

ADEPTUS MECHANICUS

ARMY RULE

An Adeptus Mechanicus army marching to war is a sight both terrifying and glorious, each holy warrior a disturbing fusion of Human and machine. While the ruling Tech-Priests and their fanatical followers raise modified voices in praise of the Machine God, their Skitarii soldiery and Servitor creations are controlled by doctrina imperatives loaded by their masters to augment and adapt the warriors' abilities.

DOCTRINA IMPERATIVES

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

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the **[HEAVY]** ability.
- Each time a ranged attack targets this unit, if this unit is within your deployment zone, worsen the Armour Penetration characteristic of that attack by 1.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.
- Each time a model in this unit makes a ranged attack, if the target of that attack is within your opponent's deployment zone, improve the Armour Penetration characteristic of that attack by 1.



ADEPTUS MECHANICUS – RAD-COHORT

DETACHMENT RULE

If your Army Faction is **ADEPTUS MECHANICUS**, you can use this Rad-Cohort Detachment rule.

RAD-BOMBARDMENT

Whether as a result of natural phenomena, apocalyptic internecine strife or calamitous accidents, many forge worlds are heavily irradiated. When holy wars of requisition are unleashed, the Tech-Priests think nothing of turning this invisible curse upon their foes, bombarding the battlefield with deadly radiation prior to an assault.

BATTLE ROUND 1

BOMBARDMENT

At the start of the first battle round, for each enemy unit within your opponent's deployment zone, your opponent must decide whether that unit will take cover or stand firm. If a unit takes cover, until the end of the battle round, that unit is Battle-shocked. If a unit stands firm, roll one D6 for that unit: on a 3+, that unit suffers D3 mortal wounds.

BATTLE ROUND 2 ONWARDS

FALLOUT

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



ADEPTUS MECHANICUS – RAD-COHORT

STRATAGEMS

If you are using the Rad-Cohort Detachment rule, you can use these Rad-Cohort Stratagems.



BALEFUL HALO

RAD-COHORT – BATTLE TACTIC STRATAGEM

A haze of deadly radiation hangs around the warriors of a Rad-Cohort, every exhalation they make adding to the isotopic fog, sapping the strength and stamina of those who are not inured to its effects.

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

TARGET: One **ADEPTUS MECHANICUS** unit from your army (excluding **VEHICLE** units) that was selected as the target of one or more of that enemy unit's attacks.

EFFECT: Until the end of the turn, each time an attack is made that targets your unit, subtract 1 from the Wound roll.

1CP



LETHAL DOSAGE

RAD-COHORT – WARGEAR STRATAGEM

Sanctified with the Tri-fold Litany, the most blessed power cells, fuel canisters and solid slugs have spent a decade in the oldest and most irradiated forge temple to certify their lethality.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit (excluding **VEHICLE** units), add 1 to the Wound roll.

2CP



EXTINCTION ORDER

RAD-COHORT – STRATEGIC PLOY STRATAGEM

As Tech-Priests order the purge of an area of the battlefield, rad-bombardments are redoubled in the hopes of turning it into a wasteland.

WHEN: Your Command phase.

TARGET: One **TECH-PRIEST** model from your army and one objective marker within 24" of that model.

EFFECT: Roll one D6 for each enemy unit within range of that objective marker. On a 4+, that unit suffers 1 mortal wound and it must take a Battle-shock test.

1CP



AGGRESSOR IMPERATIVE

RAD-COHORT – BATTLE TACTIC STRATAGEM

The Skitarii feel the press of an invisible hand upon their minds as the Machine God drives them forward. Servos are pushed to their structural limits as fibre bundles fill with the boundless energy of the Motive Force and propel the faithful on an unstoppable crusade.

WHEN: Your Charge phase.

TARGET: One **SKITARII** unit from your army that Advanced this turn.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge even though it Advanced this turn.

RESTRICTIONS: You can only use this Stratagem if the Conqueror Imperative is active for your army.

1CP



ADEPTUS MECHANICUS – RAD-COHORT

STRATAGEMS

If you are using the Rad-Cohort Detachment rule, you can use these Rad-Cohort Stratagems.



VENGEFUL FALLOUT

RAD-COHORT – STRATEGIC PLOY STRATAGEM

The sentence for those who dare strike at the Tech-Priests' holy creations has been carefully prepared in advance and it can be unleashed with an anger born of fanatical faith.

WHEN: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

TARGET: One ADEPTUS MECHANICUS unit from your army that was selected as the target of one or more of that enemy unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and it can only do so if that enemy unit is an eligible target. After your unit has finished making these attacks, it is not eligible to shoot again this turn.

1CP



BULWARK IMPERATIVE

RAD-COHORT – BATTLE TACTIC STRATAGEM

The warrior wisdom of experienced Reductors is force-loaded into the Skitarii's minds. Each pulse of data bestows a sensation of sacred invulnerability upon the Tech-Priests' soldiers.

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

TARGET: One SKITARII unit from your army that was selected as the target of one or more of that enemy unit's attacks.

EFFECT: Until the end of the turn, models in your unit have a 4+ invulnerable save.

RESTRICTIONS: You can only use this Stratagem if the Protector Imperative is active for your army.

1CP



ADEPTUS MECHANICUS – RAD-COHORT

ENHANCEMENTS

If you are using the Rad-Cohort Detachment rule, you can use these Rad-Cohort Enhancements.

ARCHIVED PURGE PROTOCOLS

Having witnessed the rad-bombardment of a hundred battlefields, this experienced commander can call upon the minutiae of those servo-recorded conflicts, feeding adjusted protocols into the data-nets of their warriors, granting them a hyper-predictive combat awareness to perfectly defeat the foe as they stumble out from their irradiated positions.

SKITARII MARSHAL model only. At the start of the battle round, you can select one friendly **SKITARII** unit within 12" of the bearer. Until the start of the next battle round, if the Protector Imperative is active for your army, the Conqueror Imperative is active for that unit instead, and if the Conqueror Imperative is active for your army, the Protector Imperative is active for that unit instead.

EXCORIATING EMANATION

This devoted follower of the Machine God is wreathed in a dense, radioactive fog that shrouds their allies from the sights and scanners of the foe.

ADEPTUS MECHANICUS model only. While the bearer is leading a unit, models in that unit have the Stealth ability.

MASTER ANNIHILATOR

With a mind blissfully unsullied by the passions common to the flesh, this zealot has become a peerless annihilator, commanding ruthless technology to eliminate all life before them. So blessed, they impart the detached logic of their priorities unto their minions.

