# THE HORUS HERESY

# MECHANICUM

## TAGHMATA ARMY LIST

# Contents


Using the Taghmata Omnissiah Army List ..... 14
Mechanicum Warlord Traits ..... 15
Updated Rules for the Battles in the Age of Darkness Warhammer 40,000 Expansion ..... 16
Battles in the Age of Darkness Force Organisation Chart ..... 18
Optional Onslaught Force Organisation Chart ..... 18
Optional Castellan Force Organisation Chart ..... 19
Optional Leviathan Force Organisation Chart ..... 19
Allies in the Age of Darkness ..... 20
Cybertheurgy ..... 22

## HQ

Magos Prime ..... 26
Magos Dominus ..... 28
Archmagos Draykavac ..... 29
Archmagos Inar Satrael ..... 30
Magos Reductor Calleb Decima ..... 32

## Elites

Tech-Priest Auxillia ..... 34
Domitar Class Battle-automata Maniple ..... 35
Myrmidon Secutors ..... 36

## Troops

Adsecularis Covenant ..... 37
Thallax Cohort ..... 39
Scyllax Guardian-automata Covenant ..... 40
Castellax Class Battle-automata Maniple ..... 41

## Dedicated Transport

Triaros Armoured Conveyer ..... 42

## Fast Attack

Usurax Cohort ..... 43
Tarantula Sentry Gun Battery ..... 44
Vorax Class Battle-automata Maniple ..... 46
Crusade Fleet Avenger Strike Fighter ..... 47
Crusade Fleet Primaris-Lightning Strike Fighter ..... 48
Crusade Fleet Arvus Lighter Orbital Shuttle ..... 50

## Heavy Support

Thanatar Class Siege-automata Maniple ..... 51
Thanatar-Calix Class Siege-automata ..... 52
Thanatar-Cynis Class Siege-automata Maniple ..... 54
Macrocarid Explorator ..... 55
Krios Battle Tank Squadron ..... 56
Myrmidon Destructors ..... 57

## Fortifications

Imperial Castellum Stronghold ..... 58

## Lords of War

Ordinatus-Minoris Macro Engine ..... 62
Mechanicum Indentured Knight Errant ..... 64
Mechanicum Indentured Knight Paladin ..... 65
Mechanicum Indentured Knight Styrix ..... 66
Mechanicum Indentured Knight Magaera ..... 68
Mechanicum Indentured Cerastus Knight-Lancer ..... 69
Mechanicum Indentured Cerastus Knight-Castigator ..... 70
Mechanicum Indentured Cerastus Knight-Acheron ..... 71

## Legio Cybernetica Battle Cohort Appendix

Legio Cybernetica Battle Cohort ..... 74
Archmagos Dominus ..... 75

## Ordo Reductor Army List Appendix

The Ordo Reductor ..... 78
The War Covenants of the Ordo Reductor ..... 80
The Matrix of Ruin Army Force Organisation Chart ..... 81
Magos Reductor ..... 82
Ordo Reductor Artillery Tank Battery ..... 84
Ordo Reductor Minotaur Battery ..... 85

## The Titan Legions

Legio Titanicus Warhound Scout Titan ..... 90
Legio Titanicus Reaver Battle Titan ..... 91
Legio Titanicus Warlord Battle Titan ..... 92

## Battles in the Age of Darkness Core Missions

Mission 1 – Blood Feud ..... 98
Mission 2 – Onslaught ..... 99
Mission 3 – Shatter Strike ..... 100
Mission 4 – Dominion ..... 101
Mission 5 – Tide of Carnage ..... 102
Mission 6 – War of Lies ..... 103

# The Taghmata Omnissiah

## A Mechanicum Army List for Battles in the Age of Darkness

**This section details the Taghmata Omnissiah for use as a main army list in your Horus Heresy games. Future Forge World products and releases will add to and combine with the rules and units presented here.**

*"When Deimos and Phobos are at apogee and perigee, there thou shalt see the face of the Omnissiah. Clad in a body of gold, and wreathed in the firmament of the storm, the Lord of all Machines will stand in the midst of his people, and shall reign over all the dominion of Man. Great shall be the glory of his presence, that the sun shall hide his face in shame. For verily I say unto you that he shall be the Alpha and the Omega, the beginning and the end, the master of flesh and the forger of metal. He shall be a light that shineth in darkness and a banisher of ignorance."*

*The Coming of the Omnissiah, exloaded by Pico della Moravec, Primus of the Brotherhood of Singularitarianism*

# Using the Taghmata Omnissiah Army List

The Taghmata Omnissiah is a core Mechanicum army list for the Horus Heresy, representing the feudal military might of the Imperium's Forge Worlds, and may be used as both primary and allied detachments —see the Choosing your Army section of the *Warhammer 40,000* rulebook for more information about selecting forces. While principally intended for use with the Horus Heresy era's Age of Darkness game expansion, the core rules of which have also been included in this book (see page 16 and the Core Missions appendix on page 94), it may also be used in conjunction with Zone Mortalis and Maelstrom of War games set in the milieu of the Horus Heresy, and variant campaign game rules as presented in Forge World's Horus Heresy series of books, etc.

The unit rules, profiles and army list presented here combine, update and supersede those found for the Mechanicum in The Horus Heresy Books I-V and will serve as a basis for future additions to Forge World's Horus Heresy Mechanicum range.

In terms of Faction and Alliance levels, the Taghmata Omnissiah may be used as either a Traitor or Loyalist Faction army, or uses the 'Mechanicum' band of the Allies chart regardless of any subtype it possesses. Certain individual characters and units may be restricted to a single faction however, and where this is the case it will be noted in their army list entry.

In addition to the core Taghmata army, this book also allows for the use of two subtypes of Taghmata to be fielded: a Legio Cybernetica Battle Cohort and the Ordo Reductor War Covenant. These offer both certain benefits and certain restrictions over the standard Taghmata list. Appendices for these variations can be found from page 73 onwards.

**The Rule of the Archmagos**
Only a single Archmagos of any type can be included in a Mechanicum detachment of any kind (including 'named' Archmagos such as Draykavac), and where present in a Primary Detachment they must be the army's Warlord.

# Mechanicum Warlord Traits

When generating their Warlord Traits, a Legio Cybernetica or Taghmata Omnissiah Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or instead roll on the following table:

## Warlord Traits Table

| D6 | Warlord Trait |
|---|---|
| 1 | **Master of Mechanisms**<br>*The Magos is a true artificer, and the war engines and automata at his command are a testament to his powers.*<br>Select one unit of Monstrous Creatures or a single vehicle squadron with at least one Armour value of 12 or higher in the same detachment as the Warlord. That unit gains the It Will Not Die special rule. |
| 2 | **Perfected Targeting**<br>*The preternatural augmented mind of the Magos can predict the precisely optimal targeting resolution to sow destruction amid the foe.*<br>While your Warlord is alive, select a single weapon that either they are carrying or that is being used by a unit within 6" of them in the Shooting phase with the Heavy type. That weapon counts as being Twin-linked for this turn. |
| 3 | **Predictive Augury**<br>*The Magos may respond with lightning swiftness to enemy attack.*<br>The Warlord, and any unit they have joined, hits on a 5 or 6 when firing Overwatch. |
| 4 | **The Death of Flesh**<br>*The Magos has made a particular study of the weaknesses of flesh. They and the units under their command have therefore become expert in exploiting pain and suffering to achieve tactical objectives.*<br>All units within the detachment have the Preferred Enemy (Infantry – all types) while within 3" of an objective. |
| 5 | **Dread Rites**<br>*The Magos carries with them secret knowledge of the Dark Age of Technology, and has seen and done things no unaltered mind can do and remain sane.*<br>The Warlord, and any unit they join, both cause Fear and are immune to its effects, and have the Adamantium Will special rule. |
| 6 | **Battlefield Analysis**<br>*The Magos has studied the precise topography of the battlefield and calculated the optimum avenues of assault.*<br>At the start of the game after deployment but before the battle begins, nominate a single piece of terrain in the enemy's deployment zone. The cover save provided by this terrain is lowered (ie, made worse) by -1 (5+ becoming 6+, and so on). |

*"There is no truth in flesh, only betrayal,*
*There is no strength in flesh, only weakness*
*There is no constancy in flesh, only decay*
*There is no certainty in flesh but death"*

Credo Omnissiah

# Updated Rules for the Battles in the Age of Darkness Warhammer 40,000 Expansion

The Battles in the Age of Darkness expansion is a narrative framework and series of different, interlocking campaign systems for your games of Warhammer 40,000 set in the deadly milieu of the Horus Heresy, with its own special rules, missions and style of play. It presents its own distinct way of playing based on the armies which fought each other for control of the nascent Imperium and the battles which decided Mankind's fate in this dark age of war.

Battles in the Age of Darkness games should be treated as an expansion to the core game which use all of the core rules presented in the Warhammer 40,000 rules except where noted in this précis of general rules, and where shown in the various campaign rules found in the Horus Heresy volumes themselves. These changes take precedence over the *Warhammer 40,000* rulebook where exceptions to the rules found there are made.

## Army Selection/ Force Organisation Charts

Battles in the Age of Darkness games as shown in our existing Horus Heresy books and this update use their own missions and special core Force Organisation charts (as shown in this update), as well as special optional charts found in the various Horus Heresy volumes. These replace the standard Battle-forged army system presented in the *Warhammer 40,000* rulebook and are intended to be used in conjunction with the missions and campaign systems found in the Horus Heresy volumes and the core Battles in the Age of Darkness missions which are provided here. Specific formations, detachments, etc, not found in the Horus Heresy volumes should not be used in Battles in the Age of Darkness games.

Each Battles in the Age of Darkness army is composed of a single Primary Detachment, and may also contain a number of optional (Secondary) Detachments as shown on the relevant Force Organisation chart.

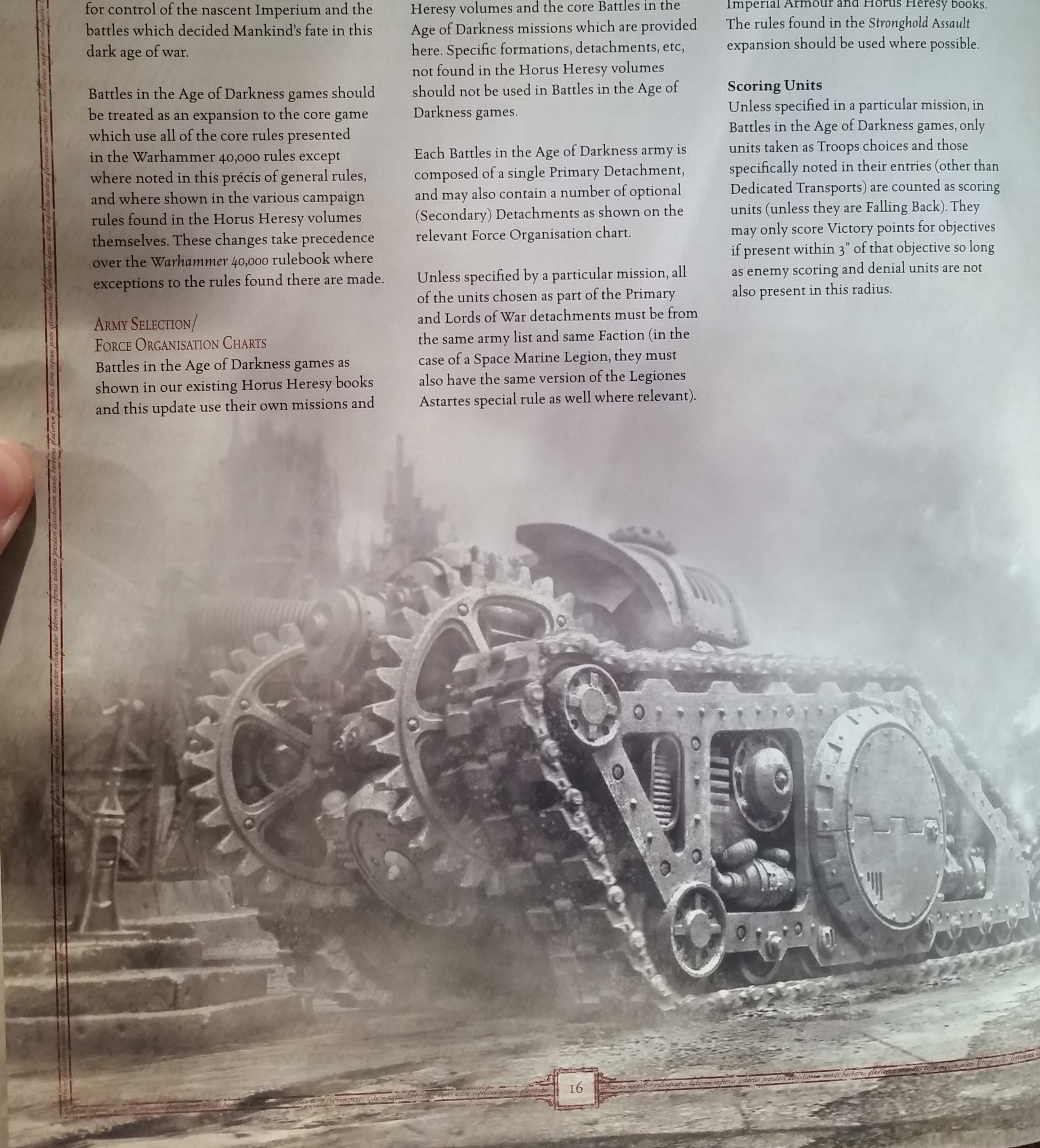
Unless specified by a particular mission, all of the units chosen as part of the Primary and Lords of War detachments must be from the same army list and same Faction (in the case of a Space Marine Legion, they must also have the same version of the Legiones Astartes special rule as well where relevant).

Allied Detachments should be chosen according to the Allies in the Age of Darkness chart found on page 20.

Fortification Detachments may be chosen from any Imperial-type fortifications shown in the *Warhammer 40,000: Stronghold Assault* expansion as well as those in Forge World's Imperial Armour and Horus Heresy books. The rules found in the *Stronghold Assault* expansion should be used where possible.

**Scoring Units**

Unless specified in a particular mission, in Battles in the Age of Darkness games, only units taken as Troops choices and those specifically noted in their entries (other than Dedicated Transports) are counted as scoring units (unless they are Falling Back). They may only score Victory points for objectives if present within 3" of that objective so long as enemy scoring and denial units are not also present in this radius.



**Denial Units**
All other units in the game which are not scoring units other than immobilised or currently Falling Back units, Zooming Flyers/Super-heavy Flyers or Swooping Monstrous Creatures/Gargantuan Monstrous Creatures are counted as denial units. This means that if they are present within the listed scoring range of an objective, an opposing unit cannot score Victory points from the objective or claim it.

**Size of Battle**
A points total of around 1,750 - 3,500 points per player is an ideal game size for use with the Battles in the Age of Darkness rules, with games of 2,000-2,500 points allowing for a battle that should take two to three hours. Battles of a considerably larger size may benefit from using the *Warhammer 40,000: Apocalypse* expansion or standard sized games can be played using the rules found in the Choosing Your Army section of the *Warhammer 40,000* rulebook instead. Smaller games may benefit from the use of an alternative Force Organisation chart such as that provided by the Zone Mortalis rules found in *The Horus Heresy Book Three – Extermination* or Forge World's rules download available from our website.

**Factions in the Age of Darkness**
The Factions system found in the *Warhammer 40,000* rulebook is not used in conjunction with the Battles in the Age of Darkness expansion. Instead, during the Horus Heresy there are in effect only two Factions: Loyalist and Traitor, and an army's forces must be chosen from one or the other of these (but never both). In the various Age of Darkness army lists, certain characters and units will be specified in their text, meaning that they can only be chosen by armies of that Faction. If a character or unit is shown without one of these marks or specification, they may be selected by either Faction.

**Designer's Note**: Other Force Organisation charts (as well as formations and detachments) from the *Warhammer 40,000* rulebook and other game expansions, as well as Unbound armies, are not designed with the Age of Darkness missions in mind and should not be used in Battles of the Age of Darkness games, unless by the mutual prior consent of all the parties involved. Note that using Unbound armies, etc, can be a great deal of fun and make for a range of interesting options, but will likely throw up rules anomalies and inconsistencies between play styles and the close narrative framework and systems of the Horus Heresy campaign rules, so caveat emptor!

**Warlords**
In a Battles in the Age of Darkness game, each army must have a Warlord selected from its Primary Detachment. Unless specified by a unit special rule or Force Organisation chart rule to the contrary, this must be chosen from among the army's character models with the highest Leadership values by the owning player.

**Special Characters**
The various Horus Heresy-era army lists contain special characters for the Loyalists and Traitors. Each of these special characters is unique, so a player cannot include multiples of the same special character in an army, and if playing in team games, they should not be duplicated if possible across a single side. Special characters roll for their Warlord Traits as normal unless noted in their profile.

**Psychic Powers in the Age of Darkness**
During the latter days of the Imperium's Great Crusade and the early wars of the Horus Heresy, the secrets of Malefic Daemonology were known to only a select few, and the grasp of the Ruinous Powers on the galaxy had waned. As a result, unless specifically noted in their entry, Malefic Daemonology psychic powers are not available to any model with psychic powers.

