Codex: Adeptus Mechanicus V. 10-01-03
The Cult of the Machine

Some quick notes for all you budding engineers out there:

Permission is given for people to post this up on websites, or email it around, or make copies for others. Spread it around! Only restrictions are please don't change anything, keep the email address below correct, and keep my name on it. The goal is for others to try out the list & comment back, especially on the new missions added at the end. Please email me back if you post it up on your website too – I'd love to check out how it looks!

When emailing back with playtest results, please list out:
Which version you're using (by date)
Points used
Mission played, and who was attacker/defender
Rough army lists for each army
Who won, and details if possible as to why
What worked, what didn't rules-wise. Which rules were forgotten, or got in the way of the fun. Etc.
Anything else you can think of. The more comments the better! Suggestions are fine too – this list is still very rough.

Thanks in advance to everyone in advance, and may the Spirit of the Omnissiah keep your system from crashing.

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Codex: Adeptus Mechanicus

The Servants of the Machine God

Introduction

This army list represents an Adeptus Mechanicus Questing or Exploratory army, not a full-blown army such as would be fielded along the lines of their Epic list. As such, it is a much lighter force than the full might that the Adeptus Mechanicus would normally field in large scale combat but is more suited to the more exploration and techno-archeological nature of the expedition. Here the Tech-Priests are in search of lost relics from the Dark Age of Technology, such as Standard Template Construct (STC) artifacts. In these missions they often encounter hostile forces (usually determined not to give up such items!), and thus their expedition forces must also be ready to fight as well. They sometimes also accompany other forces of the Imperium when it suits their own inscrutable purposes. The Cult Mechanicus guards its secrets carefully, and none but the dreaded Inquisition dare question them.

How to use this list:

1) One (and only one) Tech-Priest Lord or Engineer may be chosen as an 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.

2) You may field a Machine Cult unit in any Imperial Guard army that includes Tech-Priest Enginseers but does not include Preachers. You must upgrade one of the members of the Machine Cult unit to become a Machine Cult Preacher, which will use all options and rules from his entry in this codex. The unit will count as a Troops force selection.

3) You can simply 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.

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).

Adeptus Mechanicus Forces

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest Magos	3	3	3	4	3	3	2	9	4+
Tech-Priest Questor	3	3	3	4	2	3	1	8	4+
Tech-Priest Engineer	3	3	3	3	2	3	1	8	4+
Praetorian	4	4	4	4	1	3	1	8	3+
Electro Priest	4	2	4	3	1	4	2	9	Invuln. 5+
Tech-Guard	3	3	3	3	1	3	1	7	5+
Tech-Guard Centurion	3	3	3	3	1	3	2	8	5+
Machine Cultist	2	2	3	3	1	3	1	6	5+
Machine Cult Preacher	3	3	3	3	1	3	1	8	5+
Tech-Adept Overseer	3	3	3	3	1	3	1	8	4+
Technical Servitor	3	3	3	3	1	3	1	8	5+
Gun Servitor	3	4	3	3	1	3	1	8	4+
Combat Servitor	4	3	3	3	1	3	1	8	4+
Robot	4	4	5(10)	7	2	2	1	10	2+

Weapons Summary

Weapon	Range	Str	AP	Type
Autocannon	48”	7	4	Heavy 2
Autogun	24”	3	-	Rapid Fire
Assault Stubber	24”	4	6	Assault 3
Autopistol	12”	3	-	Pistol
Bolt Pistol	12”	4	5	Pistol
Boltgun	24”	4	5	Rapid Fire
Cult Mechanicus Power Axe	-	-	-	Close Combat, Power Weapon **
Flamer	Template	4	5	Assault 1
Graviton Gun	18”	-	-	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	Assault 1, Close Combat Weapon**
Heavy Bolter	36”	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Heavy Stubber	36”	4	6	Heavy 3
Lascannon	48”	9	2	Heavy 1
Lasgun	24”	3	-	Rapid Fire
Laspistol	12”	3	-	Pistol
Meltagun	12”	8	1	Assault 1*
Missile Launcher (Frag)	48”	4	6	Heavy 1 Blast *
Missile Launcher (Krak)	48”	8	3	Heavy 1 *
Multi-Melta	24”	8	1	Heavy 1*
Plasma Blaster	24”	7	2	Linked, Rapid Fire**
Plasma Cannon	36”	7	2	Heavy 1 Blast *
Plasma Gun	24”	7	2	Rapid Fire *
Plasma Pistol	12”	7	2	Pistol *
Shotgun	12”	3	-	Assault 2
Storm Bolter	24”	4	5	Assault 2
Staff of Office	-	-	-	Close Combat, Power Fist **

* = see main rules for additional details
** = see Wargear entries for special rules

Support Weapons Summary

Support Weapon	Range	Str	AP	Type
Tarantula (w/Linked Lascannon)	48”	9	2	Heavy 1 & Linked, or Assault 1
Rapier	36”	9	1	Assault 1 (if 6” or less movement)
Mole Mortar (Ground Burst/Air Burst)	G12-48”	4/3	5	Heavy 1, Blast/Ordnance
Thudd Gun	G12-48”	5	5	Heavy (2+D3) Blast
Conversion Beamer	36”	Special	Special	Heavy 1

Armory

A character may carry up to two weapons, but only one of these may be a Two-Handed Weapon. Note that some Tech Relics count as Weapons for this purpose! Within these limits, a character may add to or replace any weapons he already has with weapons from the Armory. In addition, each character may select up to a total of 50 points of combined Wargear and Tech Relics, except for Tech-Priests who may take up to 100 points. You may not take duplicate items for the same model or vehicle, and all Wargear and Weapons should be represented on the model. Models in Terminator Armor can only use Wargear and Weapons marked with a "". All Wargear and Weapons must be represented on the model.*

Single Handed Weapons

Bolt Pistol	3 pts
Close Combat Weapon	1 pt
Cult Mechanicus Power Axe	22 pts *
Hand Flamer	7 pts
Hellpistol	2 pt
Laspistol/Autopistol	1 pt
Null Rod (Tech-Priest Lords only)	20 pts *
Plasma Pistol	15 pts
Power Fist	25 pts *
Power Weapon	15 pts *
Storm Shield [1]	10 pts *
Thunder Hammer	30 pts *