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

OMNI-STERILISER

This weapon exemplifies the Adeptus Mechanicus' disdain for organic life. All flesh, blood and bone caught in its searing beams are reduced to inert atoms in an instant.

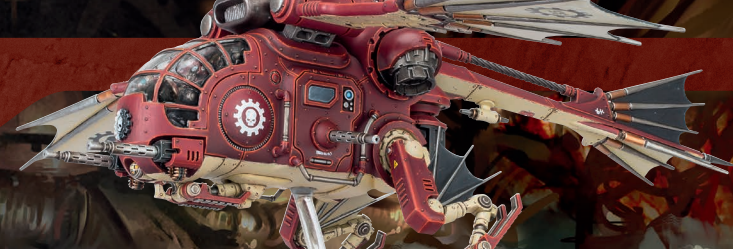
ADEPTUS MECHANICUS model only. Add 3 to the Attacks characteristic of the bearer's ranged weapons. In addition, the bearer's ranged weapons have the **[ANTI-INFANTRY 2+]** and **[ANTI-MONSTER 4+]** abilities.





ARCHAEOPTER FUSILAVE

M	T	SV	W	LD	OC
20+"	9	3+	10	7+	0



⚙ RANGED WEAPONS

Cognis heavy stubber array	36"	9	4+	4	0	1
[RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED]						

⚔ MELEE WEAPONS

Armoured hull	Melee	3	4+	6	0	1
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ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Doctrina Imperatives

Bomb Rack: Each time this model finishes a Normal move, you can select one enemy unit it moved across and roll six D6: for each 3+, that unit suffers 1 mortal wound.

WARGEAR ABILITIES

Chaff Launcher: The bearer has the **SMOKE** keyword.

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

DAMAGED: 1-3 WOUNDS REMAINING

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

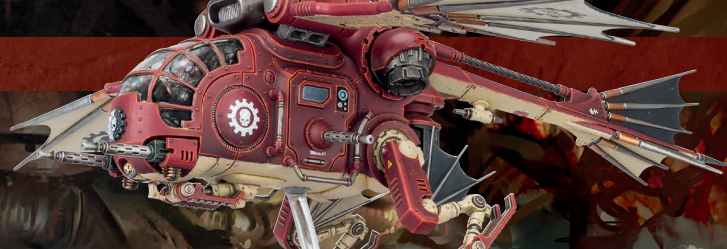
KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER FUSILAVE



FACTION KEYWORDS:
ADEPTUS MECHANICUS

ARCHAEOPTER FUSILAVE

The Archaeopter Fusilave's changeable payload of deep-bore, high explosives defines its position as a devastating bomber and ground clearance aircraft. Tech-Priests employ whole squadrons to level enemy defences and root out sheltering heretics, as well as to clear prospective sites for further investigation in the Quest for Knowledge.



WARGEAR OPTIONS

- This model's command uplink can be replaced with 1 chaff launcher.

UNIT COMPOSITION

- 1 Archaeopter Fusilave

This model is equipped with: cognis heavy stubber array; armoured hull; command uplink.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER FUSILAVE



FACTION KEYWORDS:
ADEPTUS MECHANICUS

ARCHAEOPTER STRATORAPTOR

M	T	SV	W	LD	OC
20+"	9	3+	10	7+	0



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]	36"	3	4+	4	0	1
Heavy phosphor blaster [IGNORES COVER]	36"	3	4+	6	-1	1
Twin cognis lascannon [SUSTAINED HITS 1, TWIN-LINKED]	48"	1	4+	12	-3	D6+1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Doctrina Imperatives**

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

WARGEAR ABILITIES

Chaff Launcher: The bearer has the **SMOKE** keyword.

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

DAMAGED: 1-3 WOUNDS REMAINING

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER STRATORAPTOR**



FACTION KEYWORDS: **ADEPTUS MECHANICUS**

ARCHAEOPTER STRATORAPTOR

The Stratoraptor takes advantage of the Archaeopter's directional thrusters and adaptable wing profile to excel in the role of ground attack gunship. Its spread of heavy weapons – with a mixture of high strength and high rate of fire – ensures the Stratoraptor poses a lethal danger to dug-in infantry and heavily armoured vehicles alike.



WARGEAR OPTIONS

- This model's command uplink can be replaced with 1 chaff launcher.

UNIT COMPOSITION

- 1 Archaeopter Stratoraptor

This model is equipped with: 2 cognis heavy stubbers; 2 heavy phosphor blasters; twin cognis lascannon; armoured hull; command uplink.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, SKITARII,
ARCHAEOPTER STRATORAPTOR



FACTION KEYWORDS:
ADEPTUS MECHANICUS

ARCHAEOPTER TRANSVECTOR

M	T	SV	W	LD	OC
20+"	9	3+	10	7+	0



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber array [RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED]	36"	9	4+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

KEYWORDS: VEHICLE, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER TRANSVECTOR

ABILITIES

CORE: **Deadly Demise D3, Deep Strike, Hover**

FACTION: **Doctrina Imperatives**

Aerial Deployment: If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

WARGEAR ABILITIES

Chaff Launcher: The bearer has the **SMOKE** keyword.

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

DAMAGED: 1-3 WOUNDS REMAINING

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS MECHANICUS



ARCHAEOPTER TRANSVECTOR

Ideal aerial insertion transports, Transvectors are used in vast numbers by Explorator fleets for reconnaissance and rapid extraction in the face of hostiles. They are incredibly agile, their implanted pilots able to reshape the wings to suit changing atmospherics, while directing their cognis heavy stubbers to scythe apart oncoming foes.



WARGEAR OPTIONS

- This model's command uplink can be replaced with 1 chaff launcher.

UNIT COMPOSITION

- 1 Archaeopter Transvector

This model is equipped with: cognis heavy stubber array; armoured hull; command uplink.

TRANSPORT

This model has a transport capacity of 11 **SKITARII INFANTRY** or **TECH-PRIEST INFANTRY** models. It cannot transport **JUMP PACK** or **KATAPHRON** models.

KEYWORDS: VEHICLE, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, SKITARII, ARCHAEOPTER TRANSVECTOR



FACTION KEYWORDS: ADEPTUS MECHANICUS

BELISARIUS CAWL

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

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Solar atomiser [BLAST, MELTA D3]	18"	D3	2+	14	-4	3

MELEE WEAPONS

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

CANTICLES OF THE OMNISSIAH

Invocation of Machine Vengeance (Aura): While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Mantra of Discipline (Aura): While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, each time you take a Battle-shock or Leadership test for that unit, you can re-roll that test.

Shroudsalm (Aura): While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, that unit has the Stealth ability.