## Lords of War
In a Battles in the Age of Darkness game of 2,000 points or greater, Lords of War choices will be available to an army based upon the specific Force Organisation chart being used. Unlike the use of Lords of War in the core Warhammer 40,000 game, the use of Lords of War is restricted. These choices must be bought from the army's points total as normal, and may not make up more than 25%* of the army's total points cost for each Lords of War choice, unless specified as being otherwise by the mission that is being played. Lords of War are only available to an army's Primary Detachment – more details may be found on page 18.

**The 25% rule: This means that the maximum points value of a single Lords of War choice in a Battles in the Age of Darkness game for some common army sizes is as follows:*

2,000 points – 500 points
2,250 points – 563 points
2,500 points – 625 points
2,750 points – 688 points
3,000 points – 750 points
3,250 points – 813 points
3,500 points – 875 points

## Battles in the Age of Darkness Secondary Mission Objectives
The following is a summary of the main additional secondary objectives used in Battles in the Age of Darkness missions. Which particular secondary objectives used will be listed in the mission being played.

**Slay the Warlord**
If a side destroyed the enemy Warlord, they gain an extra Victory point.

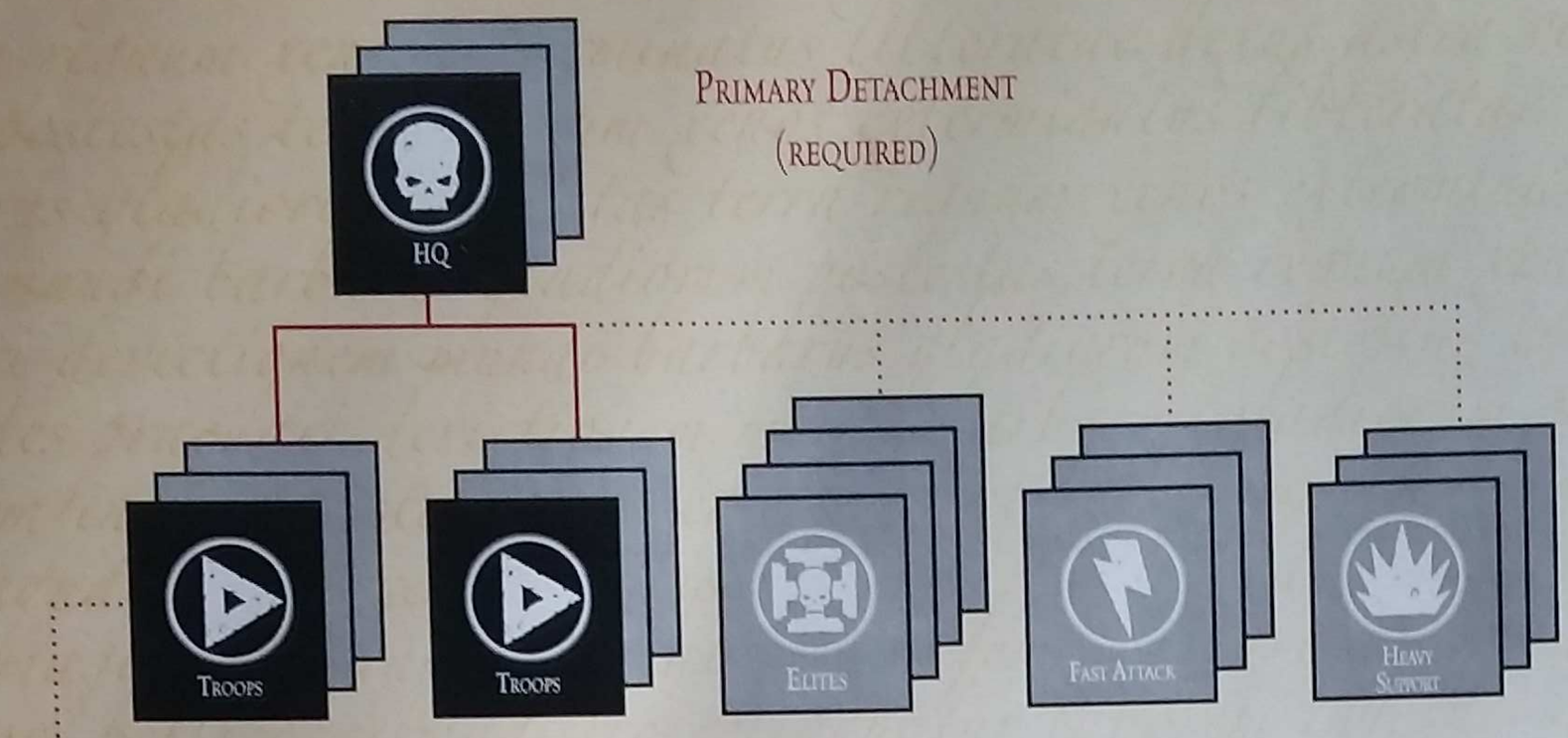
**Last Man Standing**
The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

**Attrition**
The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

**The Price of Failure**
**(Lords of War secondary objective)**
Where this secondary objective is used in a scenario, destroying an enemy Lords of War choice always represents a secondary objective in the game.

This secondary objective is worth 2 additional Victory points to the destroying side in the case of an Engine of Destruction, Great Beast or Primarch or 1 additional Victory point each per vehicle/creature in the case of War Machine Detachments, Monstrous Hordes and Sub-orbital Strike Wings. See the various Horus Heresy era army lists for more information on these types of Lords of War.

# Battles in the Age of Darkness Force Organisation Chart



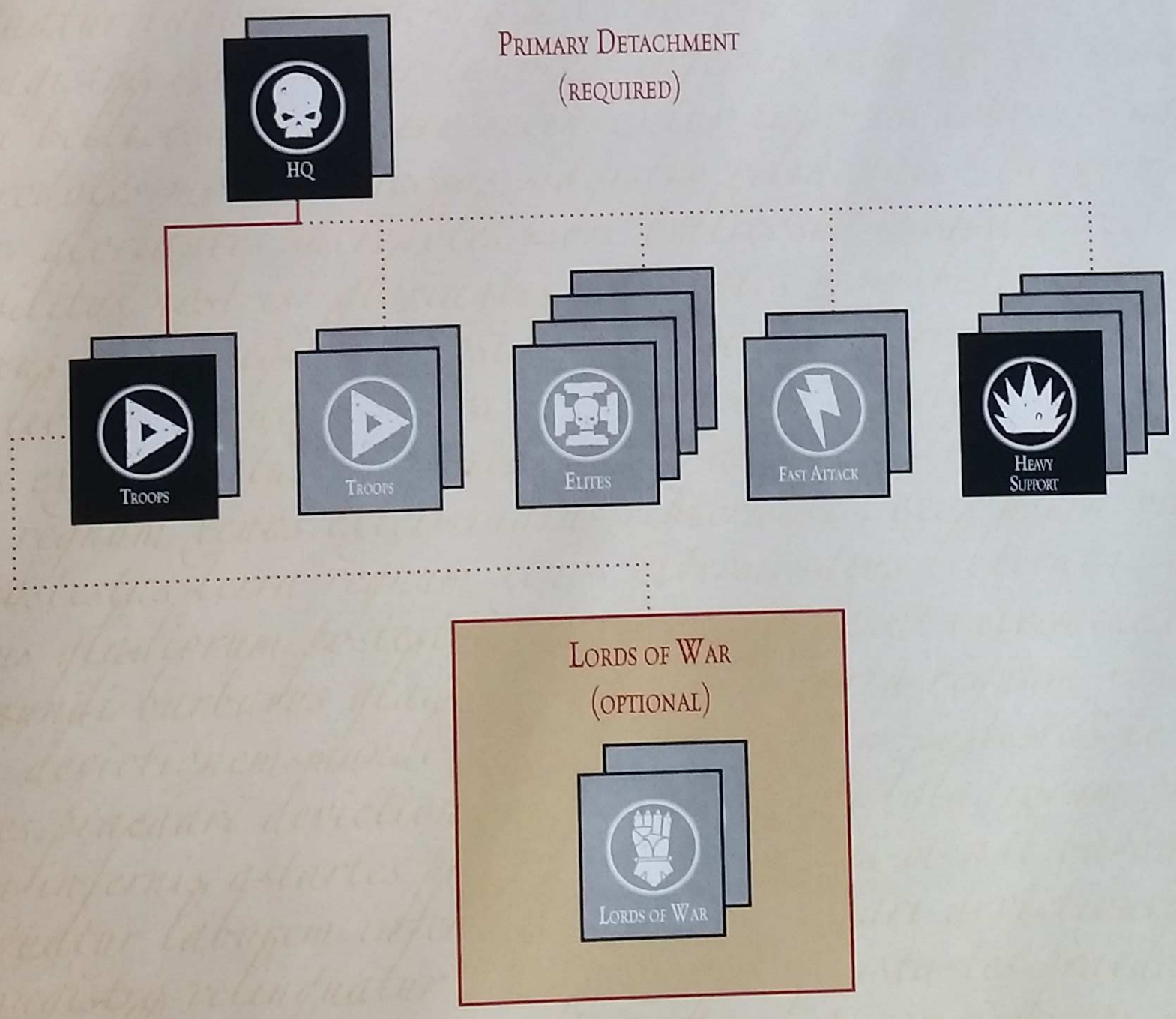

**Primary Detachment (Required)**
- **Compulsory:** 1 HQ, 2 Troops
- **Optional:** +2 HQ, +4 Troops, +4 Elites, +3 Fast Attack, +3 Heavy Support

**Fortification Detachment (Optional)**
- 1 choice

**Lords of War Detachment (Optional)**
- 1 choice

**Allied Detachment (Optional)**
- **Compulsory:** 1 HQ, 1 Troops
- **Optional:** +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support

# Optional Onslaught Force Organisation Chart




**Primary Detachment (Required)**
- **Compulsory:** 1 HQ, 1 Troops, 1 Heavy Support
- **Optional:** +1 HQ, +3 Troops, +4 Elites, +2 Fast Attack, +3 Heavy Support

**Lords of War Detachment (Optional)**
- +2 choices

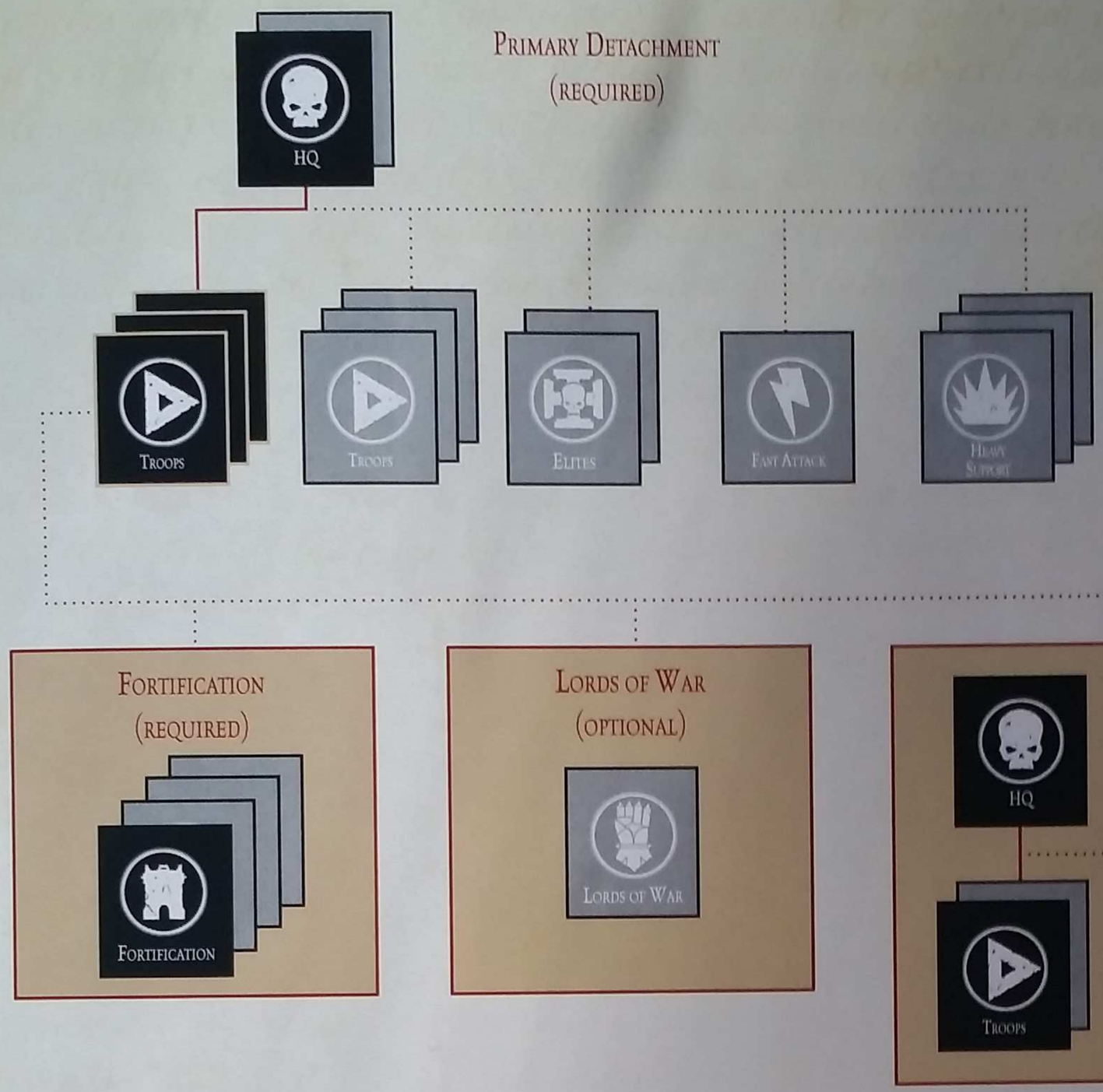
**Fortification Detachment (Optional)**
- Not available

**Allied Detachment (Optional)**
- Not available

**Onslaught Army Special Rule: Rolling Thunder**

Thanks to the thunder of their approach, the attack of an Onslaught army is usually more than easy to detect or predict. As a result, in any mission where the first turn and/or deployment is the result of a dice roll and unless the enemy force is also using the Onslaught Force Organisation chart, this army never has the first turn, unless it can Seize the Initiative.

# Optional Castellan Force Organisation Chart




**Primary Detachment (Required)**
- **Compulsory:** 1 HQ, 3 Troops
- **Optional:** +1 HQ, +3 Troops, +2 Elites, +1 Fast Attack, +3 Heavy Support

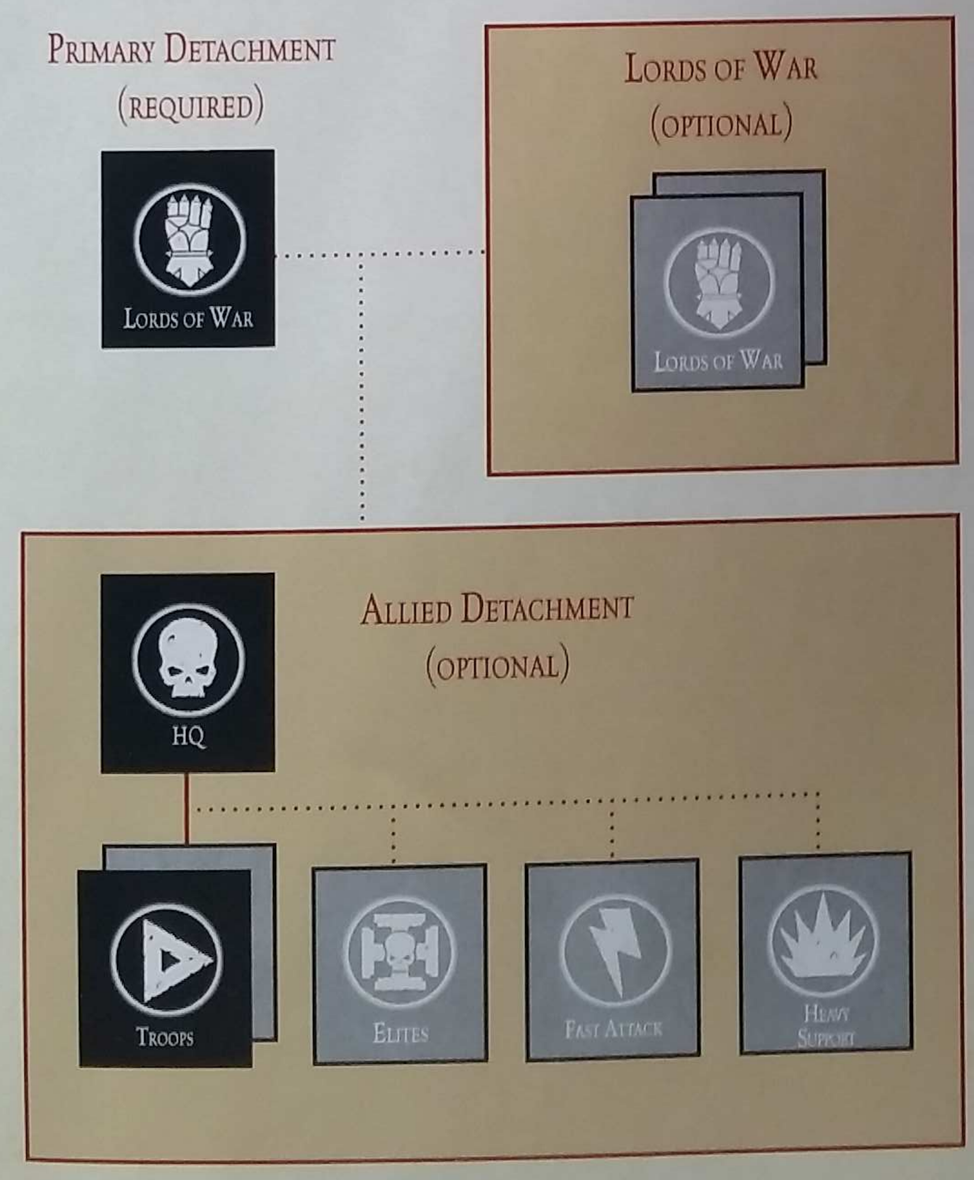
**Fortification Detachment (Required)**
- 1 Compulsory*, +3 Optional

**If desired, this may be a Massive Fortification Apocalypse datasheet type, see Warhammer 40,000: Apocalypse for details.*

**Lords of War Detachment (Optional)**
- +1 choice

**Allied Detachment (Optional)**
- **Compulsory:** 1 HQ, 1 Troops
- **Optional:** +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support

# Optional Leviathan Force Organisation Chart




**Primary Detachment (Required)**
- **Compulsory:** 1 x Leviathan Lord of War

**Lords of War Detachment (Optional)**
- +2 choices

**Fortification Detachment**
- Not available

**Allied Detachment (Optional)**
- **Compulsory:** 1 HQ, 1 Troops
- **Optional:** +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support

**Leviathan Army Special Rule: The Leviathan Lord of War**
The centre and destructive heart of this army is its Leviathan. This must be a Lord of War of either the Engine of Destruction or Great Beast type. Unlike usual Lords of War, this may represent any percentage of your army value (and indeed constitute your entire force in a single model if you are so inclined, brave enough and your opponent agrees!). In contrary to the usual rules of Warhammer 40,000, this Leviathan is both your force's Warlord effectively (and uses its own special Warlord trait listed here) and is also a scoring unit.