Two-Handed Weapons

Assault Stubber	12 pts
Boltgun	3 pts
Combi-Weapon	
Bolter-Flamer	12 pts *
Bolter-Grenade Launcher	12 pts *
Bolter-Plasma Gun	17 pts *
Bolter-Meltagun	17 pts *
Hellgun	2 pts
Lasgun/Autogun	1 pt
Plasma Blaster (Tech-Priests only)	20 pts *
Storm Bolter	10 pts *

[1] – Although a Storm Shield is not a Weapon as such, it counts as a single-handed weapon because nothing else can be used by the arm carrying the Shield

Wargear

Artificer Armor (Independent Characters only)	20 pts
Auspex	5 pts *
Combat Bionics	5 pts *
Cybernetic Enhancements	5 pts *
Frag Grenades	2 pts
Krak Grenades	3 pts
Master Crafted Weapon	10 pts *
Mechadendrites (Tech-Priests only)	5 pts *
Melta Bombs	7 pts
Ocular Implants	5 pts *
Power Armor (Tech-Priests only)	10 pts
Purity Seal	5 pts *
Refractor Field [3]	18 pts
Servo-Arm (Tech-Priest Engineers only)	30 pts *
Servo-Skull (Tech-Priests only)	5 pts *
Signum (Tech-Priest Engineers only)	15 pts *
Targeter	7 pts
Terminator Armor (Tech-Priests only)	25 pts

Tech Relics

Conversion Field [3]		30 pts
Displacer Field [3]		35 pts
Graviton Gun [2]		20 pts *
Runes of the Machine God		15 pts
Power Field [3]		50 pts
Refractory Armor Coating		15 pts
Staff of Office (Magos only)		35 pts *
Stasis Grenade	(one use only)	18 pts
Vortex Grenade	(one use only)	30 pts
Warp Jump Pack	(one use only)	20 pts

[2] – May be taken by models in Terminator Armor. Although classed as Tech Relics, these items count as two-handed weapons for purposes of normal Weapons selections. As Tech Relics, they cannot be Master Crafted.
[3] – Multiple fields disrupt each other, thus a model may be given only one Field device.

Vehicle Upgrades:

Armored Crew Compartment	20 pts
Boosters	5 pts
Ceramite Armor	25 pts
Electro Hull	20 pts
Extra Armor	5 pts
Holy Icon	15 pts
Hover Lifters	20 pts
Hunter-Killer Missile	15 pts
Machine Spirit	20 pts
Pintle Mounted Storm Bolter	15 pts
Rough Terrain Modifications	5 pts
Searchlight	1 pt
Servitor Crew Installation	20 pts
Smoke Launchers	3 pts

Special Rules

Adeptus Mechanicus Master Crafted Weapons
Weapons chosen for Tech-Priests (Lords or Engineers) from the Adeptus Mechanicus Armory Weapons are assumed to have been carefully constructed and expertly maintained by the finest artisans in the Imperium. As such, all benefit from the *Master Crafted Weapons* rules automatically. Note that any weapons chosen from the Tech Relics section cannot gain this ability – even the most confident Tech-Priest would not dare tamper with these ancient and inscrutable devices! Note that all weapons chosen by non-Tech-Priests will not gain this benefit unless they pay for it as per the Armory.

Tech Quest
The Cult 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 Cult 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 Cult 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.

Heavy Weapon Teams
See Codex: Imperial Guard for details on two-man heavy weapon team rules.

Appendix Items - New Weapons, Wargear, Tech Relics, and Vehicle Upgrades
Special Note
Only the Tech-Priest Magos and Tech-Priest Questor count as Tech-Priest Lords. They (plus the Tech-Priest Engineers) are the only models that count as Tech-Priests for purposes of selecting wargear, special rules, etc.

Tech Relics:
These represent items carefully created and preserved from the vaults of the holy 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 count as Wargear and 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 same 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.

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, even if wearing Terminator Armor.

Range	Str	AP	Type
18"	7	-	Heavy 1 Blast

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.

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.

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.

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.
Tech-Priest Magos only

Stasis Grenade (one use only): 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.

Vortex Grenade (one use only): 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	Str	AP	Type
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.

Warp Jump Pack (One use only): 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.

New Weapons and 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	Str	AP	Type
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. Note that the +1S is added *after* doubling for purposes of Power Fists, etc.

Cybernetic Enhancements: Cult Mechanicus followers often host a plethora of cybernetic body modifications and replacements, to better serve the Machine God. These offer a 6+ Invulnerable Save to the model due as they often absorb what would have been lethal attacks. If the user is wearing Terminator Armor, this item works exactly the same way as normal Bionics (see *Codex: Space Marines*) instead.

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.

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 single template area effect shot with the profile below, but also counts as a Close Combat Weapon in Assaults.

Range	Str	AP	Type
Template	3	6	Assault 1 Template, CCW

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, but cannot be taken by models wearing Terminator Armor (there is only so much they can lift!).

Imperial Jetbike: These operate just like a regular jetbike (see page 94 of the Warhammer 40,000 Rulebook), and are mounted with twin-linked bolters (regular, not Master-Crafted). The rider gains +1 Toughness but none of the special benefits that Eldar or Dark Eldar jetbikes gain as the Imperium has yet to master anti-grav technology to their degree.

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.
Tech-Priests only

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 38th 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 Armor only

Range	Str	AP	Type
24"	7	2	Linked, Rapid Fire, gets hot! Always counts as Stationary

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 (keeping pace with him if he is on a jetbike for example) 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:

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Servo-Skull	3	3	3	3	1	3	1	8	6+

Tech-Priests only

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.

A Tech-Priest Magos may take up to 8 Disciples, a Questor up to 6, and an Engineer up to 4. You may take more than one of each type if desired. All Disciples have the following profile:

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Disciple	3	3	3	3	1	3	1	8	6+

In game play, all Disciples and their leader form a unit with normal unit coherency rules. Unless stated otherwise, each Disciple is armed with a Laspistol.

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.

*Geneto*r (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, Praetorian, 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.