ABILITIES

Canticles of the Omnisiah: At the start of the battle round, select one of the abilities in the Canticles of the Omnisiah section (see left). Until the start of the next battle round, this model has that ability.

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

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

INVULNERABLE SAVE

4+

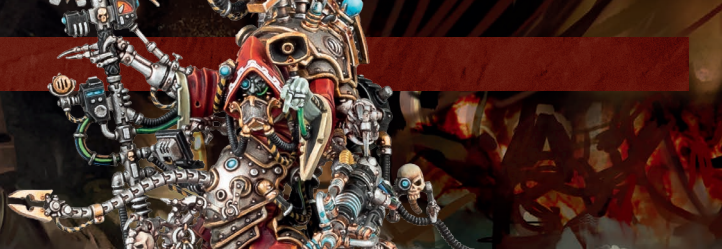
KEYWORDS: MONSTER, CHARACTER, EPIC HERO, IMPERIUM, TECH-PRIEST, BELISARIUS CAWL

FACTION KEYWORDS:
ADEPTUS MECHANICUS



BELISARIUS CAWL

Belisarius Cawl's war form is a multi-limbed, biomechanical hybrid. Advanced bionics grant him immense strength and resilience, while snaking tendrils rapidly repair his cybernetic body. For ten thousand years, Cawl has eradicated the Imperium's enemies, and he leads the Machine God's devotees in holy acquisition still.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Belisarius Cawl – EPIC HERO

This model is equipped with: solar atomiser; arc scourge; Cawl's Ommissionian axe; mechadendrite hive.

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, IMPERIUM, TECH-PRIEST,
BELISARIUS CAWL





FACTION KEYWORDS:
ADEPTUS MECHANICUS

CORPUSCARI ELECTRO-PRIESTS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Electrostatic gauntlets [PISTOL, SUSTAINED HITS 2]	12"	3	3+	5	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Electrostatic gauntlets [SUSTAINED HITS 2]	Melee	3	4+	5	0	1

ABILITIES

CORE: **Feel No Pain 5+**

Electro-infusion: While a **CHARACTER** model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, IMPERIUM, ELECTRO-PRIESTS, CORPUSCARI



FACTION KEYWORDS:
ADEPTUS MECHANICUS

CORPUSCARI ELECTRO-PRIESTS

Electro-Priests of the Corpuscarii faction build up huge electrical potential as they zealously chant their canticles of battle. They conduct the Motive Force through their bodies, eager to share its illumination, releasing it from their gauntlets in coruscating arcs of electrical power that leap from target to target.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 5-10 Corpuscarii Electro-Priests

Every model is equipped with: electrostatic gauntlets.

KEYWORDS: INFANTRY, IMPERIUM, ELECTRO-PRIESTS, CORPUSCARI



FACTION KEYWORDS:
ADEPTUS MECHANICUS

CYBERNETICA DATASMITH

M

6"

T

4

SV

2+

W

3

LD

7+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1

MELEE WEAPONS

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

ABILITIES

CORE: Leader

Battle Protocols: In your Command phase, if this model is leading a **KASTELAN ROBOTS** unit, it can set that unit's battle protocol. If it does, take a Leadership test for this model; if that test is passed, that unit enters a protocol of your choice from those listed below. Once a unit enters a protocol, it remains in that protocol until it enters a different one.

- **Protector Protocol:** Add 2 to the Attacks characteristic of ranged weapons equipped by **KASTELAN ROBOT** models in that unit.
- **Conqueror Protocol:** Add 2 to the Attacks characteristic of melee weapons equipped by **KASTELAN ROBOT** models in that unit.
- **Aegis Protocol:** Add 1 to the Toughness characteristic of **KASTELAN ROBOT** models in that unit.

INVULNERABLE SAVE

5+

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

FACTION KEYWORDS:
ADEPTUS MECHANICUS



CYBERNETICA DATASMITH

Datasmiths optimise the programming of their robotic charges. These Tech-Priests employ rituals and binharic hymns to bless the doctrina wafers through which they alter the robots' protocols, all the while laying waste to the enemies of the Omnissiah with blasts of ionising radiation from their archeotech pistols.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Cybernetica Datasmith

This model is equipped with: archeotech pistol; power fist.

LEADER

This model must be attached to the following unit:

- **KASTELAN ROBOTS**

You must attach this model to a **KASTELAN ROBOTS** unit, even if one or more other **CYBERNETICA DATASMITH** models have already been attached to it. In such cases, if that Bodyguard unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths. If you cannot attach this model to a **KASTELAN ROBOTS** unit, this model cannot be deployed and counts as having been destroyed during the first battle round.

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



FACTION KEYWORDS:
ADEPTUS MECHANICUS

KASTELAN ROBOTS

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

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy phosphor blaster [IGNORES COVER]	36"	3	4+	6	-1	1
Incendine combustor [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Kastelan phosphor blaster [IGNORES COVER]	24"	3	4+	6	0	2
Twin Kastelan phosphor blaster [IGNORES COVER, TWIN-LINKED]	24"	3	4+	6	0	2

MELEE WEAPONS

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



ABILITIES

CORE: **Deadly Demise 1**

Robotic Bodyguard: While a **CYBERNETICA DATASMITH** model is leading this unit, that model has the Feel No Pain 4+ ability.

Repulsor Grid: Each time a ranged attack is allocated to a **KASTELAN ROBOT** model in this unit, on an unmodified saving throw of 6, the attacking unit suffers 1 mortal wound after it has finished making its attacks.

INVULNERABLE SAVE

5+

KEYWORDS: **VEHICLE, WALKER, IMPERIUM, KASTELAN ROBOTS**



FACTION KEYWORDS:
ADEPTUS MECHANICUS

KASTELAN ROBOTS

Kastelan Robots are giant automata from Mankind's dark past, shielded with thick armour and advanced force fields. Heeding preprogrammed doctrines without fail, Kastelans are bastions in defence and nigh unstoppable on the attack, unleashing heavy firepower and bludgeoning swipes with their giant fists.



WARGEAR OPTIONS

- Any number of models can each have their twin Kastelan fist replaced with one of the following:
 - 1 Kastelan phosphor blaster and 1 Kastelan fist
 - 1 twin Kastelan phosphor blaster and 1 close combat weapon
 - Any number of models can each have their incendine combustor replaced with 1 heavy phosphor blaster.
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UNIT COMPOSITION

- 2-4 Kastelan Robots

Every model is equipped with: incendine combustor; twin Kastelan fist.

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KEYWORDS: VEHICLE, WALKER, IMPERIUM, KASTELAN ROBOTS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

FULGURITE ELECTRO-PRIESTS

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Electroleech stave [DEVASTATING WOUNDS]	Melee	2	3+	6	-1	2

KEYWORDS: INFANTRY, IMPERIUM, ELECTRO-PRIESTS, FULGURITE

ABILITIES

CORE: **Feel No Pain 5+**

Electro-infusion: While a **CHARACTER** model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

INVULNERABLE SAVE

5+

FACTION KEYWORDS:
ADEPTUS MECHANICUS

FULGURITE ELECTRO-PRIESTS

Crackling with power stolen from those they slay, Fulgurite Electro- Priests are fanatical cultists of the Machine God. With their heavy, copper-bound staves, they smite blasphemers that waste the Motive Force, leeching it from heretic warriors and harnessing the holy energy in their capacitors where it empowers their voltagheist field.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 5-10 Fulgurite Electro-Priests

Every model is equipped with: electroleech stave.

KEYWORDS: INFANTRY, IMPERIUM, ELECTRO-PRIESTS, FULGURITE



FACTION KEYWORDS:
ADEPTUS MECHANICUS

IRONSTRIDER BALLISTARII

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



⦿	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Twin cognis autocannon [SUSTAINED HITS 1, TWIN-LINKED]	48"	2	4+	9	-1	3
	Twin cognis lascannon [SUSTAINED HITS 1, TWIN-LINKED]	48"	1	4+	12	-3	D6+1
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Ironstrider feet	Melee	3	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Doctrina Imperatives**

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

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

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, SKITARII,
IRONSTRIDER BALLISTARII



FACTION KEYWORDS:
ADEPTUS MECHANICUS

IRONSTRIDER BALLISTARII

Ironstrider Ballistarii are swift combat walkers piloted by veteran marksmen. They smoothly pick their way across the battlefield before invoking the fully awakened machine spirits of their weapons to acquire rapidly cogitated firing solutions. Their destructive firepower unleashed, they redeploy to hunt for fresh targets.



WARGEAR OPTIONS

- Any number of models can each have their twin cognis autocannon replaced with 1 twin cognis lascannon.

UNIT COMPOSITION

- 1-3 Ironstrider Ballistarii

Every model is equipped with: twin cognis autocannon; Ironstrider feet.

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, SKITARII,
IRONSTRIDER BALLISTARII



FACTION KEYWORDS:
ADEPTUS MECHANICUS

KATAPHRON BREACHERS

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



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Heavy arc rifle [ANTI-VEHICLE 4+, RAPID FIRE 2]	36"	2	4+	8	-2	3
	Torsion cannon [ANTI-INFANTRY 2+, BLAST]	48"	D3	4+	6	-2	2
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Arc claw [ANTI-VEHICLE 4+]	Melee	4	4+	5	-1	1
	Hydraulic claw	Melee	2	4+	8	-2	3

ABILITIES

FACTION: **Doctrina Imperatives**

Breaching Command: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. While this unit is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, you can re-roll the Hit roll instead.

INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, IMPERIUM, KATAPHRON, BREACHERS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

KATAPHRON BREACHERS

Kataphron Breachers are large battle servitors that grind forward on heavy tracks. They are ideal tools for smashing open enemy battle lines and bastions with blasts from heavy weapons and blows from combat attachments, while any enemy firepower is deflected by thick armour and absorbed by layered bionics.



WARGEAR OPTIONS

- Any number of models can each have their heavy arc rifle replaced with 1 torsion cannon.
- Any number of models can each have their arc claw replaced with 1 hydraulic claw.

UNIT COMPOSITION

- 3-6 Kataphron Breachers

Every model is equipped with: heavy arc rifle; arc claw.

KEYWORDS: INFANTRY, IMPERIUM, KATAPHRON, BREACHERS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

KATAPHRON DESTROYERS

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



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

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

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, KATAPHRON, DESTROYERS

ABILITIES

FACTION: **Doctrina Imperatives**

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

INVULNERABLE SAVE

6+



FACTION KEYWORDS:
ADEPTUS MECHANICUS

KATAPHRON DESTROYERS

These biomechanical constructs operate as mobile heavy weapons platforms, bearing large esoteric cannons as well as close defence armaments. Their ballistic subroutines can be directed to operate independently of preprogrammed battle protocols, making them flexible tools of destruction.



WARGEAR OPTIONS

- Any number of models can each have their heavy grav-cannon replaced with 1 Kataphron plasma culverin.
- Any number of models can each have their phosphor blaster replaced with 1 cognis flamer.

UNIT COMPOSITION

- 3-6 Kataphron Destroyers

Every model is equipped with: heavy grav-cannon; phosphor blaster; close combat weapon.

KEYWORDS: INFANTRY, IMPERIUM, KATAPHRON, DESTROYERS




FACTION KEYWORDS:
ADEPTUS MECHANICUS

ONAGER DUNECRAWLER

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



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

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Duncrawler legs	Melee	3	4+	6	0	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SKITARII, ONAGER DUNECRAWLER

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Doctrina Imperatives**

Duncrawler: This model can be moved over terrain features that are 4" or less in height as if they were not there.

WARGEAR ABILITIES

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

Smoke launchers: The bearer has the **SMOKE** keyword.

DAMAGED: 1-4 WOUNDS REMAINING

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

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS MECHANICUS



ONAGER DUNECRAWLER

The Onager Dunecrawler's flexible armaments can blast apart squadrons of aircraft or atomise elite infantry in beams of blinding energy. They are versatile heavy weapons platforms, well-shielded and easily able to advance alongside Skitarii as their multiple limbs propel them over treacherous obstacles.



WARGEAR OPTIONS

- This model's eradication beamer can be replaced with one of the following:
 - 1 daedalus missile launcher and 1 Icarus array
 - 1 neutron laser and 1 cognis heavy stubber
 - 1 twin Onager heavy phosphor blaster
- This model can be equipped with 1 additional cognis heavy stubber.
- This model can be equipped with one of the following:
 - 1 broad spectrum data-tether
 - 1 smoke launchers

UNIT COMPOSITION

- 1 Onager Dunecrawler

This model is equipped with: eradication beamer; Dunecrawler legs.

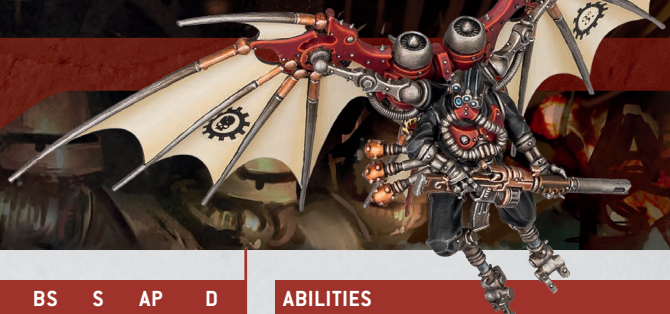
KEYWORDS: VEHICLE, WALKER, IMPERIUM, SKITARI, ONAGER DUNECRAWLER



FACTION KEYWORDS:
ADEPTUS MECHANICUS

PTERAXII SKYSTALKERS

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Flechette carbine	18"	6	4+	3	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Taser goad [SUSTAINED HITS 2]	Melee	3	4+	6	0	1

ABILITIES

CORE: Deep Strike

FACTION: Doctrina Imperatives

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

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

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

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, SKITARII, PTERAXII SKYSTALKERS

FACTION KEYWORDS:
ADEPTUS MECHANICUS



PTERAXII SKYSTALKERS

Pteraxii Skystalkers have their consciousness pared back until little but their optimised reactions remain. They are manoeuvrable and preternatural airborne hunters, who track their prey from choice vantage points before swooping in to unleash withering hails of razor-sharp flechettes.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Pteraxii Skystalker Alpha
- 4-9 Pteraxii Skystalkers

The Pteraxii Skystalker Alpha model is equipped with: flechette blaster; taser goad.

Every Pteraxii Skystalker model is equipped with: flechette carbine; close combat weapon.

KEYWORDS: INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, SKITARII, PTERAXII SKYSTALKERS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

PTERAXII STERYLIZORS

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

⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Phosphor torch [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Pteraxii talons	Melee	2	4+	4	0	1
Taser goad [SUSTAINED HITS 2]	Melee	3	4+	6	0	1

KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIUM, SKITARII, PTERAXII STERYLIZORS

ABILITIES

CORE: Deep Strike

FACTION: Doctrina Imperatives

Searing Conflagration: In your Shooting phase, after this unit has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) that was hit by one or more of this unit's phosphor torches this phase and roll one D6, adding 3 to the result if this unit is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units. On a 4+, until the end of your opponent's next turn, that enemy unit is aflame. While a unit is aflame, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

INVULNERABLE SAVE

5+

FACTION KEYWORDS:
ADEPTUS MECHANICUS

PTERAXII STERYLIZORS

Sterylizers are eradicators of cybernetic parasite organisms within ships and manufacturums, and eagerly unleash the chemical fire of their phosphor torches upon the Machine God's foes. They descend in flocks from the sky upon membranous wing-packs, their vicious talons primed, eager to see their enemies writhe in flames.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Pteraxii Sterylizor Alpha
- 4-9 Pteraxii Sterylizors

The Pteraxii Sterylizor Alpha model is equipped with: flechette blaster; Pteraxii talons; taser goad.

Every Pteraxii Sterylizor model is equipped with: phosphor torch; Pteraxii talons.

KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIUM, SKITARII, PTERAXII STERYLIZORS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SERBERYS RAIDERS

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Galvanic carbine [DEVASTATING WOUNDS]	18"	3	4+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cavalry sabre and clawed limbs	Melee	4	4+	4	0	1

ABILITIES

CORE: Scouts 9"

FACTION: Doctrina Imperatives

Tactica Obliqua: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can do one of the following:

- Make a Normal move of up to D6".
- Make a Normal move of up to 6", provided every model in this unit ends that move wholly within 6" of one or more friendly ADEPTUS MECHANICUS BATTLELINE units.

WARGEAR ABILITIES

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

INVULNERABLE SAVE

5+

KEYWORDS: MOUNTED, IMPERIUM, SKITARII, SERBERYS RAIDERS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SERBERYS RAIDERS

Long-range scouts and outriders, Raiders of the Serberys Corps employ advanced suites of sensors within their cybercanid mounts to identify enemy interlopers. They maintain punishing rates of carbine fire while moving at high speed, and when their prey can run no more, Raiders draw their sabres and charge into the fray.



WARGEAR OPTIONS

- 1 Serberys Raider can be equipped with 1 enhanced data-tether.

UNIT COMPOSITION

- 1 Serberys Raider Alpha
- 2-5 Serberys Raiders

The Serberys Raider Alpha model is equipped with: archeotech pistol; galvanic carbine; cavalry sabre and clawed limbs.

Every Serberys Raider model is equipped with: galvanic carbine; cavalry sabre and clawed limbs.

KEYWORDS: MOUNTED, IMPERIUM, SKITARII, SERBERYS RAIDERS




FACTION KEYWORDS:
ADEPTUS MECHANICUS

SERBERYS SULPHURHOUNDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Phosphor blast carbine [BLAST, IGNORES COVER]	18"	D6	4+	6	0	1
Phosphor blast pistol [IGNORES COVER, PISTOL]	12"	D3	4+	4	0	1
Phosphor pistol [IGNORES COVER, PISTOL]	12"	1	4+	4	0	1
Sulphur breath [IGNORES COVER, PISTOL, TORRENT]	9"	D6	N/A	3	-1	1
Twin phosphor pistols [IGNORES COVER, PISTOL, TWIN-LINKED]	12"	2	4+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cavalry arc maul [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	2	4+	5	-1	1
Clawed limbs	Melee	4	4+	4	0	1

KEYWORDS: MOUNTED, IMPERIUM, SKITARII, SERBERYS SULPHURHOUNDS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

ABILITIES

FACTION: **Doctrina Imperatives**

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

INVULNERABLE SAVE

5+



SERBERYS SULPHURHOUNDS

Sulphurhound cavalry squadrons are aggressive shock troops and line-breakers. The loping, mechanical beasts breathe gouts of incinerating phosphor and disembowel the foe with slashing claws, while the elite Skitarii riders unload incandescent pistol fire as they smash through defence lines, before circling back for survivors.



WARGEAR OPTIONS

- For every 3 models in this unit, 1 Serberys Sulphurhound's twin phosphor pistols can be replaced with 1 phosphor blast carbine and 1 phosphor pistol.

UNIT COMPOSITION

- 1 Serberys Sulphurhound Alpha
- 2-5 Serberys Sulphurhounds

The Serberys Sulphurhound Alpha model is equipped with: phosphor blast pistol; sulphur breath; cavalry arc maul; clawed limbs.

Every Serberys Sulphurhound model is equipped with: twin phosphor pistols; sulphur breath; clawed limbs.

KEYWORDS: MOUNTED, IMPERIUM, SKITARII, SERBERYS SULPHURHOUNDS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SERVITORS

M	T	SV	W	LD	OC
6"	3	4+	1	8+	0



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	6+	5	-1	2
	Multi-melta [HEAVY, MELTA 2]	18"	2	6+	9	-4	D6
➡	Plasma cannon – standard [HEAVY, BLAST]	36"	D3	6+	7	-2	1
➡	Plasma cannon – supercharge [HEAVY, BLAST, HAZARDOUS]	36"	D3	6+	8	-3	2
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Servitor's servo-arm	Melee	1	5+	8	-2	3
	Servitor's tools	Melee	1	5+	3	0	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, SERVITORS

ABILITIES

FACTION: **Doctrina Imperatives**

Mindlock: While a **TECH-PRIEST** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **SERVITOR** models in this unit by 1.

INVULNERABLE SAVE

6+



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SERVITORS

Ubiquitous throughout the Imperium, mindless Servitors also accompany their priestly masters to war and aid them in heavy-duty technical endeavours. Protected by industrial cybernetics, their huge servo-arms make for brutal weapons, while some are implanted with ranged weaponry with which they defend their creators' holy work.



WARGEAR OPTIONS

- Up to 2 models can each have their Servitor's servo-arm replaced with one of the following:
 - 1 heavy bolter and 1 Servitor's tools
 - 1 multi-melta and 1 Servitor's tools
 - 1 plasma cannon and 1 Servitor's tools

UNIT COMPOSITION

- 4 Servitors

Every model is equipped with: Servitor's servo-arm.

SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a **TECH-PRIEST ENGINEER** model (a unit cannot have more than one **SERVITORS** unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, SERVITORS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SICARIAN INFILTRATORS

M

8"

T

4

SV

4+

W

2

LD

7+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Flechette blaster [PISTOL]	12"	5	4+	3	0	1
Stubcarbine [PISTOL]	12"	3	4+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power weapon	Melee	2	4+	4	-2	1
Taser goad [SUSTAINED HITS 2]	Melee	2	4+	6	0	1

ABILITIES

CORE: Infiltrators, Stealth

FACTION: Doctrina Imperatives

Neurostatic Interference (Aura): While an enemy unit is within 6" of this unit, each time a Battle-shock or Leadership test is taken for that unit, subtract 1 from that test. While this unit is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, subtract 2 from that test instead.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SICARIAN INFILTRATORS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SICARIAN INFILTRATORS

Sicarian Infiltrators broadcast disruptive frequencies that scramble augurs and painfully disrupt enemy senses. Thus obscured, the Infiltrators perform reconnaissance and outflanking missions, intensifying their sensory barrage to crash enemy comms and attack unseen through the resultant anarchy.



WARGEAR OPTIONS

- Any number of models can each have their stubcarbine and power weapon replaced with 1 flechette blaster and 1 taser goad.

UNIT COMPOSITION

- 1 Sicarian Infiltrator Princeps
- 4-9 Sicarian Infiltrators

Every model is equipped with: stubcarbine; power weapon.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SICARIAN INFILTRATORS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SICARIAN RUSTSTALKERS

M

8"

T

4

SV

4+

W

2

LD

7+

OC

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Transonic blades [DEVASTATING WOUNDS, PRECISION]

Melee

4

4+

4

-1

1

Transonic blades and chordclaw

Melee

4

4+

4

-2

1

[ANTI-INFANTRY 3+, DEVASTATING WOUNDS, PRECISION]

Transonic razor and chordclaw

Melee

3

4+

4

-2

1

[ANTI-INFANTRY 3+, PRECISION]

ABILITIES

CORE: **Stealth**

FACTION: **Doctrina Imperatives**

Optimised Gait: Add 1 to Advance and Charge rolls made for this unit. While this unit is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, add 2 to Advance and Charge rolls made for this unit instead.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SICARIAN RUSTSTALKERS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SICARIAN RUSTSTALKERS

Ruststalkers are unleashed as weapons of fear, to hunt down errant servo units and heretic blasphemers, or to pounce on isolated hostile units and assassinate enemy leaders. Like their fellow Sicarians, Ruststalkers' stilt-like limbs enable them to run down their prey before carving them apart with micro-vibrating transonic blades.



WARGEAR OPTIONS

- Any number of Sicarian Ruststalkers can each have their transonic razor and chordclaw replaced with 1 transonic blades.
- The Sicarian Ruststalker Princes' transonic razor and chordclaw can be replaced with 1 transonic blades and chordclaw.

UNIT COMPOSITION

- 1 Sicarian Ruststalker Princeps
- 4-9 Sicarian Ruststalkers

Every model is equipped with: transonic razor and chordclaw.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SICARIAN RUSTSTALKERS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKITARII MARSHAL

M

6"

T

3

SV

4+

W

3

LD

6+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Control stave	Melee	4	3+	6	-1	1

ABILITIES

CORE: **Leader**

FACTION: **Doctrina Imperatives**

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

Servo-skull Uplink: Once per turn, you can select this model's unit for a Stratagem even if that Stratagem has already been used on another unit from your army this phase.

WARGEAR ABILITIES

Control Stave: The bearer's unit can still be selected as the target of a Stratagem while Battle-shocked.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, SKITARII, MARSHAL



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKITARII MARSHAL

Marshals lead the maniples and cohorts of Skitarii soldiery. They are veteran warriors of countless crusades, privileged to bear enhanced augmentations. Marshals stand as intermediaries between Skitarii formations and their priestly masters, employing sacred uplinks to refine their warriors' doctrines closer to holy perfection.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Skitarii Marshal

This model is equipped with: archeotech pistol; control stave.

LEADER

This model can be attached to the following units:

- SKITARII RANGERS
- SKITARII VANGUARD

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, SKITARII, MARSHAL



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKITARII RANGERS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Arc rifle [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	30"	1	4+	8	-1	D3
Galvanic rifle	30"	2	4+	4	0	1
➡ Plasma caliver – standard	30"	2	4+	7	-2	1
➡ Plasma caliver – supercharge [HAZARDOUS]	30"	2	4+	8	-3	2
Transuranic arquebus [HEAVY, PRECISION]	36"	1	4+	7	-2	D3

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Alpha combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, SKITARII, RANGERS

ABILITIES

CORE: Scouts 6"

FACTION: Doctrina Imperatives

Objective Scouted: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

WARGEAR ABILITIES

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

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

INVULNERABLE SAVE

6+

FACTION KEYWORDS:
ADEPTUS MECHANICUS



SKITARII RANGERS

Rangers relentlessly pursue their quarry over months or even years, tracking their prey unto death. They bear antique, long-barrelled galvanic rifles, whose energised ammunition transfers a coruscating charge when it hits, leaving the prey a smoking husk while the Rangers are already lining up their next target.



WARGEAR OPTIONS

- The Skitarii Ranger Alpha can be equipped with 1 Alpha combat weapon.
- The Skitarii Ranger Alpha's galvanic rifle can be replaced with 1 archeotech pistol.
- 1 Skitarii Ranger's galvanic rifle can be replaced with 1 arc rifle.
- 1 Skitarii Ranger's galvanic rifle can be replaced with 1 plasma caliver.
- 1 Skitarii Ranger's galvanic rifle can be replaced with 1 transuranic arquebus.
- 1 Skitarii Ranger equipped with a galvanic rifle can be equipped with one of the following:
 - 1 enhanced data-tether*
 - 1 omnispeX*

** That model's galvanic rifle cannot be replaced.*

UNIT COMPOSITION

- 1 Skitarii Ranger Alpha
- 9 Skitarii Rangers

Every model is equipped with: galvanic rifle; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, SKITARII, RANGERS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKITARII VANGUARD

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2



⚔	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
	Arc rifle [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	30"	1	4+	8	-1	D3
➡	Plasma caliver – standard	30"	2	4+	7	-2	1
➡	Plasma caliver – supercharge [HAZARDOUS]	30"	2	4+	8	-3	2
	Radium carbine [ANTI-INFANTRY 4+]	18"	3	4+	3	0	1
	Transuranic arquebus [HEAVY, PRECISION]	36"	1	4+	7	-2	D3
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Alpha combat weapon	Melee	2	4+	5	-1	1
	Close combat weapon	Melee	1	4+	3	0	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, SKITARII, VANGUARD

ABILITIES

FACTION: **Doctrina Imperatives**

Rad-saturation (Aura): While an enemy unit (excluding **VEHICLE** units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that unit.

WARGEAR ABILITIES

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

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

INVULNERABLE SAVE

6+



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKITARII VANGUARD

The hyper-irradiated shot unleashed by the Skitarii Vanguard's carbines ensure those that would otherwise survive the injury still sicken and die. Vanguard are infused with this radiation, emitting a debilitating aura they themselves are inured to. This hardens them to fight in the most toxic war zones to defend the Tech-Priests' interests.



WARGEAR OPTIONS

- The Skitarii Vanguard Alpha can be equipped with 1 Alpha combat weapon.
- The Skitarii Vanguard Alpha's radium carbine can be replaced with 1 archeotech pistol.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 arc rifle.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 plasma caliver.
- 1 Skitarii Vanguard's radium carbine can be replaced with 1 transuranic arquebus.
- 1 Skitarii Vanguard equipped with a radium carbine can be equipped with one of the following:
 - 1 enhanced data-tether*
 - 1 omnisplex*

** That model's radium carbine cannot be replaced.*

UNIT COMPOSITION

- 1 Skitarii Vanguard Alpha
- 9 Skitarii Vanguard

Every model is equipped with: radium carbine; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, SKITARII, VANGUARD




FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKORPIUS DISINTEGRATOR

M	T	SV	W	LD	OC
10"	10	2+	12	7+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Belleros energy cannon [BLAST, INDIRECT FIRE]	36"	2D6	4+	7	-2	1
Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]	36"	3	4+	4	0	1
Disruptor missile launcher [TWIN-LINKED]	36"	3	4+	9	-2	D6
Ferrumite cannon	48"	3	4+	12	-3	D6

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Doctrina Imperatives**

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

Blistering Salvoes: Each time this model makes an attack with a belleros energy cannon that targets an **INFANTRY** unit, add 1 to the Hit roll. Each time this model makes an attack with a ferrumite cannon that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, IMPERIUM, SKITARII, SKORPIUS DISINTEGRATOR**



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKORPIUS DISINTEGRATOR

Hovering over the ruins of war on a bed of atomised gases, Skorpius Disintegrators are archaic, front-line battle tanks. They surge forward in unstoppable armoured waves and support infantry advances, maintaining blistering salvos of fire to cripple enemy war engines and sweep aside hordes of lesser foes.



WARGEAR OPTIONS

- This model's belleros energy cannon can be replaced with 1 ferrumite cannon.

UNIT COMPOSITION

- 1 Skorpius Disintegrator

This model is equipped with: belleros energy cannon; 3 cognis heavy stubbers; disruptor missile launcher; armoured hull.

KEYWORDS: VEHICLE, IMPERIUM, SKITARII, SKORPIUS DISINTEGRATOR



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SKORPIUS DUNERIDER

M	T	SV	W	LD	OC
12"	9	3+	11	7+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cognis heavy stubber array [RAPID FIRE 9, SUSTAINED HITS 1]	36"	9	4+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Doctrina Imperatives**

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

Dunerider: Units can disembark from this **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, SKITARII, SKORPIUS DUNERIDER**



FACTION KEYWORDS: **ADEPTUS MECHANICUS**

SKORPIUS DUNERIDER

Skorpius Duneriders enable forge lords to ferry squads of their cyborg infantry onto the front lines, overwhelming the foe through swiftly redeployed weight of numbers. Duneriders sweep onto enemy defences in a cloud of chemical smoke, saturating the area with heavy calibre shot as their payload of warriors disembarks.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Skorpius Dunerider

This model is equipped with: cognis heavy stubber array; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS MECHANICUS INFANTRY** models. It cannot transport **JUMP PACK** or **KATAPHRON** models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, SKITARII, SKORPIUS DUNERIDER



FACTION KEYWORDS: ADEPTUS MECHANICUS

SYDONIAN DRAGONS

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Phosphor serpenta [IGNORES COVER]	18"	1	4+	5	-1	2
Radium jezzail [ANTI-INFANTRY 3+, HEAVY, PRECISION]	36"	1	4+	5	-2	3
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ironstrider feet	Melee	3	4+	5	0	1
Taser lance [ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2]	Melee	4	4+	7	-2	2

ABILITIES

CORE: **Deadly Demise 1, Stealth**

FACTION: **Doctrina Imperatives**

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

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

INVULNERABLE SAVE

5+

KEYWORDS: IMPERIUM, VEHICLE, WALKER, SKITARII, SYDONIAN DRAGONS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

SYDONIAN DRAGOONS

Striding through a mist of their own sacred incense, the long-limbed engines ridden by Sydonian Dragoons are forever in motion. Dragoons mark their quarry with shots of glowing phosphor or irradiated slugs, allowing them to detect their prey through the cloying mist and home in on them with a thunderous stampede.



WARGEAR OPTIONS

- Any number of models can each have their taser lance replaced with 1 radium jezzail and 1 Ironstrider feet.
 - Any number of models can each be equipped with 1 phosphor serpenta.
-

UNIT COMPOSITION

- 1-3 Sydonian Dragoons

Every model is equipped with: taser lance.

KEYWORDS: IMPERIUM, VEHICLE, WALKER, SKITARII, SYDONIAN DRAGOONS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TECH-PRIEST DOMINUS

M

6"

T

4

SV

2+

W

4

LD

7+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

➤ Eradication ray – dissipated	24"	D3	3+	6	-1	1
➤ Eradication ray – focused	12"	D3	3+	6	-2	2
Macrostubber [PISTOL]	12"	5	3+	4	0	1
Phosphor serpenta [IGNORES COVER]	18"	1	3+	5	-1	2
Volkite blaster [DEVASTATING WOUNDS]	24"	3	3+	5	0	2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Omnissian axe	Melee	4	3+	6	-2	2
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Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, TECH-PRIEST, DOMINUS

ABILITIES

CORE: **Leader**

Lord of the Machine Cult: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the **ELECTRO-PRIESTS** keyword, models in that unit have the Feel No Pain 4+ ability instead.

Data-spike: At the start of the Fight phase, you can select one enemy **VEHICLE** unit within Engagement Range of this model's unit and roll one D6: on a 4+, that enemy unit suffers D6 mortal wounds and, until the end of the phase, the Weapon Skill characteristic of melee weapons equipped by that enemy unit is worsened by 1.

INVULNERABLE SAVE

5+



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TECH-PRIEST DOMINUS

Tech-Priests Dominus are the theocratic generals of a forge world's armies. They lead congregations of warriors in binharic prayer and direct those beneath them with precision strategies. They are masters of machines, as capable of healing damage to their creations as they are at destroying the enemy's corrupted engines.



WARGEAR OPTIONS

- This model's macrostubber can be replaced with 1 phosphor serpenta.
- This model's volkite blaster can be replaced with 1 eradication ray.

UNIT COMPOSITION

- 1 Tech-Priest Dominus

This model is equipped with: macrostubber; volkite blaster; Omnissian axe.

LEADER

This model can be attached to the following units:

- CORPUSCARI ELECTRO-PRIESTS
- FULGURITE ELECTRO-PRIESTS
- KATAPHRON BREACHERS
- KATAPHRON DESTROYERS
- SKITARII RANGERS
- SKITARII VANGUARD

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, TECH-PRIEST, DOMINUS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TECH-PRIEST ENGINEER

M

6"

T

4

SV

3+

W

3

LD

7+

OC

1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Omnissian axe	Melee	3	4+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	4+	6	-2	2



ABILITIES

CORE: **Leader**

Engineer: While this model is within 3" of one or more friendly **ADEPTUS MECHANICUS VEHICLE** units, unless it is leading a unit, this model has the Lone Operative ability.

Omnissiah's Blessing: In your Command phase, select one friendly **ADEPTUS MECHANICUS** model within 3" of this model. That model regains up to D3 lost wounds and, if it is a **VEHICLE** model, until the start of your next Command phase, that model has a 4+ invulnerable save. Each model can only be selected for this ability once per Command phase.

Vengeance for the Omnissiah: If a friendly **ADEPTUS MECHANICUS VEHICLE** model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian axe has an Attacks characteristic of 6.

INVULNERABLE SAVE

5+

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, TECH-PRIEST, ENGINEER



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TECH-PRIEST ENGINEER

The most widespread of a forge world's priesthood, Engineers maintain many of the Imperium's mechanisms, such as reactors, battle tanks and even starships. They have an intuitive connection with holy apparatuses, and can awaken the most recalcitrant of engine spirits with whispered machine cant.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tech-Priest Engineer

This model is equipped with: archeotech pistol; Omissionian axe; servo-arm.

LEADER

This model can be attached to the following units:

- CORPUSCARI ELECTRO-PRIESTS
- FULGURITE ELECTRO-PRIESTS
- KATAPHRON BREACHERS
- KATAPHRON DESTROYERS
- SERVITORS
- SKITARII RANGERS
- SKITARII VANGUARD

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, TECH-PRIEST, ENGINEER



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TECH-PRIEST MANIPULUS

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

⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Magnarail lance [HEAVY]	36"	1	3+	7	-2	3
Transonic cannon [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	4	0	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian staff	Melee	4	3+	6	-1	2

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, TECH-PRIEST, MANIPULUS

ABILITIES

CORE: **Leader**

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

Defend the Divine Work: Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, all models in this model's unit have a 4+ invulnerable save.

INVULNERABLE SAVE

5+

FACTION KEYWORDS:
ADEPTUS MECHANICUS

TECH-PRIEST MANIPULUS

Amongst the augmentations of a Tech-Priest Manipulus is a galvanic cell from which they channel powerful charges of the Motive Force. They drain power sources dry and use the energy to overcharge the cells of their warriors' armaments, all while defending their divine work with blasts from their own arcane weapons.



WARGEAR OPTIONS

- This model's magnarail lance can be replaced with 1 transonic cannon.

UNIT COMPOSITION

- 1 Tech-Priest Manipulus

This model is equipped with: magnarail lance; Omnissian staff.

LEADER

This model can be attached to the following units:

- CORPUSCARI ELECTRO-PRIESTS
- FULGURITE ELECTRO-PRIESTS
- KATAPHRON BREACHERS
- KATAPHRON DESTROYERS
- SKITARII RANGERS
- SKITARII VANGUARD

KEYWORDS: IMPERIUM, INFANTRY, CHARACTER, TECH-PRIEST, MANIPULUS



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TECHNOARCHEOLOGIST

M

6"

T

4

SV

3+

W

3

LD

7+

OC

1



⦿ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Servo-arc claw [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

ABILITIES

CORE: **Leader**

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

Cognitive Instincts: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of this model.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TECH-PRIEST, TECHNOARCHEOLOGIST



FACTION KEYWORDS:
ADEPTUS MECHANICUS

TECHNOARCHEOLOGIST

Technoarcheologists are seekers of divine arcana, driven to uncover that which is hidden and to analyse its capabilities. Hardened to life on the Imperium's dangerous frontiers, these priests employ cogitative instincts to detect approaching foes and awaken their servitor guardians to effective modes of attack.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Technoarcheologist

This model is equipped with: archeotech pistol; servo-arc claw.

LEADER

This model can be attached to the following units:

- CORPUSCARI ELECTRO-PRIESTS
- FULGURITE ELECTRO-PRIESTS
- KATAPHRON BREACHERS
- KATAPHRON DESTROYERS
- SKITARII RANGERS
- SKITARII VANGUARD

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TECH-PRIEST, TECHNOARCHEOLOGIST



FACTION KEYWORDS:
ADEPTUS MECHANICUS