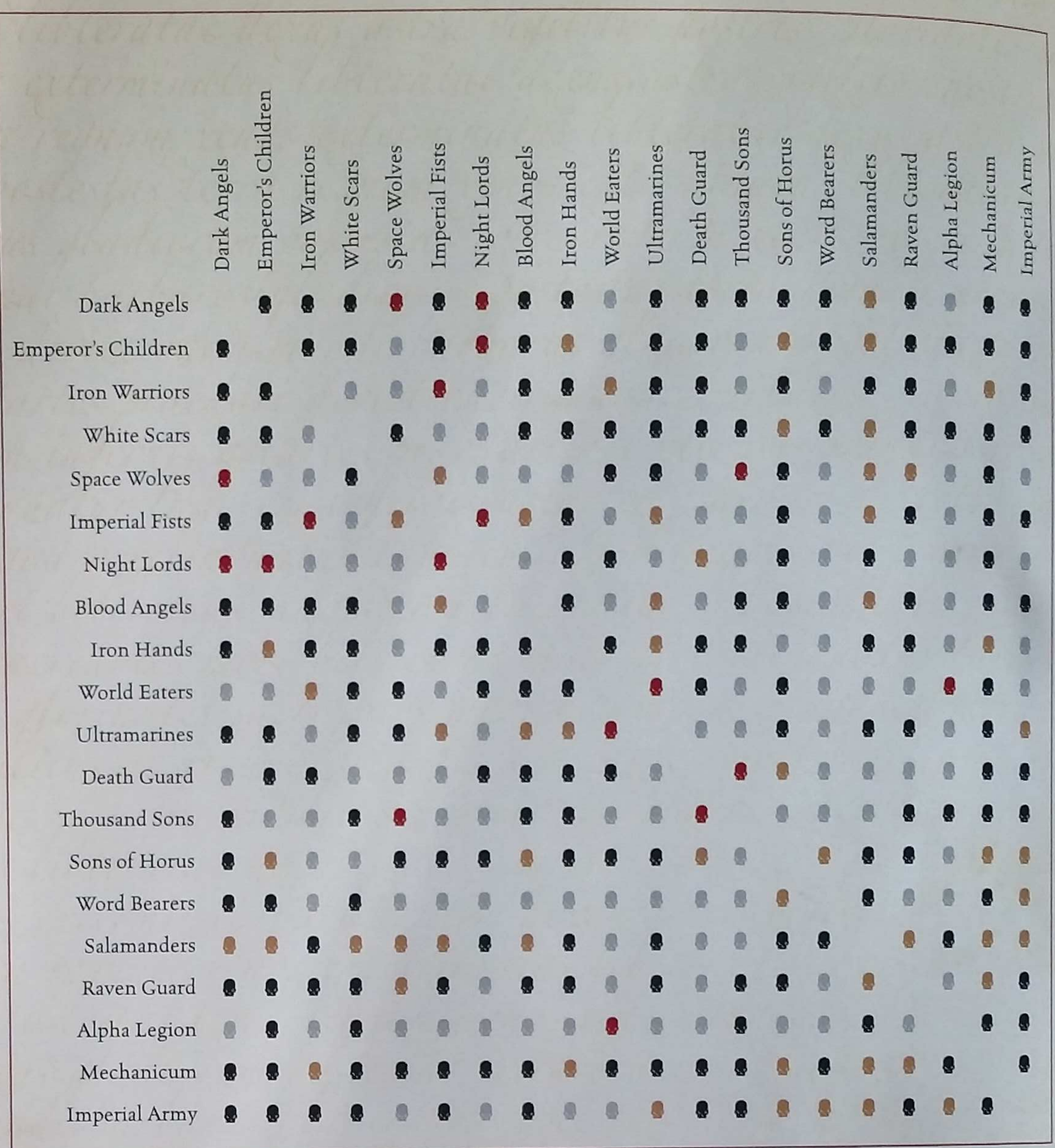
**Leviathan Warlord Trait – Legendary Destroyer:** The Leviathan may fire Overwatch with any of its weapons that do not possess either the Primary Weapon or Blast types and may fire Overwatch at different targets (but no single weapon may fire Overwatch more than once per turn). The Leviathan has the Monster Hunter and Tank Hunters special rules (if it does not already do so) and, in addition, when making Fear tests in order to charge it, units must roll an additional D6 and discard the lowest of their results.

# Allies in the Age of Darkness

In the tumult and warfare of the Age of Darkness, the forces of the Imperium and the Traitors alike were torn apart by war and suspicion. During these times old arguments, suspicions and rivalries were bought to the fore. This is represented by the Age of Darkness Allies chart which works in a similar manner to the Allies chart in the *Warhammer 40,000* rulebook, but rather than depicting relationships between alien races and forces, it offers a more nuanced web of relationships and discords between the Space Marine Legions at the beginning of the Horus Heresy. Note that the chart itself is not split along the lines of Traitors and Loyalists, as in many cases the Legions were in themselves spilt into factions for either side, and so instead, in particular campaign battles you are fighting, who plays the Traitor and who plays the Loyalist in your own version of the Horus Heresy (and such additional limitations this poses) is left up to you.

In any game where the Primary Detachment is built using the Space Marine Legion Crusade Army list and an allied detachment representing a different Legion (i.e., one with a different version of the Legiones Astartes special rule) is included, use the table presented here rather than the one found in the *Warhammer 40,000* rulebook to determine any additional affects which may apply to both detachments during the game.

**Note:** The 'Mechanicum' entry on the Allies chart includes the Taghmata Omnissiah army list as well as its variants.




**Sworn Brothers**
The closest of allies who have fought beside each other many times.

The two forces are considered 'friendly units' in all regards. These means, for example, that Sworn Brothers may be joined by allied independent characters, are treated as friendly units for the targeting of psychic powers, special abilities, Warlord Traits and so on, and may also benefit from nuncio-vox carried by allied units.

**Note:** Not even Sworn Brothers can embark in allied transport vehicles, and rules that affect a particular force owing to its Legiones Astartes special rule do not carry over to an allied force.

**Fellow Warriors**
The two forces are willing to fight together for common cause against their foes.

Units in your army treat Fellow Warriors as not being part of their army with the exception that they may not be deliberately targeted, attacked, targeted with psychic powers, etc (note that blasts, psychic powers and the like may still scatter over allied forces and adversely affect them). Fellow Warriors cannot benefit from the effects of allied Warlord Traits or be joined by allied independent characters and are not counted as friendly units for the purposes of psychic powers. In essence, the two forces fight alongside each other without any additional positive or negative effect.

**Distrusted Allies**
The two forces can make common cause against an enemy, but never fully trust each other due to long-standing feud or inherent antipathy.

Distrusted Allies are treated exactly like Fellow Warriors except that the allied units are never counted as scoring units.

**By the Emperor's (or the Warmaster's) Command**
Two forces with this relationship will only ever fight beside each other in the direst of circumstances or by the direct command of their overlord, be they the Emperor or the Warmaster.

In this case the two forces are dealt with exactly like Distrusted Allies (see previously), but, in addition, at the start of each of the player's Movement phases, a D6 must be rolled for every unit (except those already engaged in combat) within 6" of an allied unit. On a roll of a 1, that unit may not move, shoot, run or assault that turn (being too busy watching for betrayal). Make a note or place a counter to indicate which units have been so affected.

### Agents
In addition to the forces shown here, some units in later volumes will be described as being either Agents of the Emperor or Agents of the Warmaster. These forces are always treated as being Sworn Brothers to either all Loyalist or all Traitor forces respectively.

### Mechanicum Lords of War

Each of the following constitutes a single Lords of War choice within the limits of the game being played and must be available to the army it is being chosen for:

**The Engine of Destruction:** A single Super-heavy vehicle of any type with a Hull Points value of 9 or greater, chosen either from the specific army list for the Primary Detachment or from an appropriate Apocalypse datasheet.

- Engines of Destruction that the Mechanicum has access to include the Titans of the Legio Titanicus, updated profiles for which can be found in the Titan Legions section on page 87, and the war machines of the Centurio Ordinatus.
- The Ordo Reductor also has particular access to its own variants of Imperial Super-heavy tanks used during the Great Crusade, while using units from other Forge World publications to represent the wider range of arcane war engines the Mechanicum has access to is also possible (see the following box-out).

**War Machine Detachment:** 1-2 Super-heavy vehicles of the same unit type, each with a Hull Points value of 8 or less, and each chosen either from the specific army list for the Primary Detachment or from an appropriate Apocalypse datasheet. This detachment must be deployed within a 6" coherency if on the table at the start of the game or, if placed in Reserves, will be rolled for as a single unit and must enter the table within 6" of a single eligible location. However, after their deployment, these war engines are considered to be separate units in the game.

- War Machines available as Lords of War choices for the Taghmata army list include the various classes of Imperial Knights, Mechanicum-indentured variants of which have been provided as part of the army list. Note that these do not utilise the Household Rank system found within the Questoris Knight army list.
- The Ordo Reductor also has particular access to its own variants of Imperial Super-heavy tanks used during the Great Crusade, while using units from other Forge World publications to represent the wider range of arcane war engines the Mechanicum has access to is also possible (see the following box-out).

**Sub-orbital Strike Wing:** 1-3 Flyers with up to 3 Hull Points each and of the same type or a single Flyer of 4 Hull Points or more or a single Super-heavy Flyer may be chosen to represent a sub-orbitally launched strike force of fighters or bombers during Horus Heresy games. This wing of Flyers arrives from Reserves as a single unit. They must enter play from within 6" of the same chosen point on the table edge, but are treated as separate models during the course of the game. These Flyers may not be chosen from those already available to the army list normally.

**Using Imperial Units from other Forge World Books in Horus Heresy Games**

The vast milieu of battle during the Horus Heresy and the armies of the Great Crusade were staggeringly diverse, only the briefest portion of which has so far been dealt with by Forge World's Horus Heresy supplements. In order to represent this diversity when it comes to Super-heavy vehicles and Flyers, it is perfectly acceptable to use specific Imperial Super-heavy vehicles and Flyer units from Forge World's wider Imperial Armour range such as *Imperial Armour: Apocalypse* or *Imperial Armour: Aeronautica*, which do not already have an era-specific counterpart listed in a Horus Heresy supplement. In many cases, the Imperium of the Great Crusade sees the origin of some of these designs, while in others they can simply be used to stand in for one of the many, less widespread war machines produced by the Magos of the Autokrator to their own arcane designs.

These models should be suitably modelled and painted to make their allegiance to the Mechanicum clear and may not be upgraded with the Command Tank upgrade or other upgrades regarding their crew or commanders listed in their options. Instead, they have access to the following specific upgrades:

- **Autokrator Control (Super-heavy Tanks only):** Representing the skilled Tech-Priest weapon-savants and gun-servitor control systems of the Autokrator, these super-heavy vehicles may be upgraded to BS 4 and have the Blessed Autosimulacra special rule for +20 points.
- **Battle Servitor Control (Flyers and Super-heavy Flyers only):** Imperial Flyers may replace their human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Flyer the Tank Hunters special rule and costs +15 points. If taken as an option for a Sub-orbital Strike Wing of multiple craft, then all the Flyers in the Strike Wing must be identically upgraded.

*"The beast of metal endures longer then the flesh of men. Those that tend the beast of metal must labour long to learns its ways, for a single beast must suffer the mastership of many men until ready to shed its last vorpal coils."*

*Introit to Runic Mechanics*

# Cybertheurgy

The Magos Dominus of the Legio Cybernetica are privy to many ancient secrets from the Dark Age of Technology, a time when the un-living phalanxes of Mankind's creations shattered forgotten alien empires to carve humanity's first empire from the stars. Although much of this lore has been lost or become expressly forbidden, such fragments of knowledge allow the magos to fashion and maintain a small, but powerful, cadre of battle-automata for the Imperium. Such is the nature of the dark arcana of Cybertheurgy; however, that it is not without its risks, as what is awakened may slip the leash of its master's control with disastrous consequences

### Using Cybertheurgy

- A model with the Cybertheurgy special rule may use a single power in the Shooting phase instead of making a shooting attack, and may not do so if they are engaged in an assault or Falling Back.
- One power effect may be selected from the list that follows each time Cybertheurgy is used and, unless specified in the power, a single model from the same Detachment with a Cybernetica Cortex within 12" (or 24" in a Legio Cybernetica Battle Cohort) must be selected as the target of the power's effect. Note that no line of sight is required and the power may be used on a model already in an assault.
- Unless noted, the effect lasts until the beginning of the Shooting phase of the Detachment's subsequent turn.
- Place a suitable marker next to the affected Battle-automata for the duration of the power to indicate its effect.

### Activating a Power

- In order to use a power, the Cybertheurgist must successfully pass a Leadership test. If the test is passed, the power takes effect. If the test is failed, the power does not take effect.
- Depending on the strength and difficulty of the power, a penalty may be imposed on the Leadership value of the model making the test (note that this is applied always to the characteristic value being tested, not the dice result).
- If a Cybertheurgy test is failed and a result of a 12 (a double '6') is rolled, the power has both failed and gone awry. If this occurs, roll immediately on the Cybertheurgy Mishap table (see page 23).

### Cybertheurgy Mishap Table

Should a model be the subject of a Cybertheurgy Mishap, roll on the following table and immediately apply the result to the targeted model.

| D6 | Effect |
|---|---|
| 1-3 | **Signal Corruption:** The model may only fire Snap Shots and fights with Weapon Skill 1 in assaults for the next game turn. |
| 4-5 | **Corrosive Paradox:** The model suffers a single automatic wound with no saves of any kind possible. |
| 6 | **Malifica:** The machine-spirit rebels and the model gains spiteful self-awareness. The Battle-automata is now destroyed for the purpose of Victory points if relevant and is no longer part of the controlling player's force. If part of a unit, the Battle-automata is split from that unit and placed out of coherency with it. The Battle-automata is still used in the previously controlling player's turn, but will from now on move towards and shoot at the closest unit each turn and then assault that same unit if able. Both sides may now target the Battle-automata if they desire. |

### The Powers of Cybertheurgy

*Note: In the following powers, a model referred to as the 'chosen' model, must be a model with a Cybernetica Cortex which is part of the same detachment unless otherwise noted.*

- **Rite of Celerity** ..... **Modifier: None**

The chosen model gains +2 to its Initiative score for the duration of the power's effect.

- **Rite of Eternity** ..... **Modifier: None**

The chosen model immediately regains one Wound it had lost previously in the game.

- **Rite of Fury** ..... **Modifier: -1**

The chosen model gains +2 to its Attack characteristic for the duration of the power's effect.

- **Rite of Destruction** ..... **Modifier: -1**

The chosen model may immediately fire twice with its Shooting weapons against a single target unit as its shooting attack. However, if this power is successful, the affected model may not use its ranged weapons again until after its subsequent Shooting phase. This includes Overwatch fire.

- **Rite of Dread Castigation** ..... **Modifier: -2**

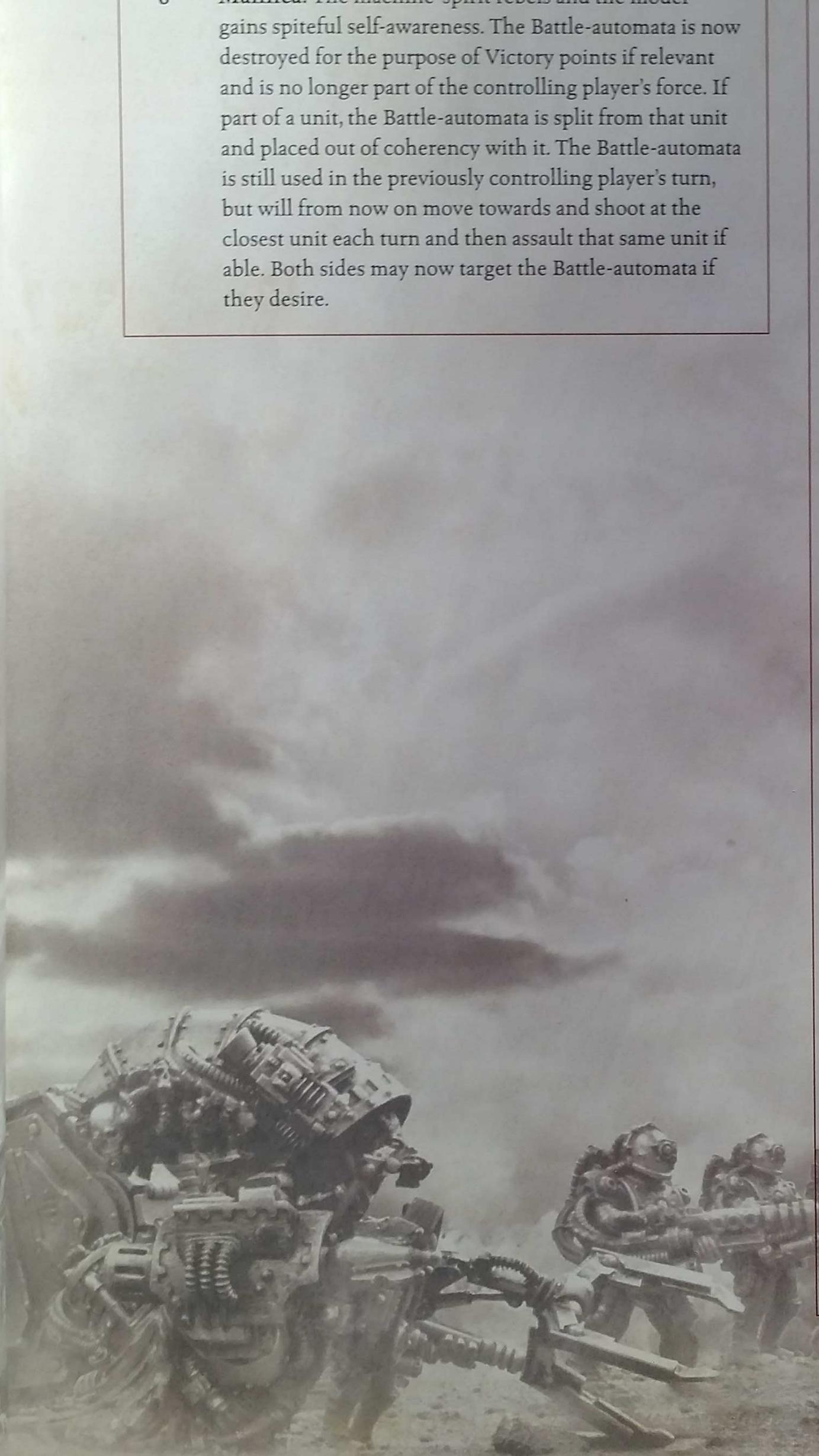
Unlike the other listed powers, this ability may only be used against an enemy model with the Cybernetica Cortex special rule within range and represents a form of attack rather than augmentation. If the power is successfully used, both the Cybertheurgist's player and the controlling player of the model targeted each roll a D6 and add the Leadership value of the Cybertheurgist in the case of the attacking player, and the target model in the case of the defending player. The target model suffers one automatic wound with no saves of any kind possible for each point that the attacker's total score exceeds that of the defender's total score.

If an attempt at the Rite of Dread Castigation incurs a roll on the Cybertheurgy Mishap table, the Corrosive Paradox result occurs automatically, except that it is the Cybertheurgist, not the target model, that suffers the damage.

- **Rite of Immolation** ..... **Modifier: -3**

By overcoming the safety protocols and self-preservation systems of the automata's reactor core, the Cybertheurgist forces the machine creature to catastrophically self-destruct. If the power is used successfully, the model is destroyed, immediately removed from play and replaced by a Large Blast (5") marker. All models under the marker suffer a hit with a Strength value equivalent to the affected model's Toughness and an AP value equal to the affected model's armour save.

Should a failed attempt at Rite of Immolation result in a Cybertheurgy Mishap, the Malifica result occurs automatically and there is no need to roll on the table.



# Mechanicum Taghmata Army List

# Magos Prime

## 95 points + Cost of High Techno-Arcana

HQ

The Magos Prime is the commander of the Taghmata Omnissiah; a high adept of the Machine Cult armed and girded for war with the finest armaments and defences their arcane arts can provide. They are chosen from their peers to lead in battle. In most cases this will not merely mean the carrying of sophisticated weaponry but effectively a physical transformation, and they may elect to exchange or add to their augmetics with devices and exoskeletal armoured frames better suited to war than to artifice. In the most extreme cases, the Magos will choose to have what remains of their organics re-housed in a purpose-built body more reminiscent in use and function to a Legiones Astartes Dreadnought than mere environmental and battlefield armour.

Each Magos is a unique individual, possessed of their own mastery of the higher arts of the Machine Cult, and their own unique resources and secrets, meaning that no two Magos Prime are truly alike. Each is as formidable in their own way as the superhuman Legiones Astartes, and their inhuman intelligence and power spawned of arcane science is not to be underestimated.

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Magos Prime | 3 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ |
| Archmagos Prime | 4 | 5 | 4 | 5 | 3 | 4 | 2 | 10 | 2+ |

**Unit Composition**
- 1 Magos Prime

**Unit Type**
- Infantry (Character)

**Wargear**
- Power weapon
- Volkite serpenta
- Mechanicum protectiva

**Special Rules**
- Independent Character
- Stubborn
- Battlesmith
- The Orders of High Techno-Arcana
- Precision shot
- Orders of High Techno-Arcana

**Options**
- The Magos Prime may take any of the following options:
  - Augury scanner ..... +5 points
  - Cyber-familiar ..... +15 points
  - Melta bombs ..... +5 points
  - Infravisor ..... +5 points
  - Rad grenades ..... +10 points
  - Cortex controller ..... +15 points
  - Up to four Cyber-occularis ..... +15 points each
- The Magos Prime may exchange either their volkite serpenta and/or power weapon each for one of the following options:
  - Archaeotech pistol ..... +5 points
  - Photon gauntlet ..... +5 points
  - Plasma pistol ..... +5 points
  - Lucifex ..... +5 points
  - Maxima bolter ..... +5 points
  - Power fist ..... +5 points
  - Corposant stave ..... +5 points
  - Chainfist ..... +10 points
  - Paragon blade (Archmagos Prime only) ..... +15 points
- The Magos Prime may take one of the following options:
  - Servo-arm ..... +10 points
  - Machinator array ..... +25 points
  - Jet pack ..... +20 points
  - Conversion beamer ..... +25 points
  - Graviton imploder ..... +25 points
- The Magos Prime may take one of the following additional weapon options (a Magos Prime with the Myrmidax Order of High Techno-Arcana may take up to two selections from the list instead):
  - Rotor cannon ..... +10 points
  - Meltagun ..... +15 points
  - Graviton gun ..... +15 points
  - Phased plasma-fusil ..... +20 points
  - Rad/irad-cleanser ..... +20 points
  - Photon thruster ..... +30 points
  - Rad-Furnace ..... +30 points
- The Magos Prime may be mounted on an Abeyant ..... +25 points
- The Magos Prime may upgrade a single weapon to be:
  - Master-crafted ..... +5 points
- An Archmagos Prime may take a Djinn-skein for +25 points if they are the army's Warlord.

**Archmagos Prime:** A single Magos Prime in the army may be upgraded to an Archmagos Prime for +35 points. The Archmagos Prime uses the profile as listed and has access to all the other Magos Prime options. They also gain the Relentless special rule.

### The Orders of High Techno-Arcana

The Magos Prime/Archmagos Prime must take one of the following Orders of High Techno-Arcana at the cost listed. Only one selection may be made per Magos Prime/Archmagos Prime. If your force contains more than one selection from this unit entry, then each must possess a different Order of High Techno-Arcana from this list:

### Archimandrite (Archmagos Prime only) ..... +35 points

**Archimandrite:** *At the pinnacle of the Mechanicum's Forge Worlds' intricate webs of power and fealty sit the Archimandrite class; they who have risen above all to supreme power. In their hands are entrusted the secrets of the lost Dark Age of Technology, its treasures and its secret sins. At their will does the vast power of a Forge World march to war; whether it be under the banner of the Emperor or the Warmaster, they are rulers in their own right.*

- **Master Fabricator:** All Mechanicum vehicles in the same detachment as the Archimandrite gain the It Will Not Die special rule. Note this replaces the Blessed Autosimulacra special rule where present.
- **Unmatched Resources:** An army with an Archimandrite as its Warlord may add +1 to its Reserve rolls.

### Malagra ..... +30 points

**Malagra:** *The sinister Malagra are the Magos-warlords of the Prefecture Magisterium, charged with enforcing the doctrine of the Omnissiah and the execution of the heretek and the transgressor.*

- **Special Rules:** A Malagra has the Preferred Enemy (Characters), Precision Strike and the Monster Hunter special rules.
- **Mech-assassin:** The Malagra's WS and Attacks values are both increased by +1.

### Myrmidax ..... +25 points

**Myrmidax:** *The Myrmidax are the lords of the Myrmidon sub-cult, savants of firepower and master weapon-smiths. Few Magos are more feared by their own kind, or as lethal on the battlefield.*

- **Special Rules:** A Myrmidax gains the Fusillade Attack, Hatred (Everything), Relentless and Lumbering Advance special rules (see page 112).
- **Deathly Aim:** The Myrmidax inflicts Precision Shots on a 5+ rather than a roll of 6.

### Ordinator ..... +35 points

**Ordinator:** *Masters of the arts of destruction on the macro-scale, the Ordinators are Magos of the Autokrator and the lords of the Ordinatus and Reductor. They are breakers and shatterers; the master artillerists and demolitionists. They are the Mechanicum's un-makers of cities and fortresses, they are the power of the Machine God's war-forges made manifest.*

- **Special Rules:** An Ordinator has the Armourbane and Wrecker special rules applied to all of their attacks.
- **Bombardment:** Once per game, in the Shooting phase and in lieu of firing a weapon, they may call in a Bombardment attack against the enemy.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Bombardment | Unlimited | 8 | 3 | Ordnance D3, Armourbane, Wrecker, Large Blast (5"), Pinning |

### Lachrimallus ..... +25 points

**Lachrimallus:** *Held in little regard by their fellow Magos as peddlers in flesh and blood, the Lachrimallus serve yet a vital purpose on any Forge World. They are the work masters, the overseers, the 'lords of cursed tears' at whose electro-whip the multitudes are driven to labour.*

- **Special Restriction:** If a Primary Detachment contains a Lachrimallus then it must also have at least one Adsecularis Covenant unit as part of the same detachment.
- **Special Rules:** The Lachrimallus has the Feel No Pain (5+) special rule.
- **Ruthless Assault:** Whenever an Adsecularis Covenant in the same detachment as the Lachrimallus is destroyed, roll a D6. On a roll of 5+, an identical unit to the one just destroyed becomes part of the controlling player's Ongoing Reserves. This replacement unit costs the controlling player no additional points.

### Macrotek ..... +20 points

**Macrotek:** *Often the most numerous of the classes of Magos who govern the Forge Worlds, the Macrotek are venerated fane and forge masters, the tech-wrights of the great macro-furnaces that power the endless cycle of production, and at whose ministrations the vast engines of industry and war thunder.*

- **High Enginseer:** The Magos may re-roll failed Battlesmith rolls. In addition, Enginseer Tech-Priest Auxillia units may be taken as Troops choices for a detachment containing at least one Macrotek.
- **Reinforced Defences:** A detachment containing at least one Macrotek may take one more Fortification than it would normally be allowed unless the mission being played prohibits their use.

# Magos Dominus

75 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Magos Dominus | 3 | 4 | 4 | 4 | 2 | 3 | 2 | 9 | 3+ |

HQ

The Magos Dominus is a master of the arts of the Legio Cybernetica, a sect of the priesthood of Mars granted the dread right to create and control the cortex-automata built for war and based upon the terrible secrets of the Dark Age of Technology. Such strange and threatening powers are not without price, and by doctrinal tradition such individuals forgo an easy route to power within the Mechanicum, so dangerous do their fellows consider the secrets they wield. Instead Magos Dominus and their acolytes form but one of the many factions and sects within the Mechanicum, divided both by technological specialisation as well as rivalry and ancient feud. Less human than even their peers, and often skirting the edge of tech-heresy with the modifications they subject themselves to, they are renowned as much for their insane obsessions and eccentricities as for their skills in the arcana of the cybernetica.

The Magos Dominus found within the ranks of the Taghmata serve a vital but subordinate role beneath the Magos Prime either under terms of personal fealty or in fulfilment of binding pacts of mutual support between their Legio Cybernetica cohort and the Archimandrite who stands as the power behind the Taghmata.

**Unit Composition**
- 1 Magos Dominus

**Unit Type**
- Infantry (Character)

**Wargear**
- Power weapon
- Laspistol
- Cortex controller
- Refractor field

**Special Rules**
- Stubborn
- Battlesmith
- Cybertheurgy
- Patris Cybernetica
- Feel No Pain (5+)

**Options**
- The Magos Dominus may take any of the following options:
  - Augury scanner ..... +5 points
  - Cyber-familiar ..... +15 points
  - Melta bombs ..... +5 points
  - Infravisor ..... +5 points
- The Magos Dominus may exchange their laspistol for one of the following options:
  - Bolt pistol ..... +1 point
  - Volkite serpenta ..... +5 points
  - Archaeotech pistol ..... +10 points
  - Photon gauntlet ..... +10 points
  - Plasma pistol ..... +10 points
- The Magos Dominus may take one of the following options:
  - Servo-arm ..... +10 points
  - Machinator array ..... +25 points
  - Conversion beamer ..... +25 points
- The Magos Dominus may also take one of the following weapons:
  - Rotor cannon ..... +10 points
  - Meltagun ..... +15 points
  - Graviton gun ..... +15 points
  - Phased plasma-fusil ..... +20 points
  - Rad/irad-cleanser ..... +20 points
  - Photon thruster ..... +30 points
- The Magos Dominus may be mounted on an:
  - Abeyant ..... +25 points
- The Magos Dominus may upgrade a single weapon to be:
  - Master-crafted ..... +5 points

**Patris Cybernetica**
A character with this special rule may join a unit of Monstrous Creatures so long as they have the Cybernetica Cortex special rule, even though this would not usually be allowed. While it is part of a unit of Monstrous Creatures, a model with this special rule may not Go To Ground, voluntarily or otherwise, and enemy shooting at the unit may opt to ignore the fact that the character is the closest model in the unit for the purposes of shooting attacks if they wish and instead target the closest Monstrous Creature in the unit, if they have attacks in range.

# Archmagos Draykavac

### Warlord of Cyclothrathe, Sovereign-Prelate of House Atrax, Bringer of Perfection

240 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Archmagos Draykavac | 4 | 5 | 4 | 6 | 3 | 4 | 2 | 10 | 2+ |

**Unit Composition**
- 1 (Unique)

**Unit Type**
- Infantry (Character)

**Options**
- Archmagos Draykavac may take up to:
  - Four Cyber-occularis ..... +15 points each
- Archmagos Draykavac may be mounted in an:
  - Abeyant ..... +25 points

**Wargear**
- Paragon blade
- Machinator array*
- Djinn-skein
- Mechanicum protectiva
- Cortex controller
- Graviton gun

**Toughness increase already included in profile.*

**Special Rules**
- Stubborn
- Fear
- Battlesmith
- Liquifractor
- Relentless
- Precision Shot
- Warlord (If Archmagos Draykavac is your army's Warlord, he has the Death of the Flesh trait rather than rolling randomly)
- High Techno-Arcana (Stataraga)

**Warlord: Death of the Flesh**
All units within the detachment have the special rule Preferred Enemy (Infantry – all types) when within 3" of an objective.

**Liquifractor**
Draykavac may exchange all his attacks in an Assault phase for a single special Liquifractor attack. This attack may be used against a single model in base contact and occurs at Initiative step 1 of the Fight sub-phase. No To Hit rolls are made and the attack hits its targets automatically.

To resolve the attack, Draykavac's player rolls 2D6. If the target has a Toughness characteristic, they suffer a number of wounds equal to Draykavac's roll minus their Toughness value with an AP value of 2. If the target has an Armour value, reduce the rolled value by half of the Armour value struck; the result is the number of penetrating hits the vehicle suffers. Eg, if Draykavac's player rolls a result of 8 against a Land Raider with an Armour value of 14 (halved to 7), one penetrating hit is inflicted – 8-7=1.

**High Techno-arcana (Stataraga)**
All units with the Walker, Super-heavy Walker or Monstrous Creature types in the same detachment as the Warlord gain +1 to their charge distances and Sweeping Advance results.

### Using Archmagos Draykavac in your Games

Draykavac may be chosen as an HQ choice for either the Taghmata Omnissiah army list or as part of a Questoris Knight Crusade Army list (in this case representing his bound Knight House of Atrax). As part of a Questoris Knight army, then Castellax Battle-automata maniples may be chosen as non-Compulsory Troops choices and Vorax Battle-automata Maniples as Fast Attack choices for the army.

*Traitor Faction: Archmagos Draykavac may only be chosen as part of a Traitor primary detachment, and must be its Warlord.*

HQ

Though he would become one of the most reviled of the Dark Mechanicum, Draykavac was an all but unknown figure before the civil war of the Warmaster's betrayal sundered the Imperium. This bestially masked and black-robed Magos served as the chief military emissary of the Forge World of Cyclothrathe and the foremost field commander of its Taghmata, answerable only to the sinister and hidden tribunal which ruled his lightning-wracked world. As part of Draykavac's command, he also held the rank of sovereign-prelate of the Knight House of Atrax, which was fully oath-bound to Cyclothrathe which, while nominally it still had its own seneschals and master, was in reality little more than puppets of the utterly callous and inhuman Archmagos Draykavac.

With the outbreak of war within the Coronid Deeps, Draykavac was at the forefront of the campaign of invasion and conquest Cyclothrathe carried out in the name of the Traitors, swiftly amassing a tally of atrocities and massacres to his name that set him apart as one of the most hated of his kind.

# Archmagos Inar Satarael

295 points

Master of the Taghmata Satarael, Synod-Persecutor of Incaladion, The Grief of Zoroastris, The Fleshless Lord

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Archmagos Satarael | 3 | 5 | 6 | 6 | 5 | 4 | 3 | 10 | 3+ |

**Unit Composition**
- 1 (Unique)

**Unit Type**
- Monstrous Creature (Character)

**Wargear**
- Servo-arm
- Graviton imploder
- Twin-linked maxima bolter
- Repulsion shield
- Djinn-skein
- Cortex controller
- Haemonculite Cyber-corpus

**Special Rules**
- Stubborn
- Cybertheurgy
- Patris Cybernetica
- Fear
- Battlesmith
- Feel No Pain (5+)
- The Order of High Techno-Arcana (Archimandrite)
- Emergency Teleport Protocol
- Warlord (If Archmagos Inar Satarael is your army's Warlord, he has the Implacable Advance trait rather than rolling randomly)

**Options**
- Archmagos Satarael may take:
  - Up to four Cyber-occularis ..... +15 points each

HQ

One of the most infamous Militant Archmagos of the Great Crusade, there were those, even within the Mechanicum, who labelled Satarael mad, but none that would gainsay his effectiveness in battle. His record began on the often-besieged and horror-ravaged Forge World of Incaladion, decades before the Great Crusade reached the Mechanicum outpost and brought it into the Imperium's fold and the Imperium's protection. An adept within one of the sentinel forge-fanes which took the brunt of outsider àttacks, he was from the start a warrior Tech-Priest, his arts focused entirely on the creation of engines of war and their command on the battlefield.

In fighting off one savage attack after another he rose in power and status among his kind, finally gaining a seat on Incaladion's ruling synod of Magos before disaster overreached him. In desperate battle against the unspeakable and thankfully rare xeno-form known as the Carnoplasm, his flesh was liquefied and drunk from his body, leaving no more than a shattered and broken cluster of augmetics and a few scraps of brain and cerebrospinal tissue, and yet by some dark miracle of the Omnissiah, he lived on, his consciousness remaining in a tortured pattern locked within his body's damaged cogitator units.

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**Repulsion Shield**
An arcane relic of ancient defence field technology, a repulsion shield is designed to deflect and possibly reflect weapons fire, particularly that of high energy weapons and heavy projectiles. Designed perhaps to operate on vehicles, Satarael has nevertheless modified it to protect his personal cyber-corpus in battle, although slaved to a relatively compact reactor core, it may not be operating at its peak potential in doing so.

The repulsion shield works only against shooting attacks of Strength 6 or higher which do not have either the Blast or Template rules. Its effects take place after any hits are scored against Satarael by such weapons, but before rolls To Wound are made. Roll a D6 for each hit inflicted. On a roll of 4 or 5, the shot is completely negated. On a roll of a 6, the shot is reflected back on the firing unit, striking it automatically (rolls To Wound, Cover saves and Armour saves, etc, may be taken as normal). The repulsion shield has no effect on Destroyer attacks.

**Haemonculite Cyber-corpus**
In battle, the crucible containing what little remains of Satarael's augmented organic components and life support mechanisms is placed in a hulking robotic monstrosity with its own slaved sub-servitors and thrall familiars known as a cyber-corpus, which acts literally as a body for him to wear as if it were his own.

The effects of this Cyber-corpus are represented in his characteristics profile and the wargear with which he is listed (most of which is actually incorporated as a part of it), and in addition it provides him with the Feel No Pain (5+) and Extremely Bulky special rules. Note that although Satarael is otherwise a character, he may not be joined by other models to form a unit or join another unit himself unless via the Patris Cybernetica special rule. He may, however, be transported alongside other units inside Mechanicum vehicles so long as there is room.

**Emergency Teleport Protocol**
Satarael is obsessed with his own survival and ultimate immortality, and has fitted his Cyber-corpus with a short range emergency teleportation system. This is powerful enough only to displace the crucible containing his mortal remains rather than the hulking cyber-corpus itself, which self-destructs to prevent it falling into enemy hands.

Should Satarael lose his last Wound at any point during the game, roll a D6. On a result of 3+, the emergency teleport system engages successfully. In this case, the opposing player gains no Victory points for destroying Satarael (including for Slay the Warlord, etc) where this is a factor in the mission. In addition, roll for an explosion as if he were a destroyed vehicle which had suffered an Explodes! result on the Vehicle Damage table.

**Warlord: Implacable Advance**
All friendly units chosen from the Taghmata Omnissiah roll an additional D6 and keep the two lowest dice when making Morale checks while within 12" of Archmagos Inar Satarael.

...CONT

With agonising slowness, that consciousness acted through slaved-servitors to rebuild his damaged organics using stolen and synthesised biomass to restore his cerebral cortex and grant him a range of new and powerful artificial bodies to wear as the need arose. Inar Satarael was reborn, but it was whispered no longer remotely sane, a malevolent savant-warrior obsessed with power and immortality, a thing viewed as both sacred and feared by his brethren of Incaladion.

When the Great Crusade came, the rulers of Incaladion were more than happy to grant Satarael his own independent command and join his Taghmata to that of the Imperium's forces in gratitude for the Imperium's protection and the boons of reunification with Mars. The Taghmata Satarael served with brutal distinction for decades alongside the Expeditionary fleets, and when civil war broke out they sided with Horus, their patron of long standing.

# Magos Reductor Calleb Decima

Lord of Ruin, Siege-adept of the Ordo Reductor

175 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Calleb Decima | 3 | 4 | 5 | 5* | 3 | 4 | 2 | 10 | 3+ |

*This includes the bonus from Calleb Decima's Machinator array.

**Unit Composition**
- 1 (Unique)

**Unit Type**
- Infantry (Character)

**Wargear**
- Machinator array
- Refractor field
- Master-crafted power axe
- Melta bombs
- Master-crafted bolt pistol

**Dedicated Transport**
- Calleb Decima may take a Macrocarid Explorator as a Dedicated Transport option.

HQ

The warlike and sinister Calleb Decima, emissary of the Ordo Reductor of the Mechanicum, was a late and unwelcome arrival to the 63rd Expeditionary Fleet as it marshalled its forces to attack Isstvan III. Outside the Traitors' plans, he was distrusted and feared by those within the Mechanicum who would turn from the Emperor and so marked for death. His vessel shot down, he and a core of his Thallaxii bodyguard reached the ravaged surface of Isstvan III during its firestorm, and escaped into the blazing ruins of the Ariadne Industrial zone to the south of the Choral City. From this lair of shattered steel and ash, he made the Traitors pay in blood for their underestimation of the Ordo Reductor.

**Special Rules**

- Battlesmith
- Stubborn
- Independent Character
- Walker in Ruin
- Master of Destruction
- Precision Shot
- Curse of the Omnissiah
- Warlord (If Calleb Decima is your army's Warlord, he has the Battlefield Analysis trait rather than rolling randomly).

**Options**

- Calleb Decima may take a Cyber-familiar for .....+15 points
- Calleb Decima may be joined by:
  - Up to 5 Servo-automata forming a unit with him .....+12 points each
- Calleb Decima may be given the
  - Decima Invictus upgrade .....+45 points

**Loyalist**
Calleb Decima may be taken only in a Loyalist faction Taghmata Omnissiah or Ordo Reductor variant force.

**Warlord: Battlefield Analysis**
At the start of the game after deployment but before the battle begins, nominate a single piece of terrain in the enemy's deployment zone. The cover save provided by this terrain is lowered (ie, made worse) by -1 (5+ becoming 6+, and so on).

**Master of Destruction**
All of Calleb Decima's attacks count as having the Sunder special rule and, in addition, rolls made by any of his attacks on the Vehicle Damage table and the Building Damage table (where this is used) have a +1 bonus, which is cumulative with any bonus for the attack's weapon AP value, etc. Alternatively, instead of firing any weapons in the Shooting phase, Calleb Decima may confer his Master of Destruction special rule's benefits on a single Heavy or Ordnance weapon fired by a friendly vehicle or unit within 6". This may be a vehicle in which he is being transported.

**Bodyguard**
Calleb Decima may be accompanied by a single unit of either Scyllax Guardian-automata unit or a Tech-Priest Auxillia unit (this must have the Reductor Techno Arcana upgrade), which forms a single unit with him which they must be deployed with at the start of the game. This bodyguard unit counts as being part of the same HQ choice as the owning unit and does not take up a separate Force Organisation slot.

**Walker in Ruin**
Calleb Decima and any unit he has joined is immune to the effects of Pinning caused by enemy attacks, and may also ignore the penalties and risks for moving or charging through difficult terrain or dangerous terrain in areas of rubble, ruins, minefields and trench works.

**Curse of the Omnissiah**
Once per game, Calleb Decima may unleash a vengeful host of malign electromagnetic forces and ravening data-djinn on a chosen target. This counts as a shooting attack and he may fire no other weapons in the turn this is attempted, but does benefit from his Master of Destruction special rule.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Curse of the Omnissiah | 18" | 3 | 3 | Heavy 2D6, Haywire, Gets Hot, One Use |

**Decima Invictus**
A deadly thorn in the Traitors' side, having rebuilt his body to account for the injuries Isstvan III had cost him, he turned to the acquisition of ever-greater military forces under no authority but his own, his actions leading him to be denounced as a madman and a heretek by many within the Machine Cult who remained loyal.

- Decima Invictus is an upgrade which costs +45 points. In addition to the rules here, Calleb Decima gains the Eternal Warrior and Relentless special rules, as well as the Hatred (Traitor Faction) special rule. Driven by an irrational feedback loop of vengeance and ire caught in his cogitator-augmented brain which has long since infected the programming and command network, all units in Decima's detachment, including Decima himself, must always make Sweeping Advance moves if they are able to and may not voluntarily Go to Ground.
- Calleb Decima with the Decima Invictus upgrade may be selected as a HQ choice for either a Taghmata Omnissiah or Ordo Reductor War Covenant army narratively set in games after the Isstvan III campaign. In addition, he now counts as the army's Archmagos and must always be its Warlord.

ISSTVAN III SURVIVOR FORCE

Calleb Decima was caught up in the murderous betrayal at Isstvan III, and the surviving Ordo Reductor presence which rallied by him was extremely limited in its scope and assets, having been betrayed by their fellows and savaged by the virus bomb attack. When used as part of the Isstvan III Campaign as shown in *The Horus Heresy Book One –Betrayal*, they may be represented using the following order of battle – an Ordo Reductor War Covenant of the Loyalist faction with the following restrictions.

- **HQ:** Calleb Decima Compulsory, non-Compulsory Magos Reductor only
- **Elites:** Tech-Priest Auxillia (Engineer and Reductor only) and Myrmidon Secutors only
- **Troops:** Thallax Cohorts only
- **Fast Attack:** Avenger Strike Fighters only
- **Heavy Support:** Ordo Reductor Artillery Battery, Myrmidon Destructors, Krios Battle Tank Squadrons and 0-1 Heavy Support choice chosen from the Space Marine Legion army list with the Tank type only
- **Lords of War:** Standard

In addition to the usual rules for the Ordo Reductor War Covenant, when using this special Isstvan Survivors force list, all units in the detachment gain the Stealth special rule on the first turn.

## ELITES

Operating in a support role, Covenants and Maniples of Tech-Priest Adepts and lesser Magos also form a key part of the Taghmata Omnissiah. Of those whose firepower and expertise is called to the Taghmata by feudal obligation, Enginseers are perhaps the most common.

These often accompany their masters and the mighty war machines they administer onto the battlefield, enabling the Taghmata to make field repairs, assuage fevered machine-spirits and perform the required micro-calibrations to arms and systems to ensure the holy engines of battle perform to their optimal efficiency.

Less common are representatives of militant orders such as the Reductor; siege warfare specialists whose arts are used to either lay low fortifications or defend them as they are called on by their masters, and the Lacyraemarta whose arts are those of flesh-craft and alchemistry, who drive on mercilessly the half-living tech-thralls employed by the Taghmata as expendable troops, driving them to inhuman levels of resilience and function in the short term at the expense of the ruin of their subjects' bodies.

# Tech-Priest Auxillia

65 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Adept | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 3+ |
| Magos Auxillia | 3 | 4 | 3 | 4 | 2 | 3 | 2 | 9 | 3+ |
| Servo-automata | 3 | 3 | 4 | 5 | 1 | 1 | 1 | 6 | 5+ |

**Unit Composition**
- Adept
- 4 Servo-automata

**Unit Type**
- Adept: Infantry (Character)
- Servo-automata: Infantry

**Wargear (Adept)**
- Power armour
- Laspistol
- Power axe

**Wargear (Servo-automata)**
- Close combat weapon

**Special Rules (Adept)**
- Battlesmith
- Techno-Arcana
- Stubborn (Magos only)

**Special Rules (Servo-automata)**
- Cybernetica

**Options**
- The squad may include:
  - Up to one additional Adept ..... +20 points
  - Up to four additional Servo-automata ..... +5 points each
- A single Adept in the unit may be upgraded to a:
  - Magos Auxillia ..... +20 points
    (they may still select Adept options as normal and are treated as Adepts for the purposes of the Techno-Arcana special rule).
- Any Adept may take any of the following:
  - Nuncio-vox ..... +10 points
  - Augury scanner ..... +5 points
  - Volkite charger ..... +10 points
  - Cortex controller ..... +15 points
  - Graviton gun ..... +15 points
- Any Adept may take melta bombs ..... +5 points each
- Any Adept may take a Cyber-familiar ..... +5 points each
- Any Servo-automata may take one of the following:
  - Las-lock ..... +1 point
  - Servo-arm ..... +5 points
  - Flamer ..... +5 points
  - Maxima bolter ..... +5 points
  - Rotor cannon ..... +10 points
  - Heavy bolter ..... +15 points
  - Multi-melta ..... +15 points

**Dedicated Transport**
- A Tech-Priest Auxillia squad may take a Triaros Armoured Conveyor as a Dedicated Transport for +135 points.

**Techno-Arcana**
Each Tech-Priest Auxillia must choose one of the following Techno-Arcana which applies to the unit, providing it with additional special rules and wargear at no additional cost unless noted:

- **Enginseer**: Adepts gain +1 to Battlesmith rolls and are each equipped with a servo-arm. Servo-automata in the unit gain the Servo-automata Support special rule.
- **Lacyraemarta**: Adepts in the unit have the Feel No Pain (5+) special rule which they confer to the Servo-automata in the unit while they are alive. Friendly Adsecularis units within 6" of the unit gain +1 to their Feel No Pain rolls while their Adepts are alive.
- **Reductor**: Adepts are equipped with servo-arms, and all models in the squad have the Tank Hunters and Wrecker special rules. Adepts may exchange their servo-arms for either a conversion beamer or graviton imploder for +25 points each.

**Cybernetica**
If the Servo-automata are no longer accompanied by an Adept or Magos Auxillia, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they fight on normally).

**Servo-automata Support**
For each additional servo-armed Servo-automata in the unit, an Enginseer gains +1 to their Battlesmith rolls (note, however, that a roll of '1' will still fail regardless of this bonus).

# Domitar Class Battle-automata Maniple

175 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Domitar | 4 | 3 | 7 | 7 | 4 | 3 | 3† | 7 | 3+ |

**Unit Composition**
- 1 Domitar class Battle-automata

**Unit Type**
- Monstrous Creature

**Wargear**
- One missile launcher with krak and ignis-frag missiles
- Two graviton hammers
- Atomantic shielding

**Special Rules**
- Cybernetica Cortex
- Reactor Blast
- Crusader*
- Brutal Charge

**Note that the unit must be in range of a cortex controller for this rule to take effect.*

**Options**
- The maniple may include:
  - Up to four additional Domitar class Battle-automata ..... +175 points each
- Any Battle-automata Maniple may be given any of the following options – all Battle-automata in the maniple must have the same upgrade:
  - Searchlight ..... +1 point each
  - Frag grenades ..... +5 points each
  - Flak missiles ..... +5 points each

† *Includes bonus attack for two close combat weapons.*

**Special Option**
- A single maniple comprised solely of a single Battle-automata/ Siege-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule ..... +35 points

**Graviton Hammer**
More compact variants of the immensely powerful graviton rams found on the Thanatar-Calix Siege-automata, these brutal weapons amplify the blows of the Domitar with crushing waves of gravitational force, and unleash short range blasts of power capable of rupturing flesh and splitting armour.

Note that the Domitar is equipped with two graviton hammers, which have the effect of granting it an additional attack – this is already included in its profile.

In addition to its weapon attacks, units assaulting a model or unit with a graviton hammer always count as making a Disordered Charge when doing so.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Graviton hammer | - | 10 | 2 | Melee, Concussive, Wrecker |

**Brutal Charge**
When charging, the model inflicts D3 Hammer of Wrath attacks. In the case of a unit of such models, roll once and multiply the result by the models in the unit to calculate how many hits are scored.

**Ignis-frag Missile**
A device of the Ordo Reductor designed principally for use against Ork dens, the warheads of these missiles combine a fragmentation casing around a powerful explosive charge with an incendiary core which ignites on exposure to oxygen.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Ignis-frag missile | 48" | 5 | 6 | Blast (3"), Ignores Cover |

## ELITES

Accorded by most observers to be the last class of battle-automata to enter production on multiple Forge Worlds before the outbreak of civil war, the Domitar was a sophisticated variant of the ancient Conqueror pattern. Larger than the more common Castellax alongside which it would serve, the Domitar was also swifter, designed to cross the open battlefield at speed, and built expressly to crash into the enemy with shattering force.

To this end the Domitar's shock-protected and armoured frame was itself a weapon, while its blows were amplified to colossal proportions by the Battle-automata's inbuilt gravitational hammers, allowing it to pulverise battle tanks and, as it would later prove, even Legiones Astartes Dreadnoughts in combat. As a line-breaker, the Domitar was unparalleled in the Mechanicum's arsenal, and its tactical flexibility was further augmented with a missile launcher armed with a variety of munitions.

The introduction of the Domitar was part of the Mechanicum's growing power by the late 900s.M30 and the source of much disquiet in certain circles of the Imperium's hierarchy, but like other weapons of its era, it would burn in the fires of heresy, the apotheosis of power it represented all but lost to history.

ELITES

The hulking, heavily augmented Myrmidon Secutors are ordained priests of the Cult Mechanicus in their own right, but are a breed apart from their fellow Tech-Priests and Magos. Their sole concentration is the art of destruction and the embodiment of that power within their own vastly augmented bodies, in which little organic remains. The Myrmidons form their own sub-sects within the Mechanicum and to them war is a matter of cold logic and murderous equation.

Before the Horus Heresy, the Myrmidons kept no single master long, but instead were drawn to battle as a vulture was drawn to carrion, seeking fresh challenges to defeat and the revelations of the Omnissiah unveiled to them in the mysteries of shot and shell. As the war of the Horus Heresy set the galaxy to burn, the Myrmidon faction grew to both increased importance and increased numbers on both sides of the warring divide; their invaluable arts and expertise forming a cornerstone of many newly formed and expanded Taghmata, but to whom their loyalty truly lay, remained often in question.

# Myrmidon Secutors

## 120 points + cost of weapons

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Myrmidon Secutor | 4 | 5 | 4 | 5 | 2 | 2 | 2 | 9 | 3+ |
| Myrmidon Lord | 4 | 5 | 4 | 5 | 2 | 2 | 3 | 10 | 3+ |

**Unit Composition**
- 2 Myrmidon Secutors
- 1 Myrmidon Lord

**Unit Type**
- Myrmidon Secutors: Infantry
- Myrmidon Lord: Infantry (Character)

**Wargear**
- Two weapon options (see Options)
- Power axe
- Frag and krak grenades
- Refractor field
- Infravisor

**Special Rules**
- Fusillade Attack
- Stubborn
- Bulky
- Relentless
- Lumbering Advance

**Options**
- The squad may include:
  - Up to seven additional Myrmidon Secutors .....+35 points each
- Each Myrmidon Secutor and Myrmidon Lord must choose any two of the weapon options listed here. The same option may be chosen twice if desired – weapons so chosen do not count as Twin-linked. All such options should be shown on the model.
  - Maxima bolter.....+10 points each
  - Volkite charger .....+10 points each
  - Graviton gun .....+15 points each
  - Irad-cleanser.....+20 points each
  - Phased plasma-fusil.....+20 points each

**Fusillade Attack**
A model with this special rule may fire two ranged weapons in the Shooting phase, so long as they are both fired at the same target.

**Lumbering Advance**
A model with this special rule may not make Run moves or Sweeping Advances.

**Dedicated Transport**
- A Myrmidon Secutors unit may take a Triaros Armoured Conveyor as a Dedicated Transport for +135 points.

# Adsecularis Covenant

35 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Tech-thrall | 2 | 2 | 4 | 3 | 1 | 2 | 1 | 7 | 5+ |

**Unit Type**
- Infantry

**Unit Composition**
- 10 Tech-thralls

**Wargear**
- Flak armour
- Las-lock
- Close combat weapon

**Special Rules**
- Feel No Pain (6+)

**Dedicated Transport**
- An Adsecularis Covenant unit may take a Triaros Armoured Conveyor as a Dedicated Transport for +135 points.

**Options**
- The squad can include:
  - Up to an additional 10 Tech-thralls ..... +3 points each
- The entire squad may exchange their las-locks for:
  - Mitralocks ..... Free
  - Heavy chainblades ..... +20 points
- The entire squad may be given any of the following upgrades:
  - Frag grenades ..... +5 points
  - The Rite of Pure Thought ..... +15 points
  - Induction chargers ..... +15 points
  - Carapace armour ..... +20 points
  - Revenant Alchemistry ..... +25 points

**The Rite of Pure Thought**
A squad with this upgrade has undergone massive cranial surgery to destroy the emotional and instinctual response centres of the brain. The unit gains the Fearless special rule, but can no longer make Sweeping Advances or fire Overwatch.

**Las-locks and Mitralocks**
A somewhat archaic alternative to the mass-produced lascarbines favoured by many regiments and war hosts of the Imperial Army, las-locks are shoulder arms whose designs favour stopping power over rate of fire or range. Mitralocks are a compact, multi-chambered variant of the las-lock, designed to discharge a simultaneous volley of las-pulses in a fan of effect at short range akin to a shotgun blast.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Las-lock | 18" | 4 | 6 | Assault 1 |
| Mitralock | 8" | 4 | 6 | Assault 1, Shred |

**Induction Chargers**
Some Taghmata Magos increase the firepower of the las-locks and Mitralocks they arm their Adsecularis with by using bulky induction charger batteries for extended rapid firing. The long-term toxic contamination from such devices is judged an acceptable side effect for this augmented firepower. Las-locks and Mitralocks fitted with induction chargers are Assault 2 weapons.

**Revenant Alchemistry**
Certain Forge Worlds, particularly those far from the direct oversight of Mars, were commonly held to contain elements which practiced the forbidden arts of the Dark Age of Technology. Rumours of the use of the forbidden Sarcosa Wave and Black Alchemistry were rare before the war of the Heresy, but as anarchy and bloodshed erupted on a galactic scale, some Taghmata on both sides of the divide of Traitor and Loyalist were accused of fielding tech-thralls animated from the battlefield dead using such terrible and prohibited knowledge.

An Adsecularis Covenant with Revenant Alchemistry has the Hatred, Feel No Pain (5+) and Slow and Purposeful special rules.

TROOPS

Tech-thralls are created by the Mechanicum through basic augmetics and cranial surgery as the need for them arises. They are not servitors, which use often formerly human biological matter as a component system, but rather can be considered cyborgs as consciousness and memory are not extinguished before they are reprocessed into their new forms, merely mutilated and overridden. The conversion process commonly awaits the laity of a Forge World's population should it prove failing or commit some transgression against their masters, for few other criminal punishments exist in the Omnissiah's domains.

Tech-thralls serve many purposes, but principally that of a flexible pool of expendable labour in the Forge Worlds, but in times of war, this same fate befalls many to create a quickly produced and ultimately expendable military resource known as the Adsecularis. In these cases, the organic human bodies of the tech-thralls, already altered to lift heavy loads, function in hostile environments and obey the orders of their masters until death, are fitted with basic weapons systems and bodily protection. On the battlefield they serve as expendable troops, unskilled but relentless and indefatigable; an army of the alive-yet-dead, puppeted by the Magos who command them.

# Thallax Cohort

135 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Thallax | 3 | 4 | 5 | 5 | 3 | 2 | 2 | 8 | 4+ |

**Unit Composition**
- 3 Thallax

**Unit Type**
- Jet Pack Infantry

**Wargear**
- Lorica Thallax
- Lightning gun
- Close combat weapon
- Frag grenades

**Special Rules**
- Bulky
- Stubborn
- Djinn-sight

**Dedicated Transport**
- A Thallax Cohort unit may take a Triaros Armoured Conveyor as a Dedicated Transport for +135 points (note that they may still be transported in a Triaros even though they are Jet Pack Infantry).

**Options**
- The squad may include:
  - Up to an additional six Thallax ..... +40 points each
- The entire squad may have:
  - Melta bombs ..... +5 points per model
- Any Thallax may exchange their close combat weapon for a:
  - Heavy chainblade ..... +5 points per model
- The Cohort may be upgraded with one of the following augment upgrades:
  - Icarian ..... +25 points for the unit
  - Ferrox ..... +25 points for the unit
  - Destructor ..... +15 points for the unit
  - Empyrite ..... +10 points for the unit
- One in three Thallax in the unit may replace their lightning gun for one of the following weapons:
  - Multi-laser ..... +5 points
  - Phase plasma-fusil ..... +10 points
  - Irad-cleanser ..... +10 points
  - Multi-melta ..... +15 points
  - Photon thruster ..... +25 points

**Djinn-sight**
The sinister blank-faced helms of the Thallaxii conceal an array of inhuman sensory apparatus through which they experience the battlefield as a raging storm of electromagnetic turmoil, blood-heat and seismic percussion. However, for the organic brain to handle this hurricane of data, it must be surgically mutilated, removing the mere human senses such as sight and hearing.

The Djinn-sight means that a Thallax reduces the benefits of any cover save its opponent has by -2 (a 4+ becoming a 6, a 5+ being ignored entirely, and so on). Additionally, Infiltrators may not be set up within 24" of Thallax units, regardless of line of sight.

**Thallax Augments**
Certain Thallaxii are further implanted with augmetic systems to better suit them to a particular mode of warfare by their masters in the Ordo Reductor of the Mechanicum. A Thallax Cohort may only possess a single augment upgrade:
- **Icarian:** If stationary that turn, the Cohort may, if wished, count as having the Skyfire special rule for all its ranged weapons that turn. Units of Thallax with this augment count as a Heavy Support choice instead of a Troops choice for the army.
- **Ferrox:** The unit gains the Rage special rule and its close combat attacks (regardless of type) gain the Rending special rule. The unit may not be upgraded to replace their lightning guns.
- **Destructor:** The unit gains the Tank Hunters special rule.
- **Empyrite:** The unit now utilises the Deep Strike special rule via implanted teleportation units (this is a factor in certain game types such as Zone Mortalis), and also gains the Void Hardened special rule.

TROOPS

The hulking, heavily augmented cyborg shock-troops originating within the Ordo Reductor faction of the Mechanicum, the Thallax differ from the Martian Skitarii regiments both in their purpose and the unique degree of their augmetics. The Lorica Thallax which encases their major organs, nervous system and cerebrum also replaces the skeleton and limbs entirely with armoured mechanical systems powered by an internal reactor core.

The agony of this process, along with the replacement of the usual human sensory apparatus, proves so traumatic as to require the surgical excision of the pain centres and emotions. The Thallax however retains a degree of independent human thought; this individuality and self-determination is greater by far than that enjoyed by tech-thralls, whose cranial-surgery implants are often crude at best, damaging as much as they control.

Many variants of the flexible and powerful Thallax have been brought into being by the artificers of the mendicant Ordo Reductor, a number of which found their way to the outer Forge Worlds of the Imperium where they were seized upon as potent war machines which, while lacking the power of true Battle-automata, were more practical to produce in larger numbers.

TROOPS

Not all of the most potent creations of the Mechanicum are hulking war machines and towering battle-automata. Some, such as the Scyllax Guardian-automata, demonstrate formidable power in a more compact frame scarcely larger than an armoured man. These sophisticated machine-creatures are neither a true battle-automata, lacking a cybernetica-cortex, nor are they a true servitor class as their organic component is almost negligible, reduced to the ossuary skulls and human neural tissue harvested from sources best left unknown. Their armoured carapaces, as durable as Legiones Astartes battle plate, house instead powerful electro-thermic reactors and banks of lucid cogitator-stacks that process a storm of battlefield analysis engrams and protective tech-incantations, a system so potent some claim it borders on the blasphemy of the Silica Animus.

Prized far beyond the mere servo-automata from which they were developed using ancient secrets uncovered during the Great Crusade, Scyllax are found in the retinues of only the highest ranking Magos, where they serve as bodyguards and elite shock troops. There are some factions within the Mechanicum who will have no truck with the Scyllax though, claiming sinister provenance for its design, and that the automata gain a subtle and dangerous self-awareness over time.

# Scyllax Guardian-automata Covenant

155 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Scyllax Guardian-automata | 3 | 4 | 4 | 5 | 2 | 3 | 2 | 7 | 4+ |

**Unit Composition**
- 4 Scyllax Guardian-automata

**Unit Type**
- Infantry

**Wargear**
- Scyllax bolter
- Mechadendrite combat array
- Carapace armour
- Rad furnace

**Special Rules**
- Guardian-Servitor Protocols
- Move Through Cover
- Night Vision
- Relentless

**Dedicated Transport**
- A Scyllax Guardian-automata unit may take a Triaros Armoured Conveyor as a Dedicated Transport for +135 points.

**Options**
- The squad may include up to twelve additional Scyllax Guardian-automata ..... +35 points each
- The entire squad may by equipped with frag grenades ..... +10 points
- Any Scyllax Guardian-automata may replace their Scyllax boltgun with one of the following:
  - Enhanced array ..... Free
  - Rotor cannon ..... +5 points
  - Flamer ..... +10 points
  - Volkite charger ..... +10 points
- For every four Scyllax Guardian-automata in the unit, one model may replace their Scyllax boltgun with one of the following:
  - Meltagun ..... +15 points
  - Graviton gun ..... +15 points
  - Rad-cleanser ..... +20 points
  - Plasma gun ..... +20 points

**Guardian-Servitor Protocols**
So long as a model in this unit is within 24" of a model from the same detachment which has the Battlesmith special rule or the Cybertheurgy special rule, the Guardian-automata are Fearless. If no such unit is within this range, the controlling player must make a Leadership test for the unit at the start of their Movement phase or they must remain stationary this turn, but may make shooting attacks as normal. If the Guardian-automata are already locked in an assault, they may fight normally.

**Mechadendrite Combat Array**
The Scyllax are equipped with a large number of mechadendrites and servo-arms adapted for lethal purposes, dissecting living matter with murderous speed.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Combat array | - | User | 5 | Melee, Maelstrom, Dismemberment |

- **Maelstrom**: As a result of any close combat roll To Wound roll of a 6, immediately generate an additional attack roll for the Scyllax, which is then carried out normally. Bonus attacks generated in this way do not themselves generate more attacks.
- **Dismemberment**: The Scyllax may forgo its normal number of attacks (including any bonus for charging, etc) and may make a single attack using this profile instead.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Dismemberment | - | +3 | 2 | Melee, Unwieldy |

**Rad Furnace**
The reactor core at the heart of the Scyllax generates large quantities of harmful radiation which is vented from their carapace at will. All models locked in combat with one or more units of Scyllax suffer -1 to their Toughness characteristic for the duration of the combat. Scyllax models are immune to this effect as well as those of rad grenades. Any weapon with the Poison or Rad-phage special rule only wounds a model equipped with a rad furnace on a D6 roll of a 6.

**Enhanced Array**
The model gains +1 attack.

# Castellax Class Battle-automata Maniple

105 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Castellax | 3 | 4 | 6 | 7 | 4 | 3 | 2 | 7 | 3+ |

**Unit Composition**
- 1 Castellax class Battle-automata

**Unit Type**
- Monstrous Creature

**Wargear**
- Mauler pattern bolt cannon
- Two boltguns
- Shock chargers
- Atomantic shielding

**Special Rules**
- Cybernetica Cortex
- Reactor Blast
- Rage
- Support Unit

**Options**
- The Maniple may include up to four additional Castellax class Battle-automata..... +105 points each
- Any Battle-automata Maniple may be given any of the following options – all Battle-automata in the Maniple must have the same upgrade:
  - Searchlight.....+1 point each
  - Infravisor.....+5 points each
  - Frag grenades.....+5 points each
  - Enhanced targeting array.....+15 points each
- Any Castellax class Battle-automata may exchange its mauler pattern bolt cannon for one of the following:
  - Darkfire cannon.....+20 points
  - Multi-melta..... Free
- Any Castellax class Battle-automata may exchange one or both of its bolters for:
  - Flamers.....+5 points each
- Any Castellax class Battle-automata may exchange its shock chargers for one of the following options:
  - Two Battle-automata power blades† .....+10 points per Castellax
  - Siege Wrecker.....+20 points per Castellax*

†*Note this increases the model's attacks by +1.*

**A model equipped with a Siege Wrecker loses one of its boltguns.*

**Special Option**
- A single Maniple comprised solely of a single Battle-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule.....+35 points

**Support Unit**
This unit type may not be chosen as a compulsory Troops choice for the army.

## TROOPS

The most common Castellan-type Battle-automata in service, the Castellax is a general battle unit developed during the Great Crusade from its ancient forebear. Primarily intended for siege work and shock assaults, it is a terrifying humanoid machine thrice the height of a man, with a notoriously aggressive and responsive machine-spirit, and an enviable reputation on the battlefield. Its armoured endoskeleton is proof against small arms fire and highly resistant to damage thanks to its durable design and the presence of the same atomantic shielding technology that features on the Legiones Astartes Contemptor class Dreadnought.

The Castellax class was a mainstay both of the Legio Cybernetica and the elite defensive formations of many Forge Worlds, who relied on its formidable power for their protection. Some in the Imperial hierarchy saw the steady increase in the number of these war machines as a sleeping threat to the supremacy of the Imperium should the Mechanicum ever default on its treaty of mutual support with the Emperor. History was to take a different course, and in a few short years thousands of these war engines would be broken on the wheel of war, and the Castellax was never to be seen again in such numbers.

# Triaros Armoured Conveyer

135 points

## DEDICATED TRANSPORT

The Triaros is the primary armoured battlefield transport of the Mechanicum Taghmata during the era of the Great Crusade and the Horus Heresy. Eschewing the more commonplace STC designs, it relies on a number of unique technologies held as arcana by the Magos Autokrator and never divulged for wider Imperial use, even by the Legiones Astartes.

Designed for use in hostile environments, it incorporates multiple galvanic traction drives and its defences are comprised not merely of brute armour, but layered techno-cant wardings and interlocking energy shields, particularly around its seemingly exposed control dais, as well as independently animated weapons servitors.

Its capacious storage bay can be hermetically sealed if needed, allowing the Triaros to be used in hard vacuum and on the surfaces of lifeless worlds. Its internal bay is outfitted with numerous specialised couplings for the recharging, cold-sleep storage and the servicing of tech-thralls and light automata as needed. Its most remarkable feature, however, is a powerful reactor-fed shock ram mounted to its fore, which can be used to shatter and incinerate anything it contacts.

| | | Armour | | | |
|---|---|---|---|---|---|
| | BS | Front | Side | Rear | HP |
| Triaros | 4 | 14 | 12 | 12 | 4 |

**Unit Composition**
- 1 Triaros Armoured Conveyer

**Unit Type**
- Vehicle (Tank, Transport)

**Wargear**
- One twin-linked mauler bolt cannon
- Flare shield
- Shock ram
- Searchlight
- Two Volkite Sentinels

**Special Rules**
- Galvanic Traction Drive

**Transport Capacity**
- The Triaros Armoured Conveyor can transport 20 models

**Fire Points**
- None

**Access Points**
- Two access hatches, one on each side of the hull

**Options**
- The vehicle may take any of the following options:
  - Extra armour ..... +5 points
  - Up to two hunter-killer missiles ..... +5 points each
  - Smoke launchers ..... +5 points
  - Blessed Autosimulacra ..... +5 points

**Galvanic Traction Drive**
The vehicle must re-roll failed Dangerous Terrain tests.

**Volkite Sentinels**
Slaved weapons systems controlled independently by their own servitor-brain, Volkite Sentinels are defensive weapons found on a number of larger Mechanicum war engines, most commonly the Triaros Armoured Conveyer.

Each Volkite Sentinel is a pintle-mounted volkite charger which can be fired in addition to any other weapons the vehicle is carrying without penalty and may target units separately from the vehicle's main armaments.

**Shock Ram**
The Triaros is equipped with a massive frontal ram incorporating powerful anbaric projectors and disruption field technology akin to that used in power weapons, which it uses to destroy anything it comes into contact with.

When conducting a Ram or being rammed, the Triaros counts its Front Armour as having an Armour value of 15 and, in addition, rolls once on the Haywire table in addition to any damage it causes normally while ramming or being rammed from the front.

When conducting tank shocks, any tank-shocked unit automatically suffers D6 Str 6 AP 5 hits before resolving the tank shock as normal. The shock ram is not counted as a separate weapon and cannot be affected by Weapon Destroyed results.

# Ursarax Cohort

175 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Ursarax | 4 | 3 | 5 | 5 | 3 | 2 | 2 | 8 | 4+ |

**Unit Composition**
- 3 Ursarax

**Unit Type**
- Jump Infantry

**Wargear**
- Lorica Thallax
- Two lightning claws
- Volkite incinerator
- Frag grenades

**Special Rules**
- Bulky
- Stubborn
- Feel No Pain (5+)

**Options**
- The squad may include:
  - Up to an additional six Ursarax ..... +50 points each
- Any Ursarax may exchange their lightning claws for:
  - Power fists ..... +10 points per model

**Volkite Incinerator**
A powerful purpose-designed volkite ray weapon is mounted in the chest unit of each Ursarax, allowing it to both attack its victims at range with a lethal Volkite beam and also, more unorthodoxly, by grabbing its foe within its claws and drawing them in to suffer the full brunt of this discharge at point blank range. This confined ray blast is particularly devastating in its power and is able to render even heavily armoured warriors to cinders in mere moments.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Volkite incinerator (Beam) | 10" | 5 | 5 | Assault 2, Deflagrate |
| (Blast) | - | 6 | 2 | Melee, Instant Death, Prisoned |

**Prisoned:** The Blast attack may only be used in close combat against models with the Infantry, Jump Infantry or Jet Pack Infantry types. In doing so the model makes only a single attack (regardless of any other factors).

## FAST ATTACK

A development of the later Great Crusade, the Ursarax tech-thralls were first designed by the Explorator Magos Enabrin Falkan as a heavy, rapid-moving close combat unit for use by the notoriously independent Magos' forces. Using a fusion of existing technologies sacred to the Mechanicum, materials and patterns taken from the Thallax of the Ordo Reductor (much to their displeasure) and the fruits of Falkan's own discoveries, they are formidable, even monstrous, killing engines.

Like the Thallax, Ursarax are thralls rather than servitors. Selected from suitable human candidates for conversion, their living components retain a consciousness and dim recollection of their former humanity, providing them with superior tactical abilities and the instincts to kill. Neural anaesthesia is automatically administered for the successful fulfilment of their orders, providing them with relief, albeit temporarily, from their tortured existences.
After Falkan's mysterious disappearance his warring acolytes dispersed to many different masters, taking the secret of the Ursarax's creation with them.

FAST ATTACK

Possessed of formidable firepower, automated weapons platforms and sentry gun batteries are used by many of the Imperium's diverse armed forces to take on the mundane duties of point defence and security, both planet-side and aboard ship. The most common of these designs is the Tarantula, whose ease of construction, multiple weapons configurations and general reliability have made it a staple of the arsenals of the Great Crusade and a well-regarded, if perhaps inglorious, tool of war.

To the Mechanicum, the Tarantula is a device used by necessity rather than choice, as more advanced and autonomous servitor and sub-cortex control designs such as the Arachnakratus and Staraq crawler are preferred as weapon carriers. The mass produced Tarantula system however, is commonly present in the reserve armouries of many Great Crusade fleets and garrison arsenals and so can serve as a ready template for modification for magos in the field that need to bolster their force's firepower, and even the least of the Mechanicum's adepts is able to override a tarantula's simple cogitator system to their own will.

# Tarantula Sentry Gun Battery

30 points per gun

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Sentry Gun | - | 3 | - | 6 | 2 | - | - | - | 3+ |

**Unit Composition**
- 1-3 Sentry Guns, forming a battery

**Unit Type**
- Artillery (Immobile)

**Wargear**
- Twin-linked heavy bolters

**Special Rules**
- Automated Artillery
- Firing Modes
- Anima Override

**Options**
- Any Sentry Gun in the battery may exchange its twin-linked heavy bolters for:
  - Twin-linked multi-laser ..... Free
  - Twin-linked heavy flamers ..... Free
  - Two twin-linked rotor cannon ..... Free
  - Twin-linked Mauler Bolt Cannon ..... +10 points per model
  - Twin-linked Volkite Culverin ..... +20 points per model
  - Twin-linked Photon Thruster ..... +15 points per model
  - Quad-gun ..... +30 points per model
  - Twin-linked lascannon ..... +10 points per model
  - Multi-melta and searchlight ..... +5 points per model
- The entire Sentry Gun Battery may exchange its twin-linked heavy bolters for a:
  - Hyperios air-defence missile launcher* ..... +20 points per model
- Any Sentry Gun equipped with a Hyperios missile launcher may exchange it for a:
  - Hyperios command platform* ..... +10 points per model
- The entire battery may be upgraded to have one of the following:
  - Concealment ..... +10 points per model
  - Forward Deployment ..... +5 points per model
  - Drop Capsule ..... +20 points per model

*A *unit of Sentry Guns with Hyperios missile launchers or Hyperios command platforms does not have the Firing Modes special rule.*

### Deployment

- **Forward Deployment:** The Sentry Gun Battery has the Scout special rule (note that it still may not be deployed from Reserves).
- **Concealment:** The Sentry Gun Battery has the Shrouded special rule until the first time it fires its weapons – afterwards the effects of this rule no longer apply.
- **Drop Capsule:** The Sentry Gun must be deployed via Deep Strike. Each gun in the battery is treated as a separate unit for this, and Reserves rolls, etc., are made separately for each gun.

### Firing Modes

A Sentry Gun can fire in one of two ways and the controlling player must decide which mode it will be set up in before the start of the game. They cannot change its mode once it has been decided – it remains in that mode for the rest of the game.

- **Point Defence Mode:** The Sentry Gun is set up with a fixed firing arc. In this mode, the gun will engage enemy targets up to 36" away which are in a fixed 90° arc to its front.
- **Sentry Mode:** The Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight and can fire all around itself.

**Targeting:** Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range:

- A heavy bolter, heavy flamer or rotor cannon-equipped Sentry Gun will fire at the nearest enemy non-Vehicle target according to its firing mode.
- A lascannon or multi-melta equipped Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles still count as viable targets, only wrecked vehicles will be ignored).

This means that while a preferred target type is within range, it is possible for a unit of differently armed Sentry Guns to fire at two separate targets.

### Hyperios Air-defence Missile Launcher

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Hyperios missile | 48" | 8 | 3 | Heavy 1, Skyfire, Interceptor, Heat Seeker |

**Heat Seeker:** Jink saves may not be taken against attacks with this special rule.

### Hyperios Command Platform

As long as the Hyperios Command Platform is on the table, all Hyperios air-defence missile launcher-equipped sentry guns in the same unit receive the Split Fire special rule (the unit automatically passes any Leadership tests it is required to take to use the Split Fire special rule without rolling any dice).

### Anima Override

If a model from within the same detachment which has the Battlesmith special rule is within 6" of the Tarantula battery at the beginning of the Shooting phase, the Tarantula battery may ignore the Firing Modes special rule.

*"Vengeance it is said is the preserve of the gods; gods we in our folly denied ever existed."*

*Captain-General Orson Souzerin III, introit to The Last Cohort*

# Vorax Class Battle-automata Maniple

65 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Vorax | 4 | 4 | 6 | 6 | 3 | 4 | 2(3) | 7 | 4+ |

**Unit Composition**
- 1 Vorax Class Battle-automata

**Unit Type**
- Monstrous Creature

**Wargear**
- Lightning gun
- Two rotor cannon
- Battle-automata power blades
- Infravisor

**Special Rules**
- Cybernetica Cortex
- Fleet
- Scout

**Options**
- The Maniple may include:
  - Up to 5 additional Vorax class Battle-automata ..... +65 points each
- Any Battle-automata Maniple may be given any of the following options – all Battle-automata in the Maniple must have the same upgrade:
  - Searchlight ..... +1 point each
  - Frag grenades ..... +5 points each
  - Enhanced targeting array ..... +15 points each
- Any Vorax class Battle-automata may exchange its lightning gun for:
  - Irad-cleanser ..... +10 points
- The Vorax in the Maniple may equip their rotor cannon with bio-corrosive ammunition. If this is done, all of the Vorax must be so equipped. ..... +10 points each

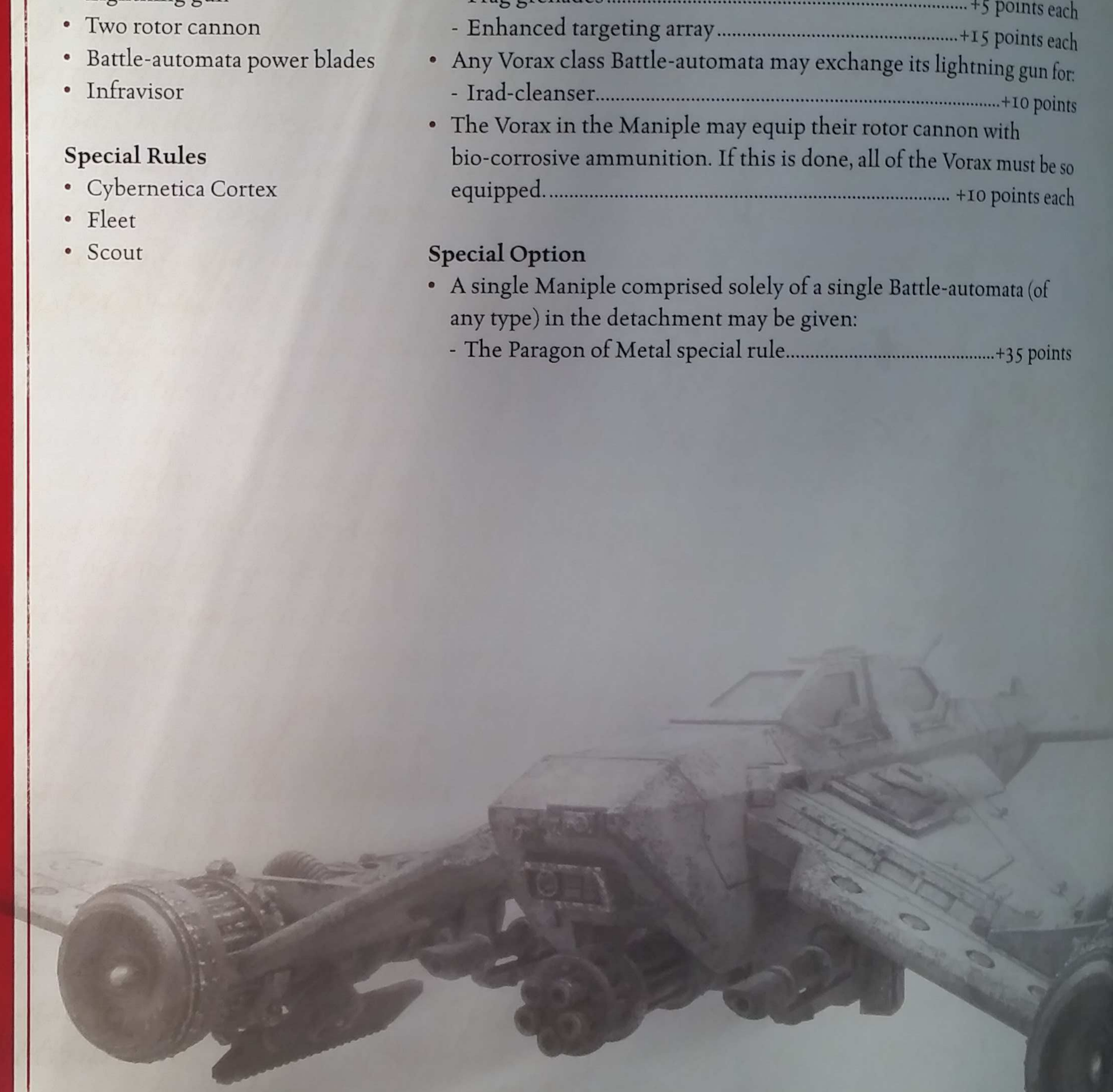
**Special Option**
- A single Maniple comprised solely of a single Battle-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule ..... +35 points

## FAST ATTACK

Vorax are hunter-killer units, Battle-automata created from the ancient and revered Crusader template pattern said to date back to the Dark Age of Technology and which may be found on every major Forge World in the Imperium.

Created on pre-Imperial Mars to fulfil the roles both of search and destroy weapon and exterminator of rogue machines and mutant vermin, their Cybernetica cortex engrams are known to be particularly predatory and vicious examples of their kind. Such are the bestial instincts that sleep within their blast-steel and ceramite bodies in fact that numerous cut-outs and override cantos are hard-wired into their control programming to prevent these tireless hunting machines from devolving into becoming like the renegades they prey upon in the shadows of the great forge-fanes on Mars.

At times they are also despatched by their masters to conduct a cull of surplus population during a time of famine or plague, their hunts only ending and their guns falling silent abruptly when some unknown tally of slaughter has been reached. It is little wonder then that the Vorax are held in superstitious dread by the human indentured labourers of the Mechanicum's far-flung domains and by the neophyte adepts of the Omnissiah's priesthood alike.



# Crusade Fleet Avenger Strike Fighter

150 points

| | Armour | | | |
|---|---|---|---|---|
| | BS | Front | Side | Rear | HP |
| Avenger | 3 | 12 | 10 | 10 | 2 |

**Unit Composition**
- 1 Avenger Strike Fighter

**Unit Type**
- Vehicle (Flyer)

**Wargear**
- One hull-mounted Avenger bolt cannon
- Two wing-mounted lascannon
- Armoured cockpit
- Defensive heavy stubber

**Special Rules**
- Strafing Run
- Deep Strike
- Supersonic

**Options**
- The Avenger may be fitted with two extra wing-mounted hardpoints that can carry one of the following:
  - Six tactical bombs ..... +40 points
  - Two kraken penetrator heavy missiles ..... +25 points
  - Two missile launchers (krak & frag missiles) ..... +20 points
  - Two autocannon ..... +20 points
  - Two multi-lasers ..... +20 points
- The Avenger may be equipped with any of the following:
  - Chaff launcher ..... +10 points
  - Infra-red targeting ..... +5 points
  - Battle Servitor control ..... +15 points

**Avenger Bolt Cannon**
This rapid firing heavy calibre bolt weapon is a smaller version of the mega-bolter weaponry mounted on Scout class Titans and can shred light armour and armoured troops in a single raking pass.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Avenger bolt cannon | 36" | 6 | 3 | Heavy 7 |

**Tactical Bombs**
Tactical bombs are relatively small but potent high explosive bombs designed to be used against troop formations and light vehicles. They have the following profile:

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Tactical bomb | - | 6 | 4 | Bomb 1, Barrage, Blast (3"), One Use |

**Defensive Heavy Stubber**
This weapon may always fire at a different target to the other weapons mounted on the Avenger Strike Fighter.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Heavy stubber | 36" | 4 | 6 | Heavy 3, Skyfire |

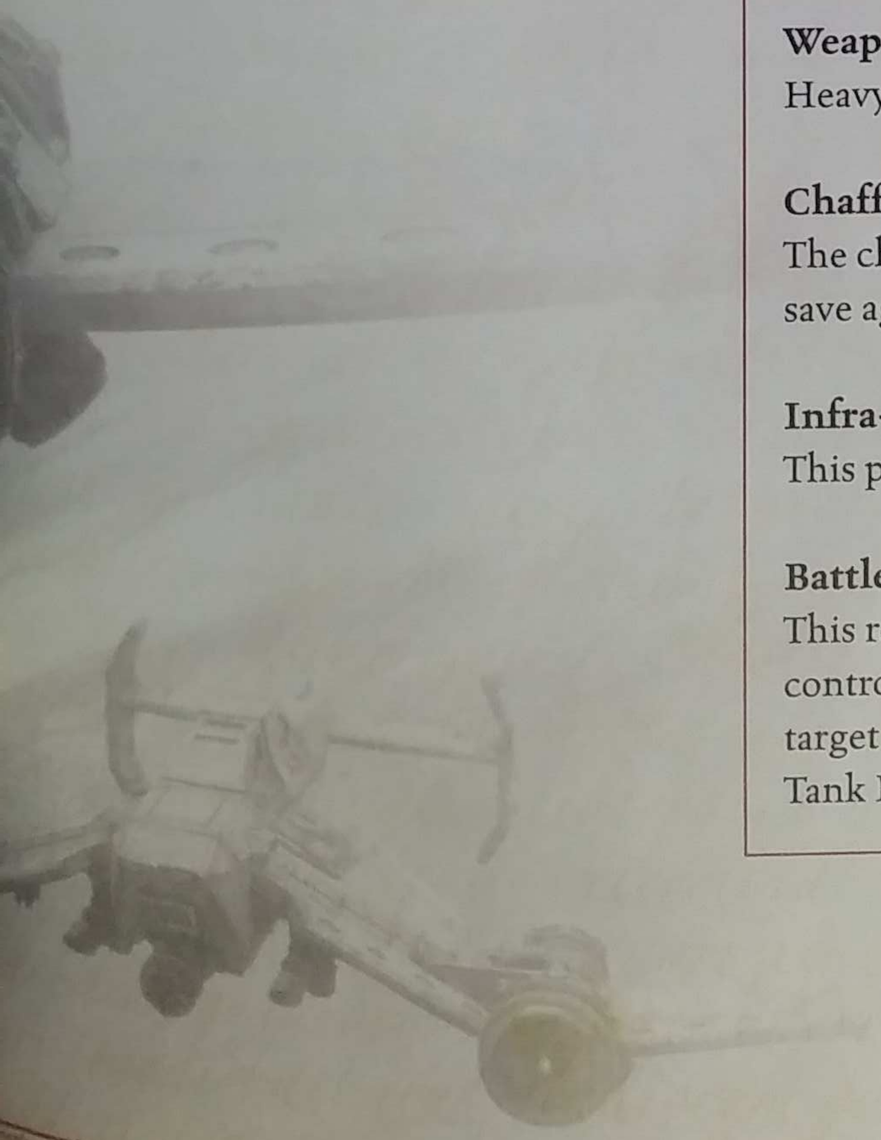
**Chaff Launcher**
The chaff launcher provides the Avenger with a 4+ invulnerable save against weapons with the 'Missile' type.

**Infra-red Targeting**
This provides the Avenger with the Night Fighting special rule.

**Battle Servitor Control**
This replaces the Avenger's human crew with hard-wired servitor control and dedicated cogitator arrays designed to identify and target weak spots on enemy vehicles. This gives the Avenger the Tank Hunters special rule.

## FAST ATTACK

The Avenger is a dedicated strike fighter, intended to conduct high-speed, often low-level attack runs on ground targets, with formations of enemy armoured vehicles and high-value strategic targets such as munitions and supply dumps its principal prey. Its firepower exceeds most other Imperial aircraft of its size, and in particular the Avenger bolt cannon around which its hull is formed is responsible for the fighter's enviable reputation as a devastating ground attack craft. A design originating on Mars during the Age of Strife, the Mechanicum has since produced it for wider Imperial service and it remains a stalwart of the Mechanicum's own armed forces as well.



## FAST ATTACK

A relatively recent addition to the armouries of the Great Crusade, the Primaris-Lightning Strike Fighter is a high-speed sub-orbital fighter craft designed for rapid interception, interdiction and surgical-strike roles. Created by the Archmagos-Arbiter Sykosk Thule, master of the sovereign Forge World of Voss, the Primaris-Lightning represented a new paradigm in aero-warcraft, being built around a powerful forced-plasma ramjet drive and optimised for the most sophisticated munitions and avionics systems available.

While exceeding all similar patterns in service of its size for speed and payload capacity, it was extremely costly to produce, proved difficult to maintain and difficult to handle by all but the most experienced pilots—flaws Sykosk attributed purely to the failure of weak flesh. These factors, however, saw the pattern's issue limited to elite close support units, while a 'degraded' —if more easy to operate and maintain— version of the Lightning was rumoured to be under consideration just prior to the outbreak of the Horus Heresy, although this reduced pattern played no part in the conflict.

# Crusade Fleet Primaris-Lightning Strike Fighter

135 points

| | Armour | | | | |
|---|---|---|---|---|---|
| | BS | Front | Side | Rear | HP |
| Primaris-Lightning | 4 | 11 | 11 | 10 | 2 |

**Unit Composition**
- 1 Primaris-Lightning

**Unit Type**
- Vehicle (Flyer)

**Wargear**
- Chaff launcher
- Twin-linked lascannon
- Armoured cockpit

**Special Rules**
- Agile
- Deep Strike
- Supersonic

**Options**
- The Primaris-Lightning is equipped with three dual hardpoint mounts, each of which can be equipped with one of the following payload options at the cost listed:
  - Twin-linked autocannon ..... +20 points
  - Twin-linked multi-laser ..... +20 points
  - Twin-linked missile launcher (equipped with frag and krak) ..... +25 points
  - Two Sunfury heavy missiles ..... +15 points
  - Two Kraken penetrator heavy missiles ..... +25 points
  - Phosphex bomb cluster ..... +25 points
  - Two electromagnetic storm charges ..... +20 points
- The Primaris-Lightning may be equipped with any of the following:
  - Battle Servitor Control ..... +15 points
  - Ground-tracking Auguries ..... +10 points
  - Ramjet Diffraction Grid ..... +20 points

**Agile**
A unit with this special rule increases any cover saves granted by the Jink special rule by +1.

**Ground-tracking Auguries**
A Flyer that is equipped with this system gains the Strafing Run special rule.

**Deadly Cargo**
If the Flyer carrying unused weapons with this special rule takes hull damage but is not destroyed, roll a D6. On the result of a 6, the Flyer suffers an Explodes! result on the Vehicle Damage chart.

**Battle Servitor Control**
A Primaris-Lightning may replace its human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Primaris-Lightning the Tank Hunters special rule.

**Lingering Death**
When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles. Note: It is advisable to have multiple spare blast markers when using this rule!

**Crawling Fire**
After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

**Primaris-Lightning Weapons**
The Primaris-Lightning was specifically intended to operate some of the most advanced and savage munitions in the arsenal of the later Great Crusade era—sometimes unstable weapons of baleful design and born of the darkest arts of the Mechanicum's priests of the machine.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Sunfury heavy missile | 36" | 6 | 3 | Heavy 1, Missile, Large Blast (5"), Blind, Gets Hot, One Use |
| Kraken penetrator heavy missile | 36" | 8 | 1 | Heavy 1, Missile, Armourbane, One Use |
| Phosphex bomb cluster | - | 5 | 2 | Bomb 2, Barrage, Bomb Cluster, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death, Deadly Cargo, One Use |
| Electromagnetic storm charge | - | 3 | 4 | Bomb 1, Haywire, Large Blast (5"), Concussive, One Use |

# Crusade Fleet Arvus Lighter Orbital Shuttle

75 points

## FAST ATTACK

The Arvus is a light utility shuttle used by the Imperialis Armada for transferring supplies or small groups of personnel from ship-to-ship or ship-to-planet. It is a solid and reliable workhorse shuttle, squat and durable with powerful engines for carrying heavy loads. The utility model of the Arvus is unarmed as it is not a combat vehicle and is not expected to engage the enemy.

| | | Armour | | | |
|---|---|---|---|---|---|
| | BS | Front | Side | Rear | HP |
| Arvus Lighter Orbital Shuttle | 3 | 11 | 11 | 10 | 3 |

**Unit Composition**
- 1 Arvus Lighter Orbital Shuttle

**Unit Type**
- Vehicle (Flyer, Hover, Transport)

**Wargear**
- None

**Special Rules**
- Deep Strike

**Transport Capacity**
- An Arvus Lighter Orbital Shuttle has a Transport capacity of 12 models.

**Fire Points**
- None

**Access Points**
- An Arvus Lighter Orbital Shuttle has a single access hatch on the rear.

**Options**
- An Arvus Lighter Orbital Shuttle may take any of the following:
  - Chaff launcher ..... +10 points
  - Armoured cockpit ..... +15 points
  - Illum flares ..... +5 points
  - Searchlight ..... +1 point
  - Extra armour ..... +10 points
  - Flare shield ..... +20 points
- An Arvus Lighter Orbital Shuttle may take one of the following:
  - Multi-laser ..... +10 points
  - Autocannon ..... +10 points
  - Lascannon ..... +20 points
  - Twin-linked multi-laser ..... +15 points
  - Twin-linked autocannon ..... +15 points
  - Twin-linked lascannon ..... +25 point
- The Arvus Lighter may be modified to carry Battle-automata, and is able to transport either a single Castellax or up to two Vorax, but is no longer able to transport other troops ..... +20 points

# Thanatar Class Siege-automata Maniple

250 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Thanatar | 3 | 4 | 8 | 8 | 4 | 2 | 2 | 8 | 2+ |

**Unit Composition**
- 1 Thanatar class Siege-automata

**Unit Type**
- Monstrous Creature

**Wargear**
- Hellex plasma mortar
- Twin-linked mauler bolt cannon
- Infravisor
- Atomantic shielding

**Special Rules**
- Cybernetica Cortex
- Reactor Blast
- Lumbering Advance

**Options**
- The Maniple may include:
  - Up to 2 additional Thanatar class Siege-automata ..... +250 points each
- Any Siege-automata Maniple may be given any of the following options – all Siege-automata in the Maniple must have the same upgrade:
  - Searchlight ..... +1 point each
  - Enhanced Targeting Array ..... +15 points each

**Special Option**
- A single Maniple comprised solely of a single Battle-automata/ Siege-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule ..... +35 points

**Hellex Plasma Mortar**
Shunning the crude shells favoured by most siege guns, the Hellex plasma mortar fires high density charges of burning plasma in programmed trajectory arcs timed to detonate over their targets. These airbursts create rolling waves of incinerating energy which engulf the surrounding area, burning through anything they encounter.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Hellex plasma mortar | | | | |
| (Stationary) | 12"-48" | 8 | 2 | Ordnance 1, Barrage, Large Blast (5"), Plasma Wave |
| (Fired on the move) | 12"-24" | 8 | 2 | Ordnance 1, Barrage, Large Blast (5"), Plasma Wave |

*The weapon has two profiles; one is used if a Thanatar has moved during this turn and the other if it has remained stationary.*

**Plasma Wave:** Successful cover saves against this weapon must be re-rolled.

## HEAVY SUPPORT

The Thanatar is a heavy siege-automata, designed as a mobile artillery platform rather than a general battle unit. It is armed with a Hellex pattern plasma mortar, a terrifying weapon able to launch dense spheres of blazing plasma on arcing trajectories over defensive barriers and into the heart of enemy fortifications, incinerating anything in their blast radius with a liquid tide of sun-hot fire.

The Thanatar's frame, built to accommodate the huge weapon and the power systems and fuel reserves required to supply it, is considerably larger than even the hulking Castellax. Its frame is also heavily reinforced, both to withstand the stresses of firing its principal weapon and to protect it from incoming attacks. This factor, alongside the use of an atomantic shielding array, makes Thanatars notoriously durable. Such is their resilience that Thanatars are beyond the ability of most small arms, no matter how advanced, to harm.

Unlike many of the Battle-automata produced to add the Mechanicum's power to that of the Great Crusade, the origins and lineage of the Thanatar's pattern remain uncertain, save perhaps for the fact that its armament is known to be the product of the Forge World of Ryza, which remains the only locale where the Hellex pattern weaponry is produced.

## HEAVY SUPPORT

A variant of the Thanatar class siege-automata developed during the latter part of the Great Crusade, rumours persist that this extraordinarily powerful variant of the Thanatar was the work of the combined efforts of the Sollex Myrmidon and Omega-Shevar covenant of the Ordo Reductor, alongside unknown representatives of the Legio Cybernetica. The Thanatar-Calix combines the deadly tech-arcana of all three of these secretive factions into a single devastating weapons platform geared towards the vanguard of siege assault warfare, able both to sunder the strongest fortifications in moments and conduct targeted strikes to neutralise defensive batteries or turret emplacements with the lethal fire of its Sollex heavy lascannon. These rare siege-automata were held as sacred by the Taghmata and Ordo Reductor covenants which fielded them, as well as signs of particular prestige within the Cult Mechanicus, and were seldom committed to battle without supporting escorts of lesser battle-automata and guardian-automata in the field to protect them in their perilous duties.

# Thanatar-Calix Class Siege-automata

295 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Thanatar | 3 | 4 | 8 | 8 | 4 | 2 | 2 | 8 | 2+ |

**Unit Composition**
- 1 Thanatar-Calix class Siege-automata

