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.
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.

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**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.

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**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.

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**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.
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.

### 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.
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

**Keywords:** Vehicle, Aircraft, Fly, Imperium, Skitarii, Archaeopter Fusilave

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<thead>
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<th>W</th>
<th>LD</th>
<th>OC</th>
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<tbody>
<tr>
<td>20&quot;</td>
<td>9</td>
<td>3+</td>
<td>10</td>
<td>7+</td>
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## Ranged Weapons

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<tr>
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<tbody>
<tr>
<td>36&quot;</td>
<td>9</td>
<td>4+</td>
<td>4</td>
<td>0</td>
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**Cognis heavy stubber array**

[Rapid Fire 9, Sustained Hits 1, Twin-Linked]

## Melee Weapons

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<th>RANGE</th>
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</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

**Armoured hull Melee** 3 4+ 6 0 1

## 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.
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.

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

FACTION KEYWORDS: Adeptus Mechanicus

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
### Archaeopter Stratoraptor

#### Keywords:
- Vehicle
- Aircraft
- Fly
- Imperium
- Skitarii
- Archaeopter Stratoraptor

#### Ranged Weapons

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<tr>
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<th>Range</th>
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<th>AP</th>
<th>D</th>
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</thead>
<tbody>
<tr>
<td>Cognis heavy stubber</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy phosphor blaster</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Twin cognis lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
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#### Melee Weapons

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<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
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#### 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.

#### 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**

**RANGED WEAPONS**

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<tr>
<th>RANGE</th>
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<tbody>
<tr>
<td>Cognis heavy stubber array</td>
<td>36''</td>
<td>9</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
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**MELEE WEAPONS**

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</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

**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.

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

**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, SKITARI, ARCHAEOPTER TRANSVECTOR

FACTION KEYWORDS: ADEPTUS MECHANICUS
**BELISARIUS CAWL**

**RANGED WEAPONS**

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<tr>
<th>RANGE</th>
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<tbody>
<tr>
<td>Solar atomiser [BLAST, MELTA D3]</td>
<td>18”</td>
<td>D3</td>
<td>2+</td>
<td>14</td>
<td>-4</td>
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**MELEE WEAPONS**

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<tr>
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</thead>
<tbody>
<tr>
<td>Arc scourge [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, EXTRA ATTACKS]</td>
<td>Melee</td>
<td>4</td>
<td>2+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Cawl's Omnissian axe</td>
<td>Melee</td>
<td>4</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Mechadendrite hive [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>2D6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
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**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.

**FACTION KEYWORDS:** Adeptus Mechanicus

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**ABILITIES**

**Canticles of the Omnissiah:** At the start of the battle round, select one of the abilities in the Canticles of the Omnissiah 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+

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**KEYWORDS:** Monster, Character, Epic Hero, Imperium, Tech-Priest, 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 Omnissian axe; mechedendrite 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
CORPUSCARIU ELECTRO-PRIESTS

RANGED WEAPONS

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<tbody>
<tr>
<td>Electrostatic gauntlets [PISTOL, SUSTAINED HITS 2]</td>
<td>12&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>0</td>
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MELEE WEAPONS

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</thead>
<tbody>
<tr>
<td>Electrostatic gauntlets [SUSTAINED HITS 2]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>0</td>
</tr>
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</table>

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

KEYWORDS: Infantry, Imperium, Electro-Priests, Corpuscarii
CORPSASCARI 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, Corpuscarii

FACTION KEYWORDS: Adeptus Mechanicus
**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 Robots* models in that unit.
- **Conqueror Protocol:** Add 2 to the Attacks characteristic of melee weapons equipped by *Kastelan Robots* models in that unit.
- **Aegis Protocol:** Add 1 to the Toughness characteristic of *Kastelan Robots* models in that unit.

**Invulnerable Save**

5+
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
**RANGED WEAPONS**

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<tbody>
<tr>
<td>Heavy phosphor blaster [IGNORES COVER]</td>
<td>36&quot; 3</td>
<td>4+ 6</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Incendine combustor [IGNORES COVER, TORRENT]</td>
<td>12&quot; D6</td>
<td>N/A 6</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Kastelan phosphor blaster [IGNORES COVER]</td>
<td>24&quot; 3</td>
<td>4+ 6</td>
<td>0</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Twin Kastelan phosphor blaster [IGNORES COVER, TWIN-LINKED]</td>
<td>24&quot; 3</td>
<td>4+ 6</td>
<td>0</td>
<td>2</td>
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<tr>
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<th>AP</th>
<th>D</th>
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</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee 3</td>
<td>4+ 6</td>
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<td>1</td>
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<tr>
<td>Kastelan fist</td>
<td>Melee 4</td>
<td>4+ 12</td>
<td>-2</td>
<td>3</td>
<td></td>
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</tbody>
</table>

**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+

**FACTION KEYWORDS:**

Adeptus Mechanicus

**KEYWORDS:** Vehicle, Walker, Imperium, Kastelan Robots
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.

UNIT COMPOSITION

- 2-4 Kastelan Robots

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

KEYWORDS: Vehicle, Walker, Imperium, Kastelan Robots

FACTION KEYWORDS:
Adeptus Mechanicus
**FULGURITE ELECTRO-PRIESTS**

**KEYWORDS:** Infantry, Imperium, Electro-Priests, Fulgurite

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electroleech stave [DEVASTATING WOUNDS]</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**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

### KEYWORDS:
- Vehicle
- Walker
- Smoke
- Imperium
- Skitarii

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin cognis autocannon</td>
<td>48”</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>[SUSTAINED HITS 1, TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twin cognis lascannon</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td></td>
<td>[SUSTAINED HITS 1, TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ironstrider feet</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### INVULNERABLE SAVE
- 5+

### 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.

**FACTION KEYWORDS:**
- Adeptus Mechanicus

### M T SV W LD OC
- 10”
- 7
- 3+
- 7
- 7+
- 2
IRONSTRIDER BALLISTARIIX
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
**Ranged Weapons**

<table>
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<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy arc rifle</td>
<td>36&quot;</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Torsion cannon</td>
<td>48&quot;</td>
<td>D3</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arc claw [ANTI-VEHICLE 4+]</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Hydraulic claw</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**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
**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

**Keywords:** Infantry, Imperium, Kataphron, Destroyers

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cognis flamer [<strong>Ignores Cover, Torrent</strong>]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy grav-cannon [<strong>Anti-Vehicle 2+</strong>]</td>
<td>30&quot;</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Kataphron plasma culverin – standard</td>
<td>36&quot;</td>
<td>4</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Kataphron plasma culverin – supercharge [<strong>Hazardous</strong>]</td>
<td>36&quot;</td>
<td>4</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Phosphor blaster [<strong>Ignores Cover, Rapid Fire 1</strong>]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**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+**

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

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

### ABILITIES

**CORE:** Deadly Demise D3

**FACTION:** Doctrina Imperatives

**Dunecrawler:** 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+

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cognis heavy stubber [RAPID FIRE 3, SUSTAINED HITS 1]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Daedalus missile launcher [ANTI-FLY 2+]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>10</td>
<td>-2</td>
<td>D6+1</td>
</tr>
<tr>
<td>Eradication beamer – dissipated [BLAST, SUSTAINED HITS D3]</td>
<td>36”</td>
<td>D6</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Eradication beamer – focused [BLAST, SUSTAINED HITS D3]</td>
<td>18”</td>
<td>D6</td>
<td>4+</td>
<td>9</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Heavy phosphor blaster [IGNORES COVER]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Neutron laser [BLAST, HEAVY]</td>
<td>48”</td>
<td>2</td>
<td>4+</td>
<td>16</td>
<td>-4</td>
<td>D6+1</td>
</tr>
<tr>
<td>Icarus array [ANTI-FLY 4+, TWIN-LINKED]</td>
<td>48”</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin Onager heavy phosphor blaster [IGNORES COVER, TWIN-LINKED]</td>
<td>36”</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dunecrawler legs</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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

FACTION KEYWORDS: Adeptus Mechanicus
# Pteraxii Skystalkers

**Keywords:** Infantry, Fly, Jump Pack, Grenades, Imperium, Skitarii, Pteraxii Skystalkers

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flechette blaster</td>
<td>12&quot;</td>
<td>5</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Flechette carbine</td>
<td>18&quot;</td>
<td>6</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Taser goad [SUSTAINED HITS 2]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## 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+

**Faction Keywords:** Adeptus Mechanicus

**Keywords:** Infantry, Fly, Jump Pack, Grenades, Imperium, Skitarii, Pteraxii Skystalkers
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.

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

FACTION KEYWORDS: Adeptus Mechanicus

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.
PTERAXII STERYLIZORS

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

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+

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

FACTION KEYWORDS: Adeptus Mechanicus

RANGED WEAPONS

<table>
<thead>
<tr>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phosphor torch [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pteraxii talons</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Taser goad [SUSTAINED HITS 2]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>
PTERAXII STERYLIZORS

Sterylizers are eradicators of cybernetic parasite organisms within ships and manufactorums, 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 Sterylizer Alpha
- 4-9 Pteraxii Sterylizers

The Pteraxii Sterylizer Alpha model is equipped with:
- flechette blaster, Pteraxii talons; taser goad.

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

KEYWORDS: Infantry, Fly, Jump Pack, Imperium, Skitarii, Pteraxii Sterylizers

FACTION KEYWORDS: Adeptus Mechanicus
SERBERYS RAIDERS

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>18&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
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<td>1</td>
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MELEE WEAPONS

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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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+
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.
**SERBERYS SULPHURHOUNDS**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>4</td>
<td>4+</td>
<td>2</td>
<td>7+</td>
<td>2</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phosphor blast carbine</td>
<td>18&quot;</td>
<td>D6</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Phosphor blast pistol</td>
<td>12&quot;</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Phosphor pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Sulphur breath</td>
<td>9&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Twin phosphor pistols</td>
<td>12&quot;</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cavalry arc maul</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Clawed limbs</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**FACTOR KEYWORDS:** Mounted, Imperium, Skitarii, Serberys Sulphurhounds

**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+

**FACTION KEYWORDS:** Adeptus Mechanicus
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**

**KEYWORDS:** Infantry, Imperium, Servitors

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter [HEAVY, SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>6+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Multi-melta [HEAVY, MELTA 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>6+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma cannon – standard [HEAVY, BLAST]</td>
<td>36&quot;</td>
<td>D3</td>
<td>6+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma cannon – supercharge [HEAVY, BLAST, HAZARDOUS]</td>
<td>36&quot;</td>
<td>D3</td>
<td>6+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
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**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Servitor's servo-arm</td>
<td>Melee</td>
<td>1</td>
<td>5+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Servitor’s tools</td>
<td>Melee</td>
<td>1</td>
<td>5+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**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+

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

**FACTION KEYWORDS:** Adeptus Mechanicus

**KEYWORDS:** Infantry, Imperium, Servitors
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 Enginseer model (a unit cannot have more than one Servitors unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit’s Starting Strength is increased accordingly.

KEYWORDS: Infantry, Imperium, Servitors

FACTION KEYWORDS: Adeptus Mechanicus
**SICARIAN INFILTRATORS**

**KEYWORDS:** Infantry, Imperium, Skitarii, Sicarian Infiltrators

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flechette blaster [PISTOL]</td>
<td>12&quot;</td>
<td>5</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Stubcarbine [PISTOL]</td>
<td>12&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Taser goad [SUSTAINED HITS 2]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### 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+
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**

**KEYWORDS:** Infantry, Imperium, Skitarii, Sicarian Ruststalkers

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Transonic blades [DEVASTATING WOUNDS, PRECISION]</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Transonic blades and chordclaw [ANTI-INFANTRY 3+, DEVASTATING WOUNDS, PRECISION]</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
<tr>
<td>Transonic razor and chordclaw [ANTI-INFANTRY 3+, PRECISION]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

**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+

**FACtION KEYWORDS:** Adeptus Mechanicus

**KEYWORDS:** Infantry, Imperium, Skitarii, Sicarian Ruststalkers
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 Princeps’ 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

**KEYWORDS:** Infantry, Character, Imperium, Skitarii, Marshal

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**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archeotech pistol</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control stave</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

---

**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+

---

**FACTION KEYWORDS:** Adeptus Mechanicus

---

**KEYWORDS:** Infantry, Character, Imperium, Skitarii, Marshal
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

**KEYWORDS:** Infantry, Battline, Imperium, Skitarii, Rangers

![Image of Skitarii Rangers]

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<tbody>
<tr>
<td>Archeotech pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Arc rifle</td>
<td>30&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Galvanic rifle</td>
<td>30&quot;</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma caliver – standard</td>
<td>30&quot;</td>
<td>2</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma caliver – supercharge</td>
<td>30&quot;</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Transuranic arquebus</td>
<td>36&quot;</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>D3</td>
</tr>
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<th>Weapon</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alpha combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Invulnerable Save**

- **M:** 6
- **T:** 3
- **SV:** 5+
- **W:** 1
- **LD:** 7+
- **OC:** 2

**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.

**Keyword:** Infantry, Battline, Imperium, Skitarii, Rangers

**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, Battline, Imperium, Skitarii, Rangers

FACTION KEYWORDS: Adeptus Mechanicus
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>BS</th>
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<th>AP</th>
<th>D</th>
</tr>
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<tbody>
<tr>
<td>Archeotech pistol [Debasing Wounds, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Arc rifle [Anti-Vehicle 4+, Debasing Wounds, Rapid Fire 1]</td>
<td>30&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Plasma caliver – standard</td>
<td>30&quot;</td>
<td>2</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma caliver – supercharge [Hazardous]</td>
<td>30&quot;</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Radium carbine [Anti-Infantry 4+]</td>
<td>18&quot;</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Transuranic arquebus [Heavy, Precision]</td>
<td>36&quot;</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>D3</td>
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<table>
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<th>Weapon</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Alpha combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### 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.
- **Omnispec:** Ranged weapons equipped by models in the bearer’s unit have the **[ignores cover]** ability.

**Invulnerable Save**

6+
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 omnispex*

* 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, Battline, Imperium, Skitarii, Vanguard

FACTION KEYWORDS: Adeptus Mechanicus
SKORPIUS DISINTEGRATOR

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range (&quot;), A, BS, S, AP, D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belleros energy cannon</td>
<td>36&quot;, 2D6, 4+, 7, -2, 1</td>
</tr>
<tr>
<td>Cognis heavy stubber</td>
<td>36&quot;, 3, 4+, 4, 0, 1</td>
</tr>
<tr>
<td>Disruptor missile launcher</td>
<td>36&quot;, 3, 4+, 9, -2, D6</td>
</tr>
<tr>
<td>Ferrumite cannon</td>
<td>48&quot;, 3, 4+, 12, -3, D6</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range (&quot;), A, WS, S, AP, D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee 3, 4+, 6, 0, 1</td>
</tr>
</tbody>
</table>

**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 salvoes 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

**KEYWORDS:** Vehicle, Transport, Dedicated Transport, Imperium, Skitarri, Skorpius Dunerider

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>9</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Cognis heavy stubber array

[RAPID FIRE 9, SUSTAINED HITS 1]

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Armoured hull Melee

**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.

**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 DRAGOONS**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>10&quot;</td>
<td>7</td>
<td>3+</td>
<td>7</td>
<td>7+</td>
<td>2</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phosphor serpenta [IGNORES COVER]</td>
<td>18&quot;</td>
<td>1</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Radium jezzail [ANTI-INFANTRY 3+, HEAVY, PRECISION]</td>
<td>36&quot;</td>
<td>1</td>
<td>4+</td>
<td>5</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ironstrider feet</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Taser lance [ANTI-WALKER 2+, LANCE, SUSTAINED HITS 2]</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**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 Dragoons

**FACTION KEYWORDS:** Adeptus Mechanicus
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

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.
### TECH-PRIEST DOMINUS

**Keywords:** Imperium, Infantry, Character, Tech-Priest, Dominus

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eradication ray – dissipated</td>
<td>24&quot;</td>
<td>D3</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Eradication ray – focused</td>
<td>12&quot;</td>
<td>D3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Macrostubber [PISTOL]</td>
<td>12&quot;</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Phosphor serpenta [IGNORES COVER]</td>
<td>18&quot;</td>
<td>1</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Volkite blaster [DEVASTATING WOUNDS]</td>
<td>24&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>2</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Omnissian axe</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**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:

- Corpuscularis 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 ENGINSEER**

**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+

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**KEYWORDS:** Imperium, Infantry, Character, Tech-Priest, Enginseer

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archeotech pistol [Devastating Wounds, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Omnissian axe</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Servo-arm [Extra Attacks]</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Adeptus Mechanicus
**TECH-PRIEST ENGINSEER**

The most widespread of a forge world’s priesthood, Enginseers 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 Enginseer

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

**LEADER**

This model can be attached to the following units:
- **Corpuscarii Electro-Priests**
- **Fulgurite Electro-Priests**
- **Kataphron Breachers**
- **Kataphron Destroyers**
- **Servitors**
- **Skitarii Rangers**
- **Skitarii Vanguard**

**KEYWORDS:** Imperium, Infantry, Character, Tech-Priest, Enginseer

**FACTION KEYWORDS:** Adeptus Mechanicus
## TECH-PRIEST MANIPULUS

### Keywords:
- Imperium
- Infantry
- Character
- Tech-Priest
- Manipulus

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magnarail lance [HEAVY]</td>
<td>36&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Transonic cannon [DEVASTATING WOUNDS, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>2</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Omnissian staff</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

### 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

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

### Faction Keywords:
- Adeptus Mechanicus

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**Keywords:** Imperium, Infantry, Character, Tech-Priest, Manipulus
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:

- Corpuscarii 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**

**KEYWORDS:** Infantry, Character, Imperium, Tech-Priest, Technoarcheologist

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archeotech pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
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<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Servo-arc claw</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**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.

**Cogitative 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+**

**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 cогitative 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:
- **Corpuscarii Electro-Priests**
- **Fulgurite Electro-Priests**
- **Kataphron Breachers**
- **Kataphron Destroyers**
- **Skitarii Rangers**
- **Skitarii Vanguard**

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**KEYWORDS:** Infantry, Character, Imperium, Tech-Priest, Technoarcheologist

**FACTION KEYWORDS:** Adeptus Mechanicus