-roll the Armor Penetration roll or roll to wound if you wish. You must accept result of second roll though, even if it is worse.

#### Thudd Gun

Thudd Guns resemble Rapiers in many respects, but instead of tank-killing lasers Thudd Guns are armed with multiple short-barreled cannons designed to lay down a salvo of explosive anti-personnel shells. The distinctive heavy sounds of each cannon firing is what gives the weapon its common name (and also anyone nearby a splintering headache).

	Range	Strength	A.P	Type
Thudd Gun	G12-48"	5	5	Heavy (2+D3) / Blast

#### Special Rules:

**Movement:** While self-propelled, Thudd Guns must remain stationary to fire. It can move up to 6" in Movement Phase (in the same manner as regular infantry) if desired though. Thudd Guns cannot be moved in the Assault Phase.

**Barrage:** Thudd Guns operate much like a regular Barrage weapon, but have a minimum distance of 12" for the Guess range. If at least one Operator has Line of Sight to the target spot then the shot will still scatter as per rules below, but only ½ of the distance rolled.

**Firing Procedures:** Thudd Guns Fire a Salvo of 2+D3 Barrage shots, but each will scatter from the previous marker, rather than all scattering from the first shot. Place the first Blast marker as normal, and generate second marker placement as per normal Salvo rules on page 58 of the Warhammer 40K Rulebook. Then scatter the third marker from the location of the second, and so on. Note that this may result in some models taking more than one hit.

#### Vehicle Upgrade

**Boosters:** The vehicle's engine is modified with superchargers and additional power units, making it much more powerful than normal. Once per game they can be used

at the start of the movement phase, adding an additional D6" of movement for that turn. This upgrade cannot be combined with *Hover Lifters* though, due to the extra weight and power needed for those modifications.

**Ceramite Armour:** The vehicle is coated with a protective shielding of specially blessed and rune encrusted ceramics, allowing it to withstand extremely high temperatures. Melta weapon attacks (including meltabombs) against the vehicle only roll 1D6 to penetrate against this armor.

**Electro Hull:** The vehicle has been wired with powerful electrical cabling on its exterior, delivering a powerful shock to any enemy models attempting to attack it. At the beginning of each Assault Phase after all models have moved, any models in base contact with the vehicle must make an Armor or Invulnerable Save or they are hurled 1" directly away from the hull. They can still make their single supporting attack as per the normal rules, but if none of the models remain in contact the unit cannot assault the vehicle at all.

**Excavator arm:** The Excavator arm is a large shovel like claw attached to a robotic servo-arm, This main roll of the Excavator arm is for digging, but can be used as a close combat weapon, with a Ws of 3. There are two different style of attack can be used, Swing or Slam. Swing has Strength of 4 with D6+1 attacks, with the Slam has Strength of 9 with only 1 attack and count as been from a power fist. Excavator arm can not be used with any Heavy Weapon Mountings or shot from it top hatch.

**Heavy Weapon Mounting:** The Adeptus Mechanicus know each and every secret of the hidden construction possibilities for Imperial vehicles (or so they think, and so far no one has been able to contradict them on it). It is common for Tech-Priests in the field on Quests to customize their transport vehicle (the ubiquitous Rhino or Chimera) to carry a heavy weapon for extra firepower without sacrificing its transport capability. The normal Rhino Storm bolter is replaced with the new Heavy Weapon, and the firing controls are wired into the Servitor crewman. This upgrade does not prevent a Pintle Mounted Storm Bolter to be added as well if desired. Vehicle with Heavy Weapon Mounting can not have the Excavator arm or shot from it top hatch.

**Holy Icon:** The vehicle mounts a suitably large and impressive symbol of the Machine God. Any Adeptus Mechanicus unit within 6" of the vehicle may roll one extra D6 for all Leadership-based tests, then discard one before determining their final score.

**Hover Lifts:** Extensive retrofitting is done on some smaller vehicles to remove their normal tracked drive system and mount anti-grav plates and thrusters. The vehicle now counts as a *Skimmer*. This upgrade cannot be combined with *Boosters* though, due to the extra weight and power needed for those modifications.

**Machine Spirit:** The vehicle has been fitted with one of the rare and holy vessels of the Machine Spirit, there to protect and guide the vehicle from harm. This arcane device allows the vehicle to fully use the special Land Raider Machine Spirit rules for *Fire Control* and *Deus ex Machina*.

**Servitor Crew Installation:** The human crew is replaced with Servitors, specially programmed to operate the vehicle. This sets the vehicle's Ballistic Skill from 3 to 4. In addition, if its vehicle suffers an Immobilized result for any reason the Servitor operator may attempt to repair it in the Shooting Phase, instead of shooting any vehicle-mounted weapons. On a D6 score of 6, the vehicle is repaired and may move as normal in following turns. An Immobilized Skimmer may attempt repair in this way immediately on suffering that result, but can only be repaired by rolling a score of 12 on 2D6 though. It would be a divine intervention from the Omnissiah for them to repair it so quickly before crashing!

## Regimental Doctrines

Although there is a great deal of standardization within the Adeptus Mechanicus there are many regimental traditions and skills peculiar to their homeworld (Forgeworld) that many regiments slightly different. It is this universal diversity that produces the myriad of different colours and flavours of the Adeptus Mechanicus troops and regiments, and to allow players to use the army list to produce their own specialised regiments we have introduced a system called 'Doctrines'.

Doctrines are variations in training and organization that have an effect on the way a regiment fights. They are only relevant if you want your army to represent a particular regiment with minimal external support. Using the full list without Doctrines is always a valid option and is perfectly representative of any number of regiments.

If you want to use Doctrines, the procedure is quite simple.

- \* You are allowed (*not been set, most likely six*) doctrine points to define your regiment's specializations. You do not have to use all (*not been set, most likely six*) but there is no benefit in using less.
- \* All unit entries shown under the Restricted Troops heading below are unavailable, unless you 'buy back' these troops with some of your Doctrines points.
- \* Doctrines points can also be expended to give the regiment a different alternate organizational structure, skills, and drills
- \* Purchase of some Doctrines may increase the basic cost associated with the various troop types.

Unless specifically stated, Doctrines cannot be taken more than once and never 'stack' in any way. Doctrines cannot be used by troops who are allied to the Adeptus Mechanicus.

### Restricted Troops

The first category of doctrines allows the regiment to select Restricted Troops. If you do not select a troop type as a Restricted Unit Doctrines then you do not may include them in your army. Each of the entries listed that you wish to use will take up to one of your available doctrine choices. Selecting any of these doctrines will allow you to select the army list entry specified. The choices made say a lot about the world on which your regiment was recruited.

This Doctrine may be taken more than once to allow access to several Restricted Troop Types

#### Restricted Troop

Recordists, Tech-Priest Translators, Storm trooper squads, Disciples, Special Weapons Squad, Siege Engineers, Techmarine Apprentice, Trike Squadron, Land Speeder Squadron, Heavy weapons platoons, Turret emplacement

You will note that there are elven restricted troop types on the list so with only (*not been set, most likely six*) Doctrines at your disposal a regiment designed using Doctrines will always be slightly more restrictive than armies designed using the full list. This is counterbalanced by the alternate organizations and the skills and drill listed below which can only be used by a regiment designed using the Doctrines systems.

### Alternate Regiment Organisations

The main Adeptus Mechanicus list assumes that the force being used is a combined one pulled together from units in the theatre of operations and based around a standard infantry regiment. There are many different kinds of regiment in the Adeptus Mechanicus, however, and by selecting any of these Doctrines you will change the nature of your regiment quite fundamentally.

**Teleporter Troops**

Any Tech-guard infantry unit (without a transport) or Sentinel squadron may Deep Strike.

May not be combined with Special Equipment: Warrior Weapons

**Grenadiers**

0-3 Storm trooper squads may be included as Troops. These may not deep strike or infiltrate.

May not be combined with Special Equipment: Warrior Weapons or Strike Platoon

**Mechanised**

All Tech-guard infantry units must take either a Rhino or a Chimera transport whether they normally have the option or not. Electro Priests still cannot have a transport vehicle.

May not be combined with Special Equipment: Warrior Weapons or Light infantry

Drills and Skills

These abilities represent techniques developed initially by veteran troops, which are then incorporated into the regiment's regular training drills to ensure successive generations of troops learn from their predecessors. Additionally some abilities are consequence of the Forgeworld on which the regiment was raised.

**Allied**

Some times the Adeptus Mechanicus does not work alone, and will allied themselves with other armies of the Imperial (Space Marines, Imperial Guard, Sisters of Battle or Daemon hunters). The allied units may be the following, 1-0 HQ, 0-1 Elite, 0-2 troops, and 0-1 fast attack. The allied units can not be more then 25% of the total points for the armour, they follow all rules set down in the respected codex. If Daemon hunters are used as allies, then the "Tech-Quest" special rules is suspended.

**Close Order Drill** Adeptus Mechanicus

+1 to Leadership and +1 Initiative for units in close order.

**Die-hards**

Units ignore negative morale modifiers for being outnumbered in close combat. With a cost of +5 to tech-guard units, Hardened Veteran units and Trike Squadron.

May not be combined with Special Equipment: Chem-inhaler

**Electro Priests**

The normal 0-1 limit on Electro Priests units dose not apply to this regiment.

**Hardened fighters**

Tech-guard infantry units (Tech-Guard units & Hardened Veteran) gain +1 WS at +15 pts. Sentinels gain +1 Ws and +1 A at +10 pts per Sentinel.

**Independent Administrator**

1-3 Administrators, counting as independent characters, may be bought as an Elites Choice, costing +10 pts each. Administrators cannot be used bolt as an Elites and a HQ choice.

**Light infantry**

Tech-guard infantry units (Tech-Guard units & Hardened Veteran) without transport at a cost of +10 pts, may:

- \* Roll additional dice for moving through difficult terrain.
- \* Units may Infiltrate.
- \* Infantry units may have a Sniper rifle (Needle rifle) +5pts instead of heavy weapon.

May not be combined with Special Equipment: Carapace armour or Mechanised

**Machine Cult**

The normal 0-1 limit on Machine Cultists units dose not apply to this regiment. One unit of Machine Cultists may have up to seven Disciples with it. This unit counts as an elite choice, any can only be taken if Disciples are chosen using Doctrines.

### **Night fighters**

These Tech-guard infantry units have learnt to fight in the darkness.

- \* Counts as having +1 Initiative when fighting at night.
- \* Rolling an extra d6 when determining how far they can see.
- \* When attacking sentry, the alarm is raised on a 6.

### **Robot Maniples**

The normal 0-1 limit on Robot Maniples units dose not apply to this regiment and all units count as elite choices. Note that Robot Maniples cannot be used bolt as Elites and heavy support choices.

### **Special Weapons**

Units that do not take a heavy weapon may take a second special weapon. Cost of +5 pts per model with the second special weapon.

### **Siege Specialists**

Any Tech-guard infantry units may become Siege Specialists at a cost of +5 pts per unit.

- \* +1 on any penetration rolls against bunkers and tank traps.
- \* Only trigger minefield on a roll of 6.
- \* Re-roll all leadership tests and cannot be pinned when defending fortifications.

### **Strike Platoon**

The Tech-Guard Strike Platoon consists of 1 to 3 Tech-guard Storm Troopers units. Each platoon counts as a single fast attack choice on the Force Organisation chart when deploying, and rolled for collectively when rolled for reserves. Otherwise they function as independent units at a cost of +20 pts each unit. Note that Storm Troopers cannot be used bolt as an Elites and a Fast Attack choice.

- \* The Tech-Guard Strike Platoon is always held in reserve, even if reserves are not allowed.
- \* The Tech-Guard Strike Platoon always uses the deep strikes rules to deep strike into battle, even if Deep Striking is not allowed.

May not be combined with Grenadiers or Special Equipment: Warrior Weapons

### **Tank hunters**

Any Tech-guard infantry units may become Tank hunters at a cost of +15 pts per unit.

- \* Always passes morale check due to tank shock.
- \* +1 to all armour penetration rolls with heavy or special weapons, melta-bombs, krak grenades and hunter-killer missiles.

### **Tank Platoons**

Tank counts as 1-3 per choice. This includes the Hellhounds and Chimera Recovery Vehicles and any tank taken as heavy support choice, note that all vehicles in each platoons must be the same type, at a cost of +15 pts per tank. This excludes land raiders and land raider patterns. Vehicles must remain within 2" of each other.

### **Veterans**

The normal 0-1 limit on Hardened Veterans units dose not apply to this regiment.

### **Xeno-Fighters**

Against either Eldar (including Dark Eldar), Necron, Tau (& Kroot), or Tyranids, Tech-guard infantry units or Sentinel squadrons in close combat with enemy of that race hit

on 3+, at a cost of +5 pts pre unit or squadron. Dose not apply if the enemy is a Tyranid monstrous creature, monstrous creature or independent characters.

#### Special Equipment

Some regiments are equipped with a piece of non-standard equipment that is a speciality of their world or follow a training regime substantially different from that of most tech-guard regiments. Whatever the reason the regiment has a special trait.

**Advanced Bionics.** With these bionics most Tech-guard is able to survive some of the worst wounds seen by the any one. Any unit with bionics can be up graded to Advanced Bionics at a cost of +2 pts per model. May get back up the next turn on a roll of 5 or 6.

**Chem-inhaler.** Some undisciplined units have altered the gasses in their rebreathers to include narcotics such as 'Slaughter and Kalma. The effect is to make them even more indifferent to damage and loss. They will always test morale, leadership or pinning with no negative modifiers. If they fail a morale check for 25% shooting casualties, they will be pinned rather than falling back. Costs +10 pts per unit.

May not be combined with Die-hards.

**Carapace armour.** Tech-guard infantry units upgraded their normal flak armour with carapace armour at +20 pts per unit. This means that their Armour save will change from 5+ to 4+. Sometimes this will be conventional carapace armour, alternatively it may be bulky feral platemail.

May not be combined with light infantry

**Shadowline.** Some tech-guard units are able to use the rare Shadowline material in their uniforms or as cloaks. Shadowline bends light to blend into the surrounding terrain making the wearer harder to spot. Any tech-guard units with Shadowline adds +1 to any cover save they are already allowed. Cost +10 per unit. Can not be used on Disciples, Administrators, Recordists, Electro Priests, Techmarine Apprentice, Machine Cultists, Servitors, Sentinel Squadron and vehicle pilots & gunners

**Warrior Weapons.** The regiment recruited from primitive warriors or hive gangs. Any model normally armed with a Lasgun that dose not have access to the armoury replaces it with a laspistol and close combat weapon or a pear of close combat weapons at a cost of +2 pts per model.

May not be combined with Teleporter Troops, Grenadiers or Mechanised

#### Tech-Armies

This codex able you to create any style of Adeptus Mechanicus Army, like; a fleet base strike force, a Forgeworld defending force, a Machine Cult army, or even an Exploratory, just by mixing & matching different Doctrines. Like the following:

##### 674-XU28, The

The 674-XU28 is one of the many ships that the Adeptus Mechanicus fleet, haling from the Forgeworld Koden Tertius. The troops on board specialize is teleporting in to and out of battles, making this in to an art form.

Preferred special weapon: Any special weapon

Preferred heavy weapon: Rarely used

- \* Electro priests
- \* Siege engineers
- \* Special weapons
- \* Storm trooper squads
- \* Strike platoon
- \* Teleporter troops

Icarus-Major

Icarus-Major is not a Forgeworld, in fact Icarus-Major is not actually a planet, it is an asteroid with fixed warp drives. The main roll of the Icarus-Major is been a mobile training and research center.

Preferred special weapon: Flamer  
 Preferred heavy weapon: Rarely used

- \* Special weapon squads
- \* Special weapons
- \* Techmarine Apprentice
- \* Tech-Priest Translators
- \* Veterans
- \* Warrior Weapons

Memphis Prime

Memphis Prime is a factory world, and one of the main producers of imperial armoured vehicles. This desert world not just provides the imperial armoured vehicles but also trains the armoured vehicles' crew.

Preferred special weapon: Grenade launcher  
 Preferred heavy weapon: Lascannon

- \* Heavy weapons platoons
- \* Land speeder squadron
- \* Mechanised
- \* Storm trooper squads
- \* Tank hunters
- \* Tank platoons

Osiris Four

It has taken some time for the hive world of Osiris Four to recover from the Horus Heresy, and is now has one of the largest groups of Machine Cultists on a non-Forgeworld with a count of fifteen percent of the population. This out rivals all other empire cults. Osiris Four is a common recruiting grounds for many Tech-Guard Company.

Preferred special weapon: Assault stubber  
 Preferred heavy weapon: Multi-laser

- \* Allied: Imperial Guard
- \* Disciples
- \* Electro priests
- \* Land Speeder Squadron
- \* Machine Cult
- \* Warrior Weapons

Sparta Nine

Sparta Nine is a newly re-classed Forgeworld, with it never ending night this world life has adapted to the night, same as it newly population of tech-priests and tech-guard. This world would serve the Adeptus Mechanicus well.

Preferred special weapon: Meltagun  
 Preferred heavy weapon: Heavy bolter

- \* Grenadiers
- \* Heavy weapons platoons
- \* Night fighters
- \* Siege engineers
- \* Storm trooper squads
- \* Veterans

Yogone Minor

The Forgeworld of Yogone Minor with toxic gas clouds and acid rain, is a hospitable place, but for many it is home. Yogone Minor not all things are bad because on Yogone Minor a STC was found. The STC in it self was incomplete but the power supply, it was powered by the largest piece of warp crystal known to man.

Preferred special weapon: Plasma gun

Preferred heavy weapon: Lascannon

- \* Chem-inhaler
- \* Robot Maniples
- \* Siege engineers
- \* Storm trooper squads
- \* Techmarine Apprentice
- \* Turret emplacement

As you can see the Doctrines can change the way the codex can be used.

SummaryAdeptus Mechanicus Forces Summary

<b>Profile</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>I</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Tech-Priest Magos	4	4	4	4	3	4	3	9	3+
Tech-Priest Questor	4	3	3	4	2	4	2	8	3+
Tech-Priest Technologist	3	3	3	3	1	3	2	8	3+
Disciple	3	3	3	3	1	3	1	8	6+
Administrator	3	3	3	3	1	3	2	8	5+
Recordist	3	3	3	3	1	3	1	7	5+
Tech-Priest Translator	3	3	3	3	1	3	1	8	3+
Tech-Priest Enginseer	3	3	3	3	1	3	1	8	3+
Siege Engineer	4	4	3	4	1	3	2	8	4+
Electro Priests	4	2	4	3	1	4	2	9	5+
Techmarine Apprentice	4	4	4	4	1	4	1	8	3+
Hardened Veteran	3	4	3	3	1	3	1	8	5+
Hardened Veteran Centurion	3	4	3	3	1	3	2	8	5+
T.G Storm Trooper	3	4	3	3	1	3	1	8	4+
T.G Storm Trooper Centurion	3	4	3	3	1	3	1	8	4+
T.G Storm Trooper Vet. Centurion	3	4	3	3	1	3	2	8	4+
Tech-Guardsman	3	3	3	3	1	3	1	7	5+
Centurion	3	3	3	3	1	3	1	7	5+
Veteran Centurion	3	3	3	3	1	3	2	8	5+
Machine Cultists	2	2	3	3	1	3	1	6	5+
Machine Cult Preacher	3	3	3	3	1	3	1	7	5+
Technical Servitor	3	3	3	3	1	3	1	8	5+
Combat Servitor	4	3	3	3	1	3	1	8	4+
Gun Servitor	3	4	3	3	1	3	1	8	4+
Tech-Guards Triker	3	3	3	3(4)	1	3	2	7	4+
Centurion Triker	3	3	3	3(4)	1	3	2	7	4+
Veteran Centurion Triker	3	3	3	3(4)	1	3	3	8	4+

Sentinel Summary

<b>Profile</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>I</b>	<b>A</b>
Sentinel	3	3	5	10	10	10	3	1

Vehicle Summary

<b>Profile</b>	<b>Front Armour</b>	<b>Side Armour</b>	<b>Rear Armour</b>	<b>Bs</b>
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Chimera	12	10	10	3
Rhino	11	11	10	3
Razorback	11	11	10	3
Hellhound	12	12	10	3
Chimera Recovery Vehicle	12	10	10	3
Land Speeder	10	10	10	3
Leman Russ	14	12	10	3
Demolisher	14	13	11	3
Basilisk	12	10	10	3
Land Raider	14	14	14	3
Turret emplacement	12	12	11	3

### Range Weapons Summary

<b>Profile</b>	<b>Range</b>	<b>Str</b>	<b>AP</b>	<b>Type</b>
Assault Cannon	24"	6	4	Heavy 3,
Assault Stubber	24"	4	6	Assault 3
Autocannon	48"	7	4	Heavy 2
Bolter	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1,
Graviton Gun	18"	7	-	Heavy 1, Blast
Grenade launcher (frag)	24"	3	6	Assault 1, Blast
Grenade launcher (krak)	24"	6	4	Assault 1
Hand Flamer	Template	3	6	Pistol
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Heavy Stubber	36"	4	6	Heavy 3
Hellblaster	24"	3	5	Rapid fire, Always counts as stationary, twin-linked
Hell pistol	12"	3	5	Pistol
Hellgun	24"	3	5	Rapid fire
Inferno cannon	24"	6	4	Heavy 1, Template
Laspistol / Autopistol	12"	3	-	Pistol
Lasgun / Autogun	24"	3	-	Rapid fire
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1,
Missile launcher (frag)	48"	4	6	Heavy 1, blast
Missile launcher (krak)	48"	8	3	Heavy 1
Mortar	G48"	4	6	Heavy 1, blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1,
Needle pistol	12"	X	6	Pistol
Needle rifle	36"	X	6	Heavy 1, pinning
Plasma Blaster	24"	7	2	Linked, Rapid Fire, gets hot, Always counts as Stationary
Plasma cannon	36"	7	2	Heavy 1, blast, get hot,
Plasma gun	24"	7	2	Rapid fire, get hot,
Plasma pistol	12"	7	2	Pistol, get hot,
Shotgun	12"	3	-	Assault 2

Storm bolter	24"	4	5	Assault 2
Typhoon Missile Rack	48"	5	5	Heavy 1, blast
Webber	12"	-	-	Assault 1

#### Ordnance Weapons Summary

Profile	Range	Str	AP	Type
Demolition charge	6"	8	2	Ordnance 1 / Blast
Battle cannon	72"	8	3	Ordnance 1 / Blast
Demolisher cannon	24"	10	2	Ordnance 1 / Blast
'Earthshaker' artillery gun	120"	9	3	Ordnance 1 / Blast
Whirlwind missile launchers	G 48"	5	4	Ordnance 1 / Blast

#### Advanced Weapon Summary

Profile	Range	Str	AP	Type
Conversion Beamer	36"	Special	Special	Heavy 1
Mole Mortar	G12-48"	4 / 3	5	Ordnance 1 / Blast
Rapier Laser Destroyer	36"	9	1	Assault 1
Thudd Gun	G12-48"	5	5	Heavy (2+D3) / Blast

### Scenarios

#### Scenarios: Defending the Find

A small part of the main force have been searching a small set of runes, with great success the rune mark the location of the entrance to a STC. They are not the only one look for it, and now must defend the site form the attacking force, until reinforcement can arrive.

#### **Terrain:**

Set up the terrain using any mutually agreeably method.

#### **Attacker's Overview:**

The attacker's force will mount a surprise attack on the Site, the attacking force must take over the site and hole it against the oncoming force.

#### **Defender's Overview:**

The Adeptus Mechanicus force holds the entrance location for the STC and must defend this site at all cost. If such a find would to fall into the enemy hands would risk the whole Empire of Man, if the overwhelming enemy forces do capture the Site, mount a counter-attack as soon as possible to regain it.

#### **Scenarios Special Rule:**

Defending the Find mission use the Fortifications, Infiltrators, and Reserves scenarios special rules.

#### **Setup:**

- 1 = Place the entrance to the to a STC on the center of the table, runes may be placed up to 10" around the entrance. The entrance may be as simple as a set on rhino doors or as complex as you like.
- 2 = The Defender may setup one troop choice, and one heavy support and must be setup up to 10" from the entrance, if the defender has taken any sentinel squadron(s), one squadron must be deploy as well. The remaining of the Defender's force is held in reserve.
- 3 = The Defender may choice one of the table edge for the reserves to come from.
- 4 = The Attacker may setup two troop choices, one Elite choice using the and one HQ choice randomly setup around three of the remaining edges up to 8'off the edge on the table. On a 1 the unit is place anywhere on the edge left of the Defender's reserve edge. On a 2 to 5 the unit is place anywhere on the edge opposite of the Defender's reserve edge. On a 6 the unit is place anywhere on

the edge right of the Defender's reserve edge. The remaining of the Attacker's force is held in reserve.

5 = The Attacker may place up to one of unit using the Infiltrators rule this unit must be 12" away from any of the Defender's units and out of line of sight.

6 = The attacker takes the first turn.

### **Mission Objective**

The Attacker must take control of the Defender's deployment zone and the entrance for four turns to win the battle. To start the turn counter there must be none of the defender's units over half strength in the Defender's deployment zone. If the Defender's units which has over half strength moves into the Defender's deployment zone then the turn count stops. Any units under half strength, any units which is pinned or immobilized vehicles can not count towards controlling the Defender's deployment zone.

### **Reserves:**

The Defender's reserves move on from the per-selected edge. The Attacker's reserves move on randomly as same as above. The reserves will start to arrive after the second turn, and all remaining reserves (if any) will arrive automatically after the fifth turn.

### **Game Length:**

The game will last for eight turns or until the Attacker four turns of controlling the Defender's deployment zone is up.

### **Line of Retreat:**

Troops which are forced to Fall Back will do so towards their chosen board edge by the shortest route, using the normal Fall Back rules.

## Characters

Delphan Gruss hails from the forge world of Arenxis Minoris, far to the galactic south. After reaching the rank of Magos he spent several decades amongst the Explorator Fleets where he developed a deep knowledge of pre-Imperial technology from rediscovered worlds. His research into Standard Template Construct legends has led him to believe in the existence of an artifact known as the Omnicopaeia – a data-storage device containing every STC blueprints created during the Dark Age of Technology. He has made it his life quest to find this Tech Relic.

### **Tech-Priest Magos, Delphan Gruss**

	<b>Points</b>	<b>Ws</b>	<b>Bs</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Delphan Gruss	225	5	4	5	4	3	5	4	10	3+

An Adeptus Mechanicus army of 2000 points or more may include Tech-Priest Magos, Delphan Gruss. If you take him then he counts as one of your HQ choices for the army. He must used exactly as described below, and may not be given any additional equipment.

**Wargear:** Master-crafted Bolt pistol, Combat Bionics (upgraded to Breacher), Bionics, Mechadendrites and Refractor Field.

### **Special Rules:**

**Always an independent character:** Tech-Priest Magos, Delphan Gruss is always an independent character and follows all the independent character special rules as detailed in the Warhammer 40,000 rulebook. Even if Delphan Gruss has any Servitors with him, he still acts like an independent character (the Servitors will follow Delphan Gruss)

**Blessing of the Machine-god:** A Tech-Priest who starts the turn in contact with a damaged vehicle may attempt to make a repair. If the vehicle is immobilized or has a

weapon destroyed, one of these defects (chosen by the tech-priest) is fixed on a roll of 6+. The Tech-Priest gets +1 for each Technical Servitor accompanying him.

**Fearless:** Tech-Priest Magos, Delphan Gruss never fall back and cannot be pinned. They are assumed to automatically pass any Morale Check. Any unit joined by Tech-Priest Magos, Delphan Gruss also counts as being Fearless.

**Leadership:** Any Adeptus Mechanicus units within 12" of the Tech-Priest Magos, Delphan Gruss may use his leadership when taking morale and leadership tests as long as he is not in close combat, falling back or pinned.

**Servitor:** Tech-Priest Magos, Delphan Gruss may be accompanied by up to four Servitors,