Regular Wargear
See *Codex: Space Marines* for special rules for the following items: Artificer Armor, Auspex, Bionics, Combi-Weapon,, Jump Pack, Master Crafted Weapon, Needle Sniper Rifle, Purity Seals, Servo Arm, Signum *(here though it works for whatever squad the bearer leads)*, Space Marine Bike, Storm Shield, Terminator Armor, Thunder Hammer

See *Codex: Imperial Guard* for special rules for the following items: Carapace Armor, Demolition Charge, Refractor Field, Targeter, Hellpistol, Hellgun

See *Codex: Daemonhunters* for special rules for: Needle Pistol, Null Rod, Digital Weapons

Adeptus Mechanicus Vehicle Upgrades
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 Armor: 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.

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 Lifters: 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!

Regular Vehicle Uprades
See Codex: Imperial Guard and the Warhammer 40,000 Rulebook for special rules for the following vehicle upgrades *Armored Crew Compartment, Extra Armour, Hunter-Killer Missile, Pintle-Mounted Storm Bolter, Rough Terrain Modifications, Searchlight, Smoke Launchers*

Support Weapons Special Rules:

Movement and Crew

Support Weapons crewmen must stay within 2" of their weapon at all times, and each weapon counts as four models for transport purposes.

Servitors manning a support weapon will never Assault, and if they win an Assault they can never Pursue or Consolidate – they are programmed to stay with their Weapon & will never move away from it, even in a Drawn combat.

Firing a Support Weapon

Only one operator is needed for normal operation; the second operator is free to fire any weapons of his own but only at the same target. Both the weapon and at least one Operator must have Line of Sight for non-Guess weapons.

Shooting at a Support Weapon

Support Weapons count as a Model for targeting purposes. When firing at one, randomize hits (1-4 = hit on operators, 5-6 = hit on a support weapon). Resolve hits against the operators as normal. A Support Weapon has an Armor value of 10 (and always counts as an immobilized vehicle in Assaults), and if it takes any penetrating or glancing hits it is destroyed.

Assaulting a Support Weapon

Enemy units may Assault a support weapon in the same manner as assaulting any other unit. Any enemy models in contact with a support weapon can attack it exactly as if it was an immobilized vehicle with the same armor value and hit resolution as for shooting above.

HQ:

(0-1) Tech-Priest Lord
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 they rise in rank in the Cult Mechanicus more and more mechanical augmentations are added to improve the fragile flesh. While rarely leaving their Fortresses, upon reaching the degree of Tech-Priest 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. 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 crusade.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest Magos	40	3	3	3	4	3	3	2	9	4+
Tech-Priest Questor	30	3	3	3	4	2	3	1	8	4+

Independent Character: Unless accompanied by a retinue of Disciples or Praetorians, Tech-Priest Lords are Independent Characters and follow all normal rules for Independent Characters from the Warhammer 40,00 Rulebook. If their retinue is eliminated, they revert to their Independent Character status.

Options: Tech-Priest Lords wear Carapace Armor (4+ Save) and may choose from the Armory as normal. They may take a Hover Disk for +20 pts.

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 as 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.
Single Handed Weapons: Splinter Pistol (1 pt), Shuriken Pistol (2 pts), Slugga (1 pt)

Two Handed Weapons: Splinter Rifle (2 pts), Shuriken Catapult (2 pts), Pulse Rifle (6 pts), Gauss Flayer (4 pts), Kroot Hunting Rifle (8 pts), Shoota (2 pts)
He may also be given Digital Weapons (10 pts) which will count as Wargear.

Munitorum (free): As one of the weaponsmiths of the Imperium, the Tech-Priest is more combat oriented than most of the Cult Mechanicus. Aware that he is going into dangerous territories, he has arranged for a personal escort of the finest warriors the Adeptus Mechanicus has to offer. If he takes no Disciples, the Tech-Priest may choose a unit of Praetorians chosen from their entry below to serve as his Bodyguard.

Transport: If the Lord has chosen either Disciples or Praetorians to lead as described above, he may take either an Adeptus Mechanicus Rhino (+50 pts), Adeptus Mechanicus Chimera (+70 pts) or Land Raider (+210 pts) as a transport. See individual vehicle entries for options and other details.

Tech-Priest Engineer
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 Enginseer), 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!

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest Engineer	35	3	3	3	3	2	3	1	8	4+

Independent Character: Unless accompanied by Disciples or a Field Team (see below), Tech-Priest Engineers are Independent Characters and follow all normal rules for Independent Characters from the Warhammer 40,00 Rulebook. If their retinue is eliminated, they revert to their Independent Character status.

Options: Tech-Priest Engineers wear Carapace Armor (4+ Save) and may choose from the Armory as normal. They may take a Hover Disk (+20 pts) or if they are starting the game as an Independent Character they may take an Imperial Jetbike (+35 pts) or Space Marine Bike (+30 pts).

Special Rules: *Battlefield Repairs*
Tech-Priest Engineers are highly trained in battlefield repair, and their mech-empathy gives them a chance to bring even the most badly damaged system back to life. If a Tech-Priest Engineer starts his turn in contact with (or inside of) a damaged Imperial vehicle or support weapon he may attempt to effect repairs. If the vehicle has been Immobilized or has a destroyed weapon, one of these defects (chosen by the Engineer) will be corrected on a roll of 6+. If he is wearing a Servo-Arm or Mechadentrites he gains +1 to his roll, plus an extra +1 for every Technical Servitor also in contact with the vehicle.

Field Team: Tech-Priest Engineers often go into the field accompanied by a retinue of their Servitor assistants. If the Engineer takes no Disciples he may instead take a retinue of 1-4 Servitors, chosen as per their entry below.

Transport: If the Engineer has chosen either Disciples or a Field Team to lead as described above, he may take either an Adeptus Mechanicus Rhino (+50 pts) or Adeptus Mechanicus Chimera (+70 pts) as a transport. See individual vehicle entries for options and other details.

Elites:

Praetorians

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.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Praetorian	15	4	4	4	4	1	3	1	8	3+

Squad: A Praetorian unit consists of 6-12 Praetorians

Weapons: Each Praetorian is armed with either a Hellgun, or a close combat weapon and a Hellpistol. They wear layers of plasteel as part of their cybernetic nature (counts as Power Armor).

Options: Any number of models may exchange their ranged weapon for a Boltgun or Bolt Pistol for +3 points. One model may exchange their close combat weapon for either a Power Weapon (+10 pts) or Power Fist (+15 pts).

Three models in the unit may have one of the following: Flamer (+6 pts), Meltagun (+10 pts), Plasma Gun (+10 pts), Grenade Launcher (Krak/Frag, +10 pts).

One model may be armed with one of the following heavy weapons: Lascannon (+25 pts), Autocannon (+15 pts), Missile Launcher (+15 pts), Heavy Bolter (+13 pts), Multi-Melta (+30 pts), Plasma Cannon (+35 pts), Multi-Laser (+13 pts).

Transport: The unit may be mounted in an Adeptus Mechanicus Rhino (+50 pts) or Adeptus Mechanicus Chimera (+70 pts). This will not count as a further selection for the army.

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 Electoos 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.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Electro Priest	22	4	2	4	3	1	4	2	9	+ Invul

Unit: An Electro Priest unit consists of 6-12 Electro Priests

Weapons: Electrically augmented bare fists and static discharges.

Special Rules:
Electoos: These give the Electro Priests a higher than normal Strength and make their Close Combat attacks ignore Armor Saves. Electoos give a 5+ Invulnerable Save (from the cracking electricity surrounding their bodies). 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 Initiative10 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.

(0-1) Techmarine Apprentices

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 Masters.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	15	4	4	4	4	1	4	1	8	3+

Independent Character: You may include 1-3 Techmarine Apprentices as a single Elites choice, but only one choice is allowed per army (thus you could only have a maximum of 3 Techmarines per army). Techmarines are deployed as a single unit, but do not need to be placed together. They operate independently in Cult Mechanicus forces and so follow the rules for Independent Characters given on p74 of the Warhammer 40,000 rulebook.

Options: Techmarines wear Power Armor (3+ Save) and may choose weapons and wargear from the *Codex: Space Marines* Armory listing as per the restrictions in that list, bearing in mind that they are now Independent Characters as part of this army. They may not take the following items however: *Terminator Honors, Artificer Armor, Terminator Armor, Iron Halo, Teleport Homer*.

Transports

Profile	Points	Front	Side	Rear	BS
Adeptus Mechanicus Rhino	+50	11	11	10	4

Type: Tank
Crew: Servitor
Weapons: Storm Bolter

Transport: The Rhino can transport up to 10 models. Any models in Terminator Armor will count as two models for transport capacity.

Options: Adeptus Mechanicus Rhinos automatically have the *Servitor Crew Installation* vehicle upgrade, and can take any of the other upgrades from the Armory list. They may also take the special *Heavy Weapons Mounting* upgrade described below.

Heavy Weapon Mounting: The Adeptus Mechanicus know each and every secret of the hidden construction possibilities for Imperial vehicles (or so they claim, and so far no one has been able to contradict them on it). It is common for Tech-Priests in the field to customize their standard transport vehicle (the ubiquitous Rhino) 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 separate Pintle Mounted Storm Bolter to be added as well as a vehicle upgrade if desired.

The Following may be taken as a Heavy Weapon Mounting for the points indicated:
Lascannon (+17 pts), Autocannon (+12 pts), Multi-Melta (+27 pts), Missile Launcher (+12 pts), Plasma Cannon (+30 pts), Heavy Bolter (+10 pts), Multi-Laser (+10 pts).

Profile	Points	Front	Side	Rear	BS
Adeptus Mechanicus Chimera	+70	12	10	10	3

Type: Tank
Crew: Tech-Guard

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 (+5 pts), Heavy Flamer (+5 pts). If no turret weapon is taken then one of the following may instead be mounted in the hull: Lascannon (+18 pts), Plasma Cannon (+30 pts), or Multi-Melta (+27 pts).

Transport: Up to 12 models. This may include any characters that have joined the unit. Note any models in Terminator Armor will count as two models for transport capacity.

Options: An Adeptus Mechanicus Chimera may take any of the vehicle upgrades from the Armory list except *Hover Lifters.*

Troops

Tech-Guard
Drawn from the Forge World planets assigned to accompany the Tech-Priests on their missions, Tech-Guard (or Skitarii to use their formal title) form the backbone of the Adeptus Mechanicus Ordo Militant. While not as deadly in combat the elite Praetorians, 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.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Guard	10	3	3	3	3	1	3	1	7	5+
Tech-Guard Centurion	+12	3	3	3	3	1	3	2	8	5+

Squad: The unit consists of 10-20 Tech-Guard.

Weapons: Tech-Guard units wear Flack Armor (5+ Armor Save) and are armed with either a Shotgun, Lasgun, or Autogun, or a close combat weapon and a laspistol/autopistol.

Cybernetic Enhancements: Tech-Guard, as devout members of the Cult Mechanicus, are fitted with Cybernetic Enhancements (6+ Invulnerable Save).

Options: Any model may upgrade to a Hellgun for +1 pt or a Bolter for +2 points. The entire unit may be upgraded to Carapace Armor (4+ Save) for +3 pts per model.

Two models in the unit may have one of the following: Flamer (+4 pts), Meltagun (+10 pts), Plasma Gun (+10 pts), Grenade Launcher (+10 pts).

Two members can form a Heavy Weapons team, together armed with one of the following heavy weapons: Lascannon (+17 pts), Autocannon (+12 pts), Missile Launcher (+12 pts), Heavy Bolter (+12 pts), Multi-Melta (+22 pts), Plasma Cannon (+25 pts), Multi-Laser (+10 pts). See Codex: Imperial Guard for details on two-man heavy weapon team rules.

The entire unit may be armed with Frag Grenades (+1 point per model).

Character: One model may be upgraded to a Tech-Guard Centurion for +12 points, and may choose additional equipment from the Armory except for Tech-Relics or other items as noted.

Transport: A Tech-guard unit may be transported in an Adeptus Mechanicus Chimera if it numbers 12 models or less. This will not count as a further selection for the army.

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.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Technical Servitor	8	3	3	3	3	1	3	1	8	5+
Combat Servitor	10	4	3	3	3	1	3	2	8	4+
Gun Servitor	12	3	4	3	3	1	3	1	8	4+

Squad: The unit consists of 5-15 Servitors. Servitors have a 5+ Armor Save due to their mechanized body parts.

Weapons: None.

Options:
Tech-Priests often bring contingents of Servitors specially programmed for dealing with hostilities. If a Technical Servitor is upgraded as noted below, it loses its ability to aid in Battlefield Repairs as noted above as the new programming overwrites its technical abilities.

Combat Servitor - Any number of Servitors may be outfitted for close combat with programming upgrades, special mechanical crushing claw arms, and other Assault modifications for +2 points per model. Servitors given this upgrade may be also be fitted with a Power Fist for +15 points.

Gun Servitor – Any number of Servitors can be configured for fire-support at +4 points per model, gaining a bionically attached lasgun or autogun. Any three Servitors given this upgrade may exchange that weapon for a Multi-Melta (+25 pts), Heavy Bolter (+15 pts), or Plasma Cannon (+35 pts). Due to fuel restrictions, only one Plasma Cannon is allowed per unit.

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.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Machine Cultist	4	2	2	3	3	1	3	1	6	-
Machine Cult Preacher	+15	3	3	3	3	1	3	1	8	5+

Squad: The unit consists of 10-30 models.

Weapons: Members of a Machine Cultists unit are all equipped with a Shotgun, Lasgun, or Autogun, or a close combat weapon and a laspistol/autopistol.

Options: For every 10 full members in the unit, one member may be armed with one of the following: Flamer (+4 pts), Meltagun (+7 pts), Plasma Gun (+7 pts), Grenade Launcher (+7 pts), Bolter (+2 pts), Heavy Stubber (+7 pts).

One member of the unit may be armed with one of the following: Lascannon (+20 pts), Autocannon (+15 pts), Missile Launcher (+15 pts), Heavy Bolter (+10 pts).

Character: One model may be upgraded to a Machine Cult Preacher for +15 points. He wears Flak Armor (5+ Armor Save) and may choose additional equipment from the Armory except for Tech-Relics or other items as noted. Additionally, he may upgrade his armor to Carapace Armor for +5 points.

Fast Attack:

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 surrounding area. Sentinel pilots are trained in long-range reconnaissance and are usually sent out far ahead of the main force. Each can carry 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!).

					Armor				
Profile	**Points**	**WS**	**BS**	**S**	**Front**	**Side**	**Rear**	**I**	**A**
Sentinel	35	3	3	5	10	10	10	3	1

Squadron: 1-3 per Squadron
Type: Open-topped, Walker
Crew: One Tech-Guard Pilot

Weapon: Each Sentinel is armed with one of the following: Multi-laser (+10 pts), Heavy Flamer (+5 pts), Heavy Bolter (+12 pts), Autocannon (+15 pts), Assault Cannon (+15 pts), Lascannon (+20 pts), Power Lifter (Adds +2 Strength, +10 points).

Options: Sentinels can only take the following upgrades: *Armored Crew Compartment, Extra Armor, Searchlight, Smoke Launchers, Hunter-Killer Missile, Rough Terrain Modifications, Machine Spirit, Servitor Crew Installation.*

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. As such, they may use the special Sentinel Scouting rules from *Codex: Imperial Guard.*

(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.

Profile	Points	Front Armor	Side Armor	Rear Armor	BS
Land Speeder	40	10	10	10	3

Squadron: 1-3 per Squadron
Type: Fast, Skimmer, Open-Topped
Crew: Two Tech-Guard (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), Multi-Laser (+12 pts).

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

Heavy Support:

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.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Robot	60	4	4	5(10)	7	2	2	1	10	2+

Squad: A Maniple consists of 1-4 Robots, under the command of a Tech-Adept Overseer.

Weapons: Robots are roughly humanoid in appearance (though much larger), and are normally fitted with two weapon arms in one of the configurations below. You are free to mix robot types in the same Maniple if desired.

Castellen or *Crusader:* Two Dreadnought Close Combat Weapon Arms
This will increase the Robot's number of Attacks to 2
An additional shoulder or back mounted weapon may be chosen as well from the following list:
Meltagun (+10 pts), Plasma Gun (+12 pts), Bolter (+4 pts), Flamer (+4 pts)

Colossus or *Conqueror*: A single Dreadnought Close Combat Weapon Arm plus a Ranged Weapon Arm

Cataphract: Two Ranged Weapon Arms
This will decrease the Robot's Strength to 5

Ranged Weapon Arms must carry one of the following weapons: Lascannon (+20 pts), Autocannon (+15 pts), Meltagun (+10 pts), Missile Launcher (+15 pts), Plasma Gun (+12 pts), Heavy Bolter (+10 pts), Storm Bolter (+5 pts), Flamer (+4 pts), Multi-Laser (+10 pts), Plasma Cannon (+35 pts), Multi-Melta (+35 pts).

Due to fuel limitations, only one Melta or Plasma weapon may be taken per Robot.

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.

…But 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.

Leader: The Maniple must be lead by a single Tech-Adept Overseer. See that separate entry for details.

Tech-Adept Overseer

While supremely loyal, the more mindless elements of the Cult Mechanicus require constant supervision. Specially trained Tech-Adepts are assigned as Overseers for these units, guiding them in conflicts and directing them against enemy threats.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Adept Overseer	8	3	3	3	3	1	3	1	8	4+

A Tech-Adept Overseer wears Carapace Armor (4+ Save) and may choose from the Armory as normal except for Tech-Relics or other items as noted.

Tech-Adept Overseer Guidance – Each units of Robots must be lead by a single Tech-Adept Overseer. If at any time he is killed, or is more than 2" away from his unit, the unit will go on **Emergency Orders**:
Movement Phase: Move towards the nearest enemy unit.
Shooting Phase: Target the nearest enemy unit in Line of Sight and fire!
Assault Phase: Charge the nearest enemy unit if possible; Consolidate after winning any Assaults.

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 firebases 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.

Profile	Points	Front	Side	Rear	BS
Land Raider	210	14	14	14	4

Type: Tank
Crew: Servitors

Weapons: Hull-mounted forward firing Twin-linked Heavy Bolters. Two sponsons each with twin-linked Lascannons may be added for +40 points. Note that the "Crusader" or other weapon options are not permitted. The Land Raider is a Holy Vehicle to the Adeptus Mechanicus, and such tampering with the original STC design is still viewed as only barely tolerable heresy!

Transport: Up to 10 models from a single unit. Any models in Terminator Armor will count as two models for transport capacity.

Options: Adeptus Mechanicus Land Raiders have the *Machine Spirit* and *Servitor Crew Installation* vehicle upgrades automatically. They may take any of the other vehicle upgrades from the Armory list except *Boosters* or *Hover Lifters*.

Atlas Armored Recovery Vehicle

These vehicles are often seen in Tech-Quests where larger artifacts or vehicles are being excavated. A variation on the standard Leman Russ chassis, the Atlas is fitted with a large crane and towing mechanisms; when fielded in a Questing force the vehicle is given added cables and webbing for recovering devices of alien creation as well. While mostly a non-combatant vehicle used for normal logistical support, in battle the ARV can be used both to recover damaged Cult Mechanicus vehicles and to tow away damaged enemy vehicles or even large creatures for later examination!

Profile	Points	Front	Side	Rear	BS
Atlas ARV	85	11	10	10	3

Type: Tank
Crew: Tech-Guard
Weapons: Hull-mounted Heavy Bolter.
Options: The Atlas may be given any of the other vehicle upgrades from the Armory list except *Boosters* or *Hover Lifters*.

Special Rules: *Vehicle Recovery*
The Atlas can drag Immobilized or destroyed vehicle (friend or foe) that it starts the turn in base contact with. Move both vehicles up to 6", keeping them in contact and the same configuration. Some common sense will have to be used here when moving the models! Vehicles with 2 or 3 Structure Points can only be moved up to D6" each turn, and those with 4 or more are simply too massive even for the Atlas. Dead Monstrous creatures can also be towed as above; 6" for a single creature, D6" for creatures with 2 or 3 Mass Points, and 4 Mass Points or more being too cumbersome for towing. Neither vehicle may shoot in the same turn they are towing or being towed, except that the vehicle being towed may fire one

weapon at the Atlas if it is able. Note that the ARV may be used to move a vehicle Immobilized due to Difficult Terrain out of that terrain so it can move again.

In games where Victory Points are used, every enemy vehicle or Monstrous creature that is dragged off the board or into the Cult Mechanicus deployment zone awards the Cult Mechanicus player Victory Points equal to ½ the vehicle/creature's cost. This is in addition to any points gained for destroying or damaging the vehicle or wounding the creature as normal. Friendly vehicles towed off the board only count ½ normal for enemy Victory Points (so a destroyed vehicle only is worth ½ its value, and an Immobilized vehicle only ¼).

Support Weapons

Support Weapons are rare devices of awesome power, many dating back to the time of the Heresy or before. Each usually requires specialized equipment and repair, and are a rare sight outside of Adeptus Mechanicus forces though sometimes seen detached to other Imperial armies. Even though difficult to ready and maintain, they are superb in combat when operated by specially programmed Servitor crews.

Selection: 1-3 Support Weapons (of any type below) may be taken as a single Heavy Support force selection. Each is deployed independently on the battlefield.

Tarantula Weapon Platform **Cost: 20 points each + weapons cost**

Tarantulas are a widely used Adeptus Mechanicus weapon platform. Almost any Imperial weapon can be easily mounted to the chassis, and with the aid of built-in weapon-linking mechanisms they are very accurate.

Crew: 2 Gun Servitors armed with lasguns

Weapons: You must equip each Tarantula with one of the following Linked weapon mounts:

Lascannon at +20 pts, Heavy Bolter at +10 pts, Multi-lasers at + 10 pts, Autocannon at +15 points, Missile Launcher at +15 pts, Multi-Melta at +25 pts, Plasma Cannon at +22 pts (note overheating plasma cannons will have no effect).

Weapon	Range	Str	AP	Type
Tarantula (w/Linked Lascannon)	48"	9	2	Heavy 1, Linked

Special Rules:

Tarantulas can be moved 6" movement phase (either under its own propulsion or via the crew moving it), but cannot move in the Assault phase.

Weapons mounted on a Tarantula are Linked, and thus form a single weapon that may re-roll missed as per the normal rules for a linked weapon.

Rapier Laser Destroyer **Cost: 50 points each**

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!

Crew: 2 Gun Servitors armed with lasguns

Weapons: Multiple Rapier Lasers in "Destroyer" Configuration

Weapon	Range	Str	AP	Type
Rapier lasers	36"	9	1	Assault 1

Special Rules:

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.

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.

Mole Mortar **Cost: 55 points each**

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.

Crew: 2 Gun Servitors armed with lasguns

Weapons: Tunnel Torpedoes

Weapon	Range	Str	AP	Type
Tunnel Torpedo (Ground Burst/Air Burst)	G12-48"	4/3	5	Heavy 1 Blast/Ordnance

Special Rules:
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).

Thudd Gun **Cost: 60 points each**
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).
Crew: 2 Gun Servitors armed with lasguns
Weapons: Mark III "Punisher" class Quad-launcher

Weapon	Range	Str	AP	Type
Quad-launcher	G12-48"	5	5	Heavy (2+D3) Blast

Special Rules:
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.

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.

Conversion Beamer **Cost: 75 points**
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.
Crew: 2 Gun Servitors armed with lasguns
Weapons: Energy beam projector mounted on self-propelled platform

Weapon	Range	Str	AP	Type
Conversion Beamer	36”	Special	Special	Heavy 1

Special Rules:
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 above.

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):

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

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

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.

Hits from a Conversion Beamer ignore Armor Saves, though Invulnerable and Cover Saves may be taken as normal.

Special Characters

Heinrich Jojur, Rogue Questor

Only semi-tolerated by the Cult Mechanicus, Heinrich left the official ranks of the Adeptus Mechanicus years ago after years of disputes over policy. He now roams the galaxy, searching on his own for lost STC materials. He also does a brisk sideline trade as an unlicensed Rogue Trader, selling off discovered artifacts he deems unimportant. The Cult Mechanicus turns a somewhat blind eye to his undertakings, as he is useful in uncovering new technologies that find their way back to the watchful guard of the Lords of Mars.

Heinrich Jojur may be taken as a single HQ choice in an Adeptus Mechanicus army. He can also be taken as an Elite or HQ choice in any other Imperial army such as Imperial Guard, Adeptus Ministorum (they don't know his true identity) or Space Marines. If chosen as an HQ selection in a non-Adeptus Mechanicus army he may not be the commander however (another HQ choice must also be made). He must be taken exactly as described below and may not be given any extra equipment from the Armory, except where noted. The points value indicated for him includes all of his items. In addition he can only be used in battles where both players have decided to allow special characters. Heinrich is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,00 Rulebook.

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
Heinrich Jojur	55	3(4)	4	3(4)	4	2	4	2	9	2+

Weapons: Heinrich wears *Artificer Armor* (2+ Save). He is armed with a *Master Crafted Bolt Pistol* and a *Master Crafted Power Sword*.

Wargear: He is equipped with *Combat Bionics*, *Refractor Field*, and the *Hydra's Bite*.
He may also ride either an *Imperial Jetbike* (+45 pts) or take a *Hover Disk* (+30 pts) (but not both!).

Note all changes due to the above weapons or wargear are already included in his profile. Also, any Tech-Relics listed above do not count towards the normal maximums for a Cult Mechanicus force, as these represent Heinrich's own "personal" discoveries.

Special Rules:

The Hydra's Bite: This whip-like device is one of Jojur's trademark weapons, with multiple lashes each ending with small electrical discharging devices. The Hydra's Bite may be used to attack charging foes before they have a chance to strike. In Assaults it allows him to make three attacks at Initiative 10 using his own Strength and Weapon Skill values; saving throws are allowed as normal. These can be made even if he is not in contact with any enemy and is only supporting the assault from within 2 inches. If his is not within 2" of any enemy at the start of an Assault, he may make a single attack as above at any enemy within 6" who is at least 1" away from any other models.

Favored by the Machine God: Hienrich has been in many difficult situations over his many years of exploration, but has always managed to get out of them against impossible odds. Though they would be the last to admit it publicly, many of the Tech-Lords who have viewed his adventures from afar have come to believe the Omnissiah must be keeping a watchful eye on its wayward servant. To represent this, any unsaved wounds that would normally inflict an Instant Death on Heinrich will only cause a single wound instead.

Special Characters

Pastor Moviss, Machine Cult Preacher
Moviss was formerly a high-ranking Tech-Lord, who left the leadership on Mars after a vision from the Emperor told him to leave his bureaucratic surrounding and get back to preaching his Word to humanity. He now goes from planet to planet, gathering new members to the Cult Mechanicus. He also carefully looks for promising new candidates for the Cult, those with special scientific bents or those who defy/question the Adeptus Ministorum teachings. He keeps his true background a secret from all, and maintains a humble lifestyle as he roams the galaxy to spread the word of the Omnissiah.

Pastor Moviss may be chosen to lead a Machine Cult Troops selection in an Adeptus Mechanicus army. If selected, he replaces the normal option for a Machine Cult Preacher and counts as an Elites choice for the army (the Machine Cult still counts as a Troops selection). He must be taken exactly as described below and may not be given any extra equipment from the Armory. The points value indicated for him includes all of his items. In addition he can only be used in battles where both players have decided to allow special characters.

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
Pastor Moviss	50	3	3	3	4	3	3	2	10	4+

Weapons: Moviss wears Carapace Armor (4+ Save) underneath his robes. He is armed with a *Master Crafted Laspistol* and a *Cult Mechanicus Power Axe.*

Wargear: He is equipped with *Cybernetic Enhancements*, *Signum, Mechandentrites,* and *Runes of the Machine God*

Note all changes due to the above weapons or wargear are already included in his profile. Also, any Tech-Relics listed above do not count towards the normal maximums for a Cult Mechanicus force, as these represent items taken when he left Mars or discovered/created on his own.

Special Rules:
Master of Disciplines: Moviss automatically gains the benefits from the *Physic*, *Metallurgicus, Biologis,* and *Xenos* disciplines to reflect his many long years of study and expertise.

Machine Cult Following: Moviss leads a Machine Cult Following, chosen as normal from the Machine Cultists entry. Due to his charismatic appeal and years of experience in leading his flocks, he counts as having a Trademark Item (see Codex: Imperial Guard).

Master Craftsman: Moviss has an almost spiritually link with machinery, and with only a few seemingly innocuous adjustments can make almost anything better than before. Time permitting, before a battle he always tries to tinker with as many of his follower's weapons as he can, both to increase their effectiveness as well as show his followers the wonders of the Omnissiah's blessing. Any weapons carried by his Machine Cultist unit may be Master Crafted for +2 points per weapon, and any Heavy Stubbers upgraded to an Assault Stubber for +5 pts.

Special Characters

Warhound Titan
It is extremely rare for even a Warhound, among the smallest of Imperial Titans, to be seen outside of a full-blown Adeptus Titanicus battle-group as part of a major conflict. For one to appear as part of a Questing Force would mean the Tech-Priest Magos leading the force is either certain of extreme resistance to their investigations, or feels the need for a near godlike symbol of the Machine Spirit to intimidate the locals. No matter the reasons, including such a war machine will deprive him of many other resources he could call upon, but given the extreme power of the Titan some feel it is worth the extra logistical effort and often personal favors needed to have one in his Quest.

Special Force Selection Rules
If a Warhound Titan is fielded in a Cult Mechanicus force, it counts as all 3 Heavy Support choices. It will also take up one 1 HQ choice, due to the nature of the crew. In addition, it can only be taken if a Tech-Priest Magos is leading the force (as such a higher ranking leader in the Cult could request such a potent augmentation to his Quest). A Warhound can only be used in games of 2,500 points or higher, and can only be used in battles where both players have decided to allow special characters.

Profile	Points	Front	Side	Rear	BS
Warhound	775	14	13	12	4

Type: Tank
Size: War Machine
Speed: Normal
Crew: Adeptus Titanicus personnel consisting of Princips, Moderati, Tech-Priest Engineer, & Servitors
Weapons: Plasma Blastgun and Turbo-Laser
Structure Points: 3
Void Shields: 2

Options: May exchange the above weapon pair for a Vulcan Mega-Bolter and an Inferno Gun for free. The Warhound automatically has the *Holy Icon* vehicle upgrade (built into its points cost) due to its very nature. No other vehicle upgrades may be taken.

See Imperial Armor for complete special rules and weapon descriptions

The Adamantium Giant

It is said amongst the Cult Mechanicus that there are more myths and legends surrounding the Adamantium Giant and its Overseer Alton Frederick than there are truths. Some say it started as a normal robot, but over centuries more and more brain tissue was added from his equally ancient Overseer, making the device more intelligent than any other robot but leaving Frederick more Servitor than man. Members of the Mentor Legion hold that it is more Dreadnought than Robot, and carries the remains of an ancient Space Marine hero from the Great Crusade. Some even dare whisper that the Giant was created during the Heresy from bioplasm extracted from the wounded Emperor himself while he was unconscious, and that the blasphemous Tech-Adept who performed the operation was consigned to an eternity of watching over his creation.

What is known is that this creation is amongst the oldest relics in the Imperium, and far superior to all other robot designs currently available. It is also larger than other robots, though it is not know if this its original design or due to modifications over the years. Such is the sophistication of the robot's programming that its Overseer seems to be more a companion for repair and maintenance than actual controller. The pair are dispatched only with the consent of the Fabricator General himself, carrying special dispensations for travelling on any Imperial vessel.

For a Questing Tech-Priest, the inclusion of the Adamantium Giant to his expedition is a double-edged Axe. It means he has been found worthy to be entrusted with this precious relic of ancient times. It also means the Logis have seen in their prophetic examinations the signs of possible peril as part of his quest, requiring the venerable duo to make the presence known to all who would stand in the Cult's holy work.

The Adamantium Giant and his Overseer Frederick count as a single Elites force selection. They must be taken exactly as described below and may not be given any extra equipment from the Armory. The points value indicated includes both of the models and all of their items. In addition they can only be used in battles where both players have decided to allow special characters.

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
The Adamantium Giant	125	4	4	10	7	3	2	2	10	2+
Frederick	-	2	3	3	4	1	3	1	10	4+

Squad: The Adamantium Giant and Frederick form a unit of 2 models. As such, they must remain within 2" of each other at all times. They may not join other units, though they may be joined by Independent Characters as normal.
For games using Victory Points special conditions, treat the pair as a unit of 2 worth 125 points, but points are only awarded if the Giant is wounded or killed. No points are awarded for killing Frederick.

Weapons: Frederick's stunted form is covered with mechanisms and plasteel, giving him an Armor Save of 4+ in the same way as Carapace Armor. He is armed with a *Master-Crafted* Lasgun bionically attached to his forearm. His other arm has been heavily modified with mechanical repair devices for maintaining the Adamantium Giant, and counts as a Power Fist.

Wargear: Frederick is equipped with *Mechadendrites*, a *Refractor Field*, and *Refractory Armor Coating.*

Robot Weaponry: The Adamantium Giant has a huge man-like form, much like the basic *Castellen* design, and is fitted with two Dreadnought Close Combat Weapon Arms. These have been specially augmented with a Flamer on one forearm and a Storm Bolter on the other.

In addition, before each battle Frederick may select one or two of the following weapons to be mounted on its shoulders: Lascannon (+20 pts), Autocannon (+15 pts), Meltagun (+8 pts), Missile Launcher (+15 pts), Plasma Gun (+8 pts), Heavy Bolter (+10 pts), Multi-Laser (+10 pts), Plasma Cannon (+40 pts), Multi-Melta (+35 pts).

Due to fuel limitations, only one Melta or Plasma weapon may be taken however.

Special Rules:
The Adamantium Giant follows all normal rules for Robots with the following exceptions:

Superior Weapons Design: The Adamantium Giant may Move and Fire up to two weapons, or stay stationary and fire all its weapons. Like other Robots it always counts as being stationary for purposes of weapon firing effects.

Superior Programming and Battlefield Experience: If Frederick is killed or more than 2" away, the Adamantium Giant does not go on Emergency Orders. Rather it will continue to fight on as normal.

Inspirational Appearance: The presence of the Adamantium Giant on the battlefield is a great source of awe and inspiration to the forces of the Adeptus Mechanicus. As such, the model counts as having the *Holy Icon* vehicle upgrade.

Painting/Converting

The colors of the Adeptus Mechanicus are dark (Scab) red and dark (Codex) grey.

Rough conversion ideas for the new items:
Tech-Priests – Necromunda Spyres, Techmarines, Space Marines, Confessors, Missionaries, Preachers, WFB Wizards, robed marine models like Dark Angels, and of course the old Tech-Priest models
Tech Guard – Cadians, Storm Troopers, Steel Legion
Machine Cultists – gangers from Necromunda (especially Van Saar), the old Confrontation models too
Robots – old Robots, old Dreadnoughts, Killa Kans, old Epic Knights & Titans. Robots should stand about the same size as a Killa Kan, but less bulky than a Dreadnought. These are big, cumbersome, and unwieldy creatures, man-like in appearance but around 10 feet tall.
Electro Priests – Confessors, Missionaries, & Preachers, WFB Wizards and Empire Flagellants, almost any regular human models with robes and a wild appearance.
Servitors – the regular Servitor models (duh!), Necromunda Pit Slaves (especially for Servitors who have taken Upgrades)
Praetorians – older Space Marine models, especially older Techmarine models.
Support Weapons – Mail Order still has them all, except the Conversion Beamer. I'd use a Rapier Chassis for this, then create a wacky sci-fi looking weapon for the beamer itself to mount on the chassis.

Cool bits with the AM symbol or great for converting AM models:
Epic Knight Baron Banner Pole 76024/4
Epic Knight Banner Pole 76016/2
Warlord Titan Banner Pole 00490/12
Epic 40K Titan body armor plate 030700111
Necromunda Pit Slave mechanical bits