

**Codex: Adeptus Mechanicus**

V. 01-01-05

The Cult of the Machine

Some quick notes for all you budding engineers out there:

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

When emailing back with playtest results, please list out:

Which version you're using (by date)

Points used

Mission played, and who was attacker/defender

Rough army lists for each army

Who won, and details if possible as to why

What worked, what didn't rules-wise. Which rules were forgotten, or got in the way of the fun. Etc.

Anything else you can think of. The more comments the better! Suggestions are fine too – this list is still very rough.

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

Tim Huckelbery

Fabricator General

[Timh@games-workshop.com](mailto:Timh@games-workshop.com)

## **Codex: Adeptus Mechanicus**

### **The Servants of the Machine God**

#### Introduction

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

#### How to use this list:

- 1) One (and only one) Tech-Priest Lord or Engineer may be chosen as an Elite selection for any Imperial Guard, Daemonhunter, Adeptus Arbites, Alien Hunter, or Space Marine army. They gain all their normal options. If this is done, 1 Machine Cultists unit or 1 Skitarii unit may also be chosen as a Troops selection in the army for that game. This extra Troops selection will not count towards the maximum Troops selections possible for the army.
- 2) You may field a Machine Cult unit in any Imperial Guard army that includes Tech-Priest Engineers but does not include Preachers. You must upgrade one of the members of the Machine Cult unit to become a Machine Cult Preacher, which will use all options and rules from his entry in this codex. The unit will count as a Troops force selection. In addition, if the Imperial Guard army allows for Storm Troopers then one Skitarii unit may be taken in the same manner as Storm Trooper units.
- 3) You can simply field a pure Cult Mechanicus army, as per this army list.

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

#### **Scenario/Mission Special Rules:**

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

#### **Adeptus Mechanicus Forces**

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

**Weapons Summary**

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

\* = see main rules for additional details

\*\* = see Wargear entries for special rules

**Support Weapons Summary**

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

**Armory**

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

Single Handed Weapons

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

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

Two-Handed Weapons

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

Wargear

Artificer Armor	20 pts
Auspex	5 pts *
Combat Bionics	5 pts *
Cybernetic Enhancements	5 pts *
Electoos	7 pts
Frag Grenades	2 pts
Familiar	10 pts
Krak Grenades	3 pts
Master Crafted Weapon	8 pts *
Mechadendrites (Tech-Priests only)	5 pts *
Melta Bombs	7 pts
Ocular Implants	5 pts *
Power Armor (Tech-Priests only)	10 pts
Purity Seal	5 pts *
Refractor Field <sup>3</sup>	18 pts
Rite of Pure Thought	10 pts
Servo-Arm (Tech-Priest Engineers only)	15 pts *
Servo-Harness (Tech-Priest Engineers only)	30 pts
Signum (Tech-Priest Engineers only)	15 pts *
Targeter	7 pts
Terminator Armor (Tech-Priests only)	25 pts

Tech Relics

Conversion Field <sup>3</sup>	30 pts
Digital Weapons	10 pts *
Displacer Field <sup>3</sup>	35 pts
Graviton Gun <sup>2</sup>	20 pts *
Runes of the Machine God	15 pts
Power Field <sup>3</sup>	50 pts
Refractory Armor Coating	15 pts
Staff of Office (Magos only)	35 pts *
Stasis Grenade (one use only)	18 pts
Virus Grenade (one use only)	30 pts
Vortex Grenade (one use only)	50 pts
Warp Jump Pack (one use only)	20 pts

<sup>2</sup> – May be taken by models in Terminator Armor. Although classed as Tech Relics, these items count as two-handed weapons for purposes of normal Weapons selections. As Tech Relics, they cannot be Master Crafted.

<sup>3</sup> – Multiple fields disrupt each other, thus a model may be given only one Field device.

Vehicle Upgrades:

Armored Crew Compartment	20 pts	Power of the Machine Spirit	20 pts
Boosters	5 pts	Pintle Mounted Heavy Stubber	14 pts
Ceramite Armor	25 pts	Pintle Mounted Storm Bolter	12 pts
Electro Hull	15 pts	Rough Terrain Modifications	5 pts
Extra Armor	5 pts	Searchlight	1 pt
Holy Icon	15 pts	Servitor Crew Installation	20 pts
Hover Lifters	20 pts	Smoke Launchers	3 pts
Hunter-Killer Missile	15 pts		

**Special Rules**

*Tech Quest*

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

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

*Heavy Weapon Teams*

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

**Appendix Items - New Weapons, Wargear, Tech Relics, and Vehicle Upgrades**

*Special Note*

Only the Tech-Priest Magos and Tech-Priest Questor count as Tech-Priest Lords. They (plus the Tech-Priest Engineers) are the only models that count as Tech-Priests for purposes of selecting wargear, special rules, etc.

**Tech Relics:**

These represent items carefully created and preserved from the vaults of the holy Forgeworld of Mars itself, and are sometimes issued to the Tech-Priests on their hazardous Exploratory missions. Tech Relics might be a very rare or singular device, or even an ancient item from the Dark Age of Technology whose origins are lost in history.

*Important Note:* Tech Relics count as Wargear and cannot be Master Crafted, as even the Adeptus Mechanicus itself cannot sometimes fathom the inner workings of these arcane devices! Also due to their rarity, only one of each Tech Relic can ever be in an Adeptus Mechanicus force.

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

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

*Graviton Gun:* This arcane rifle fires a stream of graviton particles that disrupt the localized gravimetric field around the target area. It does not cause actual wounds or penetrate armor; the Strength value is used purely to determine if the target can withstand the hit. Roll to hit and to wound/penetrate armor as normal, but instead of removing any casualties the unit must make a Pinning Check, even if they would normally be immune to one. Vehicles which suffer either a glancing or penetrating hit result must take a Difficult Terrain Test at the start of their next turn, even if they can normally ignore terrain. Due to the graviton discharge the user must stay stationary to fire the weapon, even if wearing Terminator Armor.

Range	Str	AP	Type
18"	7	4	Heavy 1 Blast

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

*Power Field:* A Power Field generates a powerful energy bubble around the user, giving the wearer a 2+ Invulnerable Save that may be taken instead of its normal armor or cover save. This save can only be used against ranged attacks – in an

Assault, the enemy is inside the area of the energy bubble and the field can offer no help. The device is bulky as well though, and the wearer will suffer -1 Initiative.

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

*Staff of Office*: Only the most senior Tech-Priests are gifted with one of these very powerful and rare tech-relics. Glowing with circuit-runes, the Staff contains nano-sized warp portals which burst open on contact. The impacts on the portals create intense localized warp disruptions, causing micro-explosions which devastate the struck enemy. In game play, the Staff strikes in the same manner as a Master Crafted Thunder Hammer, but strikes at the user’s normal initiative rather than striking at Initiative 1. It does take both hands to use properly though and so counts as Two Handed Weapon for weapons choices ; it also cannot be combined with any other close combat weapons.

*Tech-Priest Magos only*

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

*Virus Grenade (one use only)*: Virus Grenades are devised by the finest Genetors on Mars, in carefully controlled laboratories lest the powerful biological toxins escape and devastate the planet. Each grenade is thrown in the same manner as a Vortex Grenade (see below), and follow the same rules for double 1’s and double 6’s. Any model under the center of the marker must roll under its Toughness (a 6 always is successful) or suffer Instant Death; only armor saves are allowed. Any other model under or touching the marker must also test but failure only causes 1 wound. This only affects living creatures, so Daemons, Necrons, Thousand Sons, etc are unaffected. Open-Topped vehicles can be affected; roll twice for the standard Toughness of the crew and if either dies then the vehicle counts as having taken a Crew Stunned damage result.

*Vortex Grenade (one use only)*: One of the most rare items from the Dark Ages, these forbidden devices open an instantaneous tear into the Immaterium. Though the rip into non-reality is small, its effects are devastating as normal matter is torn into the Warp. A Vortex Grenade is used in the same manner as the Space Marine Librarian psychic power *Vortex of Doom*, but with only a 6” range. Roll 2 dice for scatter, using the lowest value for the scatter. If double 1’s are rolled, the grenade is a dud and nothing happens. If double 6’s are rolled, the grenade is exceptionally powerful – use the larger Ordnance marker instead of the smaller Blast marker for the area affected!

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

**New Weapons and Wargear:**

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

Range	Str	AP	Type
24"	4	6	Assault 3

*Combat Bionics*: Many members of the Cult Mechanicus augment themselves with special bio-mechanical implants, designed to improve their effectiveness in serving the Machine God. While they may take many forms, the overall effect in combat is to increase the model’s Strength by +1 and add +1 Weapon Skill. Note that the +1S is added *after* doubling for purposes of Power Fists, etc.

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

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

*Electoos:* These subdermal electrical implants are less powerful (and draining) than the ones grafted onto Electro Priests, but do allow the wearer to make an devastating attack in close combat. In the first round of an Assault, all of the user's attacks ignore armor as the power flows from his hands into his weapon. After this initial attack the effects wear off until a new Assault is launched.

*Familiar:* These can be either Haemoncolytes or Techno-mats, both of which act to preserve and cleanse the remaining organic portions of the connected user. Haemoncolytes are vat-grown creatures are formed from the user's own flesh and blood, while Techno-mats are tethered Servitors which monitor and sustain the user's fragile organics. A Familiar allows the user to force a re-roll of any rolls that cause wounds, unless they are sufficient to cause Instant Death. Familiars are typically mounted on the same base as the user but can be modeled on another base if desired; in any case they do not count as another model and cannot be targeted in any manner.

*Hand Flamer:* This is a smaller, more compact version of the regular flamer seen widely in Imperial forces. It can be used to fire a single template area effect shot with the profile below, but also counts as a Close Combat Weapon in Assaults.

Range	Str	AP	Type
Template	3	6	Pistol, single-shooting only

*Hover Disk:* Hover disks are small devices, barely large enough for one rider to stand on, but mounted with a powerful and compact anti-grav propulsion system. They allow the rider to move as if he was mounted on a jetbike but without any mounted weapons or increase in Toughness. Hover Disks can be easily stowed so the wearer can move on foot or enter vehicles normally, but cannot be taken by models wearing Terminator Armor (there is only so much they can lift!).

*Imperial Jetbike:* These operate just like a regular jetbike (see page 54 of the Warhammer 40,000 Rulebook), and are mounted with twin-linked bolters. The rider gains +1 Toughness and the other benefits from riding a regular jetbike.

*Mechadendrites:* These are a variety of tendril-like prosthetics used by Adeptus Mechanicus personnel to aid in construction, maintenance, and research. They have small motors and actuators within the metallic tentacles and wave about the wearer almost with a life of their own. Models fitted with Mechadendrites gain an extra S3 Attack in Close Combat, resolved using their own WS value and at double their normal Initiative value. Normal saving throws are allowed.  
*Tech-Priests only*

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

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

*Tech-Priests in Terminator Armor only*

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

*Rite of Pure Thought:* This extreme surgical procedure is becoming more common throughout the ranks of the Adeptus Mechanicus, whereby the emotional and illogical right brain section of the user is replaced with a cogitator linked directly into the remaining, more logical left hemisphere. This allows the user a purity of reason, unencumbered by distractions or any sense of self-preservation; he now gains the *Fearless* special rule.

**Disciples**

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

A Tech-Priest Magos may take up to 8 Disciples, a Questor up to 6, and an Engineer up to 4. You may take more than one of each type if desired. If accompanied by a retinue of Disciples a Tech-Priest cannot leave his unit or join another unit; if all Disciples are removed from play he may join other units as normal. All Disciples have the following profile:

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

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

*Artisan* (5 pts): These members of the hierarchy oversee construction for the Cult, from weapons to spacecraft to vehicles. They will create and maintain the weapons and other equipment for the Explorator force to levels undreamed of by other Imperial forces. Having an Artisan as a Disciple allows the Tech-Priest to Master-Craft any items he or any of his other Disciples take without the cost counting towards their Wargear allowance.

*Genetor* (10 pts): Genetic scientists with deep knowledge of both human and alien physiognomies, Genetors are also expert at developing specialized toxins and venoms to deal with threats that might arise on the Quest. If a Genetor is taken, any Laspistols chosen from the Armory may be upgraded to Needle Pistols for +5 points. If two or more Genetors are part of the force, then any model in a Skitarii, Praetorian, or Servitor unit that could normally take a Special Weapon may instead take a Needle Sniper Rifle for 12 points.

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

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

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

*Acolyte/Apprentice* (7 pts): Junior members of the priesthood often accompany more senior Tech-Priests into the field, both to aid him and also to gain valuable experience as they begin their path upwards in the service of the Machine God. Each Acolyte may choose additional weapons up to 25 points of weapons and wargear (combined), but not Tech-Relics.

*Servo-Skull* (5 pts): Drone-like devices are created from the skulls of pious servants of the Machine God, allowing them to continue their labors even after their flesh has withered away. They are fitted with small anti-gravity engines that allow them to float near their master. Having one or more Servo-Skulls nearby grants the user literally another set of eyes, adding +1 Initiative that remains in effect even if the Servo-Skull is destroyed.

*Praetorian Bodyguard* (35 pts): The Tech-Priest is accompanied personally by one of these augmented Servitors, designed to act as his bodyguard. See the entry below for its characteristics and special rules. Each Praetorian Bodyguard is armed with a power weapon and power fist. Praetorians programmed as bodyguards are adept at intercepting attacks aimed at their master, and thus any wounding hit the Tech-Priest takes may be assigned instead to a Praetorian (this is done before any saving throws are taken).

**Regular Wargear**

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

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

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

**Adeptus Mechanicus Vehicle Upgrades**

*Boosters*: The vehicle's engine is modified with superchargers and additional power units, making it much more powerful than normal. Once per game they can be used at the start of the movement phase, adding an additional D6" of movement for that turn. This upgrade cannot be combined with *Hover Lifters* though, due to the extra weight and power needed for those modifications.

*Ceramite Armor*: The vehicle is coated with a protective shielding of specially blessed and rune encrusted ceramics, allowing it to withstand extremely high temperatures. Melta weapon attacks (including meltabombs) against the vehicle lose any special benefits they normally gain as a melta weapon.

*Electro Hull*: The vehicle has been wired with powerful electrical cabling on its exterior, delivering a powerful shock to any enemy models attempting to attack it. At the beginning of each Assault Phase after all models have moved, any models in base contact with the vehicle take a S3, Initiative 10 attack with normal saving throws allowed.

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

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

*Power of the Machine Spirit*: The vehicle has been fitted with one of the rare and holy vessels of the Machine Spirit, there to protect and guide the vehicle from harm. See *Codex: Space Marines* for rules.

*Servitor Crew Installation*: The human crew is replaced with Servitors, specially programmed to operate the vehicle. This sets the vehicle's Ballistic Skill from 3 to 4. In addition, if its vehicle suffers an Immobilized result for any reason the Servitor operator may attempt to repair it in the Shooting Phase, instead of shooting any vehicle-mounted weapons. On a D6 score of 6, the vehicle is repaired and may move as normal in following turns. An Immobilized Skimmer may attempt repair in this way but only if they moved 6" or less in the previous turn.

**Regular Vehicle Upgrades**

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

**HQ:****(0-1) Tech-Priest Lord**

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

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

**Independent Character:** Tech-Priest Lords are Independent Characters and follow all normal rules for Independent Characters from the Warhammer 40,000 Rulebook.

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

**Disciplines:**

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

*Alchemys* (free): The Tech-Priest is an expert at concocting powerful ammunitions, and will refit his own weaponry accordingly as well as many weapons carried by his followers. If he carries a Bolt Gun he may also carry Metal Storm, Inferno Bolt, or Kraken Bolt ammunition for +3 pts per ammunition type. Any Heavy Bolters in the force (except those mounted on support weapons, vehicles or robots) may be issued Hellfire ammunition for +6 points. See Chapter Approved 2003 for details for these items.

*Technicus* (5 points): Using his deeper knowledge of rare technologies and access to non-standard equipment, the Tech-Priest can outfit any Heavy weapons (except sniper rifles) carried by his followers with a rare Suspensor unit. This changes the weapon to Assault but cuts the effective range by 6". These can be fitted to any heavy weapon not mounted on a vehicle or Robot, or used on a Support Weapon at a cost of +10 points per application.

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

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

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

*Cyberneticus* (8 points): The Tech-Priest is fitted with a Mind-Impulse Unit, normally used to control Battle Titans. Here he can use it to operate a shoulder-mounted weapon, which can be chosen as normal from the Armory (in addition to any other weapons he has taken). This allows him to carry an extra two-handed ranged weapon which he can fire in the same turn as his normal shooting.

*Xenologis* (15 points): Countless hours in close study has inured him to the horrors of the Alien and taught him the best ways to strike them down. He and his retinue of Disciples count as having the Preferred Enemy rule (see page 75 of the rulebook) against all non-human enemies except Necrons.

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

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

Two Handed Weapons: Splinter Rifle (2 pts), Shuriken Catapult (2 pts), Pulse Rifle (6 pts), Gauss Flayer (4 pts), Kroot Hunting Rifle (8 pts), Shoota (2 pts)

*Munitorum* (12 pts): As one of the weaponsmiths of the Imperium, the Tech-Priest is expert at creating specialized devices of lethal terror, often by modifying the standard ammunition it uses. Any non-energy based range weapon he carries counts as having the *Rending* ability.

### **Tech-Priest Engineer**

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

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

**Independent Character:** Tech-Priest Engineers are Independent Characters and follow all normal rules for Independent Characters from the Warhammer 40,000 Rulebook.

**Options:** Tech-Priest Engineers wear Carapace Armor (4+ Save) and may choose from the Armory as normal. They may take a Hover Disk (+20 pts) or if not leading Disciples or a Field Team may take an Imperial Jetbike (+35 pts) or Space Marine Bike (+30 pts).

### **Special Rules: Battlefield Repairs**

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

**Field Team:** Tech-Priest Engineers often go into the field accompanied by a retinue of their Servitor assistants. If the Engineer takes no Disciples he may instead take a retinue of 1-4 Technical Servitors, chosen as per their entry below. These Servitors may be upgraded to Combat or Gun Servitors, but remember that only Technical Servitors can aid in repairs. He may not leave his Field Team unless they are all removed from play. The Engineer and his Field Team may join other units and leave them in the same manner as an Independent Character.

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

**Transport:** If a Tech-Priest has chosen Disciples to lead as described above, he may take either an Adeptus Mechanicus Rhino (+50 pts), Adeptus Mechanicus Chimera (+70 pts). If he is leading the army, he may instead take a Land Raider (+210 pts) as a transport. See individual vehicle entries for options and other details.

**Elites:****Praetorians**

Assigned to a Tech-Priest for his protection and to aid him on the Quest, Praetorians are specially augmented Servitors designed for only one task – combat. They excel at this function, and are the warrior elite of the Adeptus Mechanicus when it goes to war for the glory of Mars and the Machine God.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Praetorian	35	4	4	5	5	2	3	2	8	4+

**Squad:** A Praetorian unit consists of 6-12 Praetorians

**Weapons:** Each Praetorian is fitted with either a bionically attached Hellgun, or a close combat weapon and a Hellpistol. Their skin is augmented with layers of plasteel as part of their cybernetic nature (counts as Carapace Armor).

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

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

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

**Special Rules:** Praetorians are programmed to be the ideal warriors for the Machine Cult, and can ignore horrific attacks as they advance on the enemy. As such, they gain the *Feel No Pain* and *Stubborn* rules from the Warhammer 40,000 rulebook.

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

**Electro Priests**

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

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Electro Priest	20	3	2	3	3	1	4	2	9	5+ Invul

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

**Weapons:** Electrically augmented bare fists and static discharges.

**Special Rules:**

**Electoos:** These allow the Electro Priests' Close Combat attacks to ignore Armor Saves. Electroos give a 5+ Invulnerable Save (from the cracking electricity surrounding their bodies).

**Static Shock:** In the first round of any combat the barely contained electrical buildup erupts from the Priests, arcing across their bodies and striking those around them. All enemy models in base contact are hit at Initiative 10 with a single S3 attack on a roll of 4+; Armor saves can be taken as normal. These attacks are worked out in the normal sequence for the combat, and remove models as you would other close combat casualties. Note that an Electro Priest who starts the combat in base contact will get its full number of attacks even if the model it is in contact with is removed by these attacks. After the first round is over the excess electrical discharge is grounded somewhat and has no effect until a new combat is started later in the game.

A unit of Electro Priests can be mounted inside a vehicle at the start of the game. However, once they disembark all members ignite their Electroos, and the electrical discharges make it near suicidal both for them and the vehicle (and its crew!) to be bunched together inside a transport, and thus they cannot enter a vehicle for the remainder of the game.

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

### **(0-1) Techmarines**

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

**Independent Character:** You may include 1-3 Techmarines as a single Elites choice, but only one choice is allowed per army (thus you could only have a maximum of 3 Techmarines per army). Techmarines are Independent Characters, and are deployed as a single unit but do not need to be placed together. Techmarines may either be Apprentices (25 pts each) or Veterans (65 pts each).

**Options:** Techmarines wear Power Armor (3+ Save) and may choose weapons and wargear from the *Codex: Space Marines* Armory listing as per the restrictions in that list. See that book for further details on Techmarines.

**Techmarine Apprentices:** These aspiring marines are still in their initial training, and use the basic statline for a Tactical Squad marine though they have the special *Blessings of the Omnissiah* ability. They may not take a Servo Harness or a Servitor retinue, or the following items: *Terminator Honors, Artificer Armor, Terminator Armor, Iron Halo, Teleport Homer*. An Apprentice comes with a Signum and Auspex for free, and may be given a Servo-Arm for +10 pts.

**Techmarine Veterans:** These fully trained and experienced Techmarines follow the statline and all the rules from *Codex: Space Marines* for Techmarines (except transport options; he may instead take an Adeptus Mechanicus Rhino). One Techmarine Veteran may be upgraded as per the *Scions of Mars* Chapter Trait; this will move him into an HQ force organization slot but he cannot lead the army.

## **Transports**

<b>Profile</b>	<b>Points</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
Adeptus Mechanicus Rhino	+50	11	11	10	4

**Type:** Tank

**Crew:** Servitor

**Weapons:** Storm Bolter

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

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

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

The Following may be taken as a Heavy Weapon Mounting for the points indicated:

Lascannon (+17 pts), Autocannon (+12 pts), Multi-Melta (+27 pts), Missile Launcher (+12 pts), Plasma Cannon (+30 pts), Heavy Bolter (+10 pts), Multi-Laser (+10 pts).

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

**Type:** Tank

**Crew:** Skitarii

**Weapons:** The Chimera may be armed with one of the following turret-mounted weapons: Multi-Laser (+10 pts), Heavy Flamer (+10 pts), Heavy Bolter (+10 pts), Autocannon (+10 pts), Assault Cannon (+12 pts). In addition it may have a hull-mounted Heavy Bolter (+5 pts), Heavy Flamer (+5 pts). If no turret weapon is taken then one of the following may instead be mounted in the hull: Lascannon (+18 pts), Plasma Cannon (+30 pts), or Multi-Melta (+27 pts).

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

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

## Troops

### **Skitarii**

*Drawn from the Forge World planets assigned to accompany the Tech-Priests on their missions, Skitarii (or Tech-Guard as many dismissively call them) form the backbone of the Adeptus Mechanicus Ordo Militant. While not as deadly in combat the elite Praetorians, for mere humans they are devoutly loyal to the Cult of the Machine, well-trained and well-equipped, and flexible in combat. When not fighting, they often serve as assistant archeologists and skilled labor for their Tech-Priest masters in their search for lost technology.*

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

**Squad:** The unit consists of 10-20 Skitarii.

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

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

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

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

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

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

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

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

### **Servitors**

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

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

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Technical Servitor	8	3	3	3	3	1	3	1	8	5+

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

**Weapons:** None.

**Options:** Tech-Priests often bring contingents of Servitors specially programmed for dealing with hostilities, upgrading the standard Technical Servitor for either assault or ranged weapon capability.

**Combat Servitor** - Any number of Servitors may be outfitted for close combat with programming upgrades, special mechanical crushing claw arms, and other Assault modifications for +2 points per model. They gain +1WS and +1 Attack. Servitors given this upgrade may also be fitted with a Power Fist for +15 points.

**Gun Servitor** – Any number of Servitors can be configured for fire-support at +4 points per model, gaining +1BS and a bionically attached lasgun or autogun. Any three Servitors given this upgrade may exchange that weapon for a Multi-Melta (+25 pts), Heavy Bolter (+15 pts), or Plasma Cannon (+35 pts). Due to fuel restrictions, only one Plasma Cannon is allowed per unit.

### Machine Cultists

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

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

**Squad:** The unit consists of 10-30 models.

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

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

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

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

### Fast Attack:

#### Skitarii Sentinel Squadron

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

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

**Squadron:** 1-3 per Squadron

**Type:** Open-topped, Walker

**Crew:** One Skitarii Pilot

**Weapon:** Each Sentinel is armed with one of the following: Multi-laser (+10 pts), Heavy Flamer (+5 pts), Heavy Bolter (+12 pts), Autocannon (+15 pts), Assault Cannon (+15 pts), Lascannon (+20 pts), Power Lifter (Adds +2 Strength, +10 points), Close Combat Attachment (Adds +1 Attack, +5 pts).

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

**Special Rules – Scouts:** Skitarii Sentinels are often sent out into the forefront of the expedition, scouting out the advance terrain and picking out good deployment and excavation sites. As such, they may use the special Sentinel Scouting rules from *Codex: Imperial Guard*.

### **(0-1) Skitarii Land Speeder Squadron**

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

<b>Profile</b>	<b>Points</b>	<b>Front Armor</b>	<b>Side Armor</b>	<b>Rear Armor</b>	<b>BS</b>
Land Speeder	40	10	10	10	3

**Squadron:** 1-3 per Squadron

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

**Crew:** Two Skitarii (Pilot & Gunner)

**Weapon:** Heavy Bolter

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

Skitarii Land Speeders cannot take any vehicle upgrades except an *Armored Crew Compartment*, *Power of the Machine Spirit*, or *Servitor Crew Installation*.

**Heavy Support:****Robot Maniples**

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

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

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

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

*Castellen/Crusader:* Two Dreadnought Close Combat Weapon Arms

This will increase the Robot's number of Attacks to 2

An additional shoulder or back mounted weapon may be chosen as well from the following list:

Meltagun (+10 pts), Plasma Gun (+12 pts), Bolter (+4 pts), Flamer (+4 pts)

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

*Cataphract:* Two Ranged Weapon Arms

This will decrease the Robot's Strength to 5

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

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

**Special Rules:**

Robots use the *Fearless* and *Slow and Purposeful* special rules. Each Robot counts as 5 models for transport purposes due to their very large size and cumbersome form.

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

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

**Tech-Adept Overseer**

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

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

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

*Tech-Adept Overseer Guidance* – Each units of Robots must be lead by a single Tech-Adept Overseer. If at any time he is killed, or is more than 2" away from his unit, the unit will go on **Emergency Orders**:

**Movement Phase:** Move towards the nearest enemy unit.

**Shooting Phase:** Target the nearest enemy unit in Line of Sight and fire!

**Assault Phase:** Charge the nearest enemy unit if possible; Consolidate after winning any Assaults.

**Land Raider**

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

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

**Type:** Tank

**Crew:** Servitors

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

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

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

**Atlas Armored Recovery Vehicle**

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

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

**Type:** Tank

**Crew:** Skitarii

**Weapons:** Hull-mounted Heavy Bolter.

**Options:** The Atlas may be given any of the other vehicle upgrades from the Armory list except *Boosters* or *Hover Lifters*.

**Special Rules:** *Vehicle Recovery*

The Atlas can drag a single Immobilized or destroyed vehicle (friend or foe) that it starts the turn in base contact with. Move both vehicles up to 6", keeping them in contact and the same configuration. Some common sense will have to be used here when moving the models! Vehicles with 2 or 3 Structure Points can only be moved up to D6" each turn, and those with 4 or more are simply too massive even for the Atlas. Dead Monstrous creatures can also be towed as above; 6" for a single creature, D6" for creatures with 2 or 3 Mass Points, and 4 Mass Points or more being too cumbersome for towing. Neither vehicle may shoot in the same turn they are towing or being towed, except that the vehicle being towed may fire one weapon at the Atlas if it is able. Note that the ARV may be used to move a vehicle Immobilized due to Difficult Terrain out of that terrain so it can move again.

In games where Victory Points are used, every enemy vehicle or Monstrous creature that is dragged off the board or into the Cult Mechanicus deployment zone awards the Cult Mechanicus player Victory Points equal to the vehicle/creature's cost. This is in addition to any points gained for destroying or damaging the vehicle or wounding the creature as normal. Friendly vehicles which were damaged and then towed off the board do not count for enemy Victory Points.

**Support Weapons**

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

Support Weapons are Artillery (see page 56 of the rulebook) with the exceptions and special rules for each weapon noted below.

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

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

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

**Crew:** 2 Gun Servitors armed with lasguns

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

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

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

**Special Rules:**

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

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

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

**Crew:** 2 Gun Servitors armed with lasguns

**Weapons:** Multiple Rapier Lasers in "Destroyer" Configuration

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

**Special Rules:**

Rapiers are self-propelled, and thus can fire even if it moves. They also have superior focusing mechanisms, allowing you to re-roll the Armor Penetration roll or roll to wound if you wish. You must accept result of second roll though, even if it is worse.

**Mole Mortar****Cost: 55 points each**

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

**Crew:** 2 Gun Servitors armed with lasguns

**Weapons:** Tunnel Torpedoes

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

**Special Rules:**

Mole Mortars operate much like a regular Barrage weapon, but have a minimum distance of 12" for the Guess range and are not very accurate. To fire, roll the Scatter die and 2D6 at the target location. If one Operator has Line of Sight to the target spot, then it will only scatter the lower of the two numbers otherwise it will scatter the higher of the two.

**Subterranean Explosion** Place the marker on the location determined by the scatter roll. The Torpedo then explodes just below the surface, creating a crater the size of the Blast marker that remains in play for the rest of the game. All models covered or touching the marker take a Strength 4 hit at AP5, with no Cover Saves allowed due to the underground nature of the explosion. Any unit hit must take a Pinning Test immediately (even if they did not suffer any casualties) unless they have a Strength or Toughness of 5 or higher, or are immune from Pinning. The crater counts as Difficult Terrain.

**Airburst!** If Doubles are rolled, the torpedo has emerged into the air and exploded, spraying shrapnel all around! Scatter the marker as per the roll, but use Ordnance marker to represent the huge airburst. Any models covered or touching the

marker take Strength 3 hit at AP5. No crater is created for an Airburst. Units suffering casualties in this manner take Pinning checks as per normal Barrage Pinning rules (note it is *not* Ordnance Pinning, even though that larger marker is used for the area of coverage).

**Thudd Gun** **Cost: 60 points each**

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

**Crew:** 2 Gun Servitors armed with lasguns

**Weapons:** Mark III "Punisher" class Quad-launcher

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

**Special Rules:**

Thudd Guns operate much like a regular Barrage weapon, but have a minimum distance of 12" for the Guess range. If at least one Operator has Line of Sight to the target spot then the shot will still scatter as per rules below, but only 1/2 of the distance rolled.

*Firing Procedures*

Thudd Guns Fire a Salvo of 2+D3 Barrage shots, but each will scatter from the previous marker, rather than all scattering from the first shot. Place the first Blast marker as normal, and generate second marker placement as per normal Salvo rules on page 32 of the rulebook. Then scatter the third marker from the location of the second, and so on. Note that this may result in some models taking more than one hit.

**Conversion Beamer** **Cost: 75 points**

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

**Crew:** 2 Gun Servitors armed with lasguns

**Weapons:** Energy beam projector mounted on self-propelled platform

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

**Special Rules:**

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

Vehicles are hit depending on their size or type (use lowest value when multiple types for a vehicle):

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

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

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

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

**Special Characters****Heinrich Jojur, Rogue Questor**

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

Heinrich Jojur may be taken as a single HQ choice in an Adeptus Mechanicus army. He can also be taken as an Elite or HQ choice in any other Imperial army such as Imperial Guard, Adeptus Ministorum (they don't know his true identity) or Space Marines. If chosen as an HQ selection in a non-Adeptus Mechanicus army he may not be the commander however (another HQ choice must also be made). He must be taken exactly as described below and may not be given any extra equipment from the Armory, except where noted. The points value indicated for him includes all of his items. In addition he can only be used in battles where both players have decided to allow special characters. Heinrich is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,000 Rulebook.

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

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

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

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

**Special Rules:**

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

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

**Special Characters****Pastor Moviss, Machine Cult Preacher**

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

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

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

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

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

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

**Special Rules:**

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

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

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

**Special Characters****Warhound Titan**

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

**Special Force Selection Rules**

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

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

**Type:** Tank

**Size:** War Machine

**Speed:** Normal

**Crew:** Adeptus Titanicus personnel consisting of Principis, Moderati, Tech-Priest Engineer, & Servitors

**Weapons:** Plasma Blastgun and Turbo-Laser

**Structure Points:** 3

**Void Shields:** 2

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

*See Imperial Armor for complete special rules and weapon descriptions*

## Special Characters

### The Adamantium Giant

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

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

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

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

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

**Squad:** The Adamantium Giant and Frederick form a unit of 2 models. As such, they must remain within 2" of each other at all times. They may not join other units, though they may be joined by Independent Characters as normal.

For games using Victory Points special conditions, treat the pair as a unit of 2 worth 125 points, but points are only awarded if the Giant is wounded or killed. No points are awarded for killing Frederick.

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

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

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

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

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

### Special Rules:

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

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

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

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

## **Painting/Converting**

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

Rough conversion ideas for the new items:

Tech-Priests – Necromunda Spyres, Techmarines, Space Marines, Confessors, Missionaries, Preachers, WFB Wizards, robed marine models like Dark Angels, and of course the current and older Tech-Priest models

Skitarri – Cadians, Storm Troopers, Steel Legion

Machine Cultists – gangers from Necromunda (especially Van Saar), the old Confrontation models too

Robots – old Robots, old Dreadnoughts, Killa Kans, old Epic Knights & Titans. Robots should stand about the same size as a Killa Kan, but less bulky than a Dreadnought. These are big, cumbersome, and unwieldy creatures, man-like in appearance but around 10 feet tall.

Electro Priests – Confessors, Missionaries, & Preachers, WFB Wizards and Empire Flagellants, almost any regular human models with robes and a wild appearance.

Servitors – the regular Servitor models (duh!), Necromunda Pit Slaves (especially for Servitors who have taken Upgrades)

Praetorians – older Space Marine models, Ogryns, and other larger models with suitably impressive armor and weaponry

Support Weapons – Mail Order still has them all, except the Conversion Beamer. I'd use a Rapier Chassis for this, then create a wacky sci-fi looking weapon for the beamer itself to mount on the chassis.

Cool bits with the AM symbol or great for converting AM models:

Epic Knight Baron Banner Pole 76024/4

Epic Knight Banner Pole 76016/2

Warlord Titan Banner Pole 00490/12

Epic 40K Titan body armor plate 030700111

Necromunda Pit Slave mechanical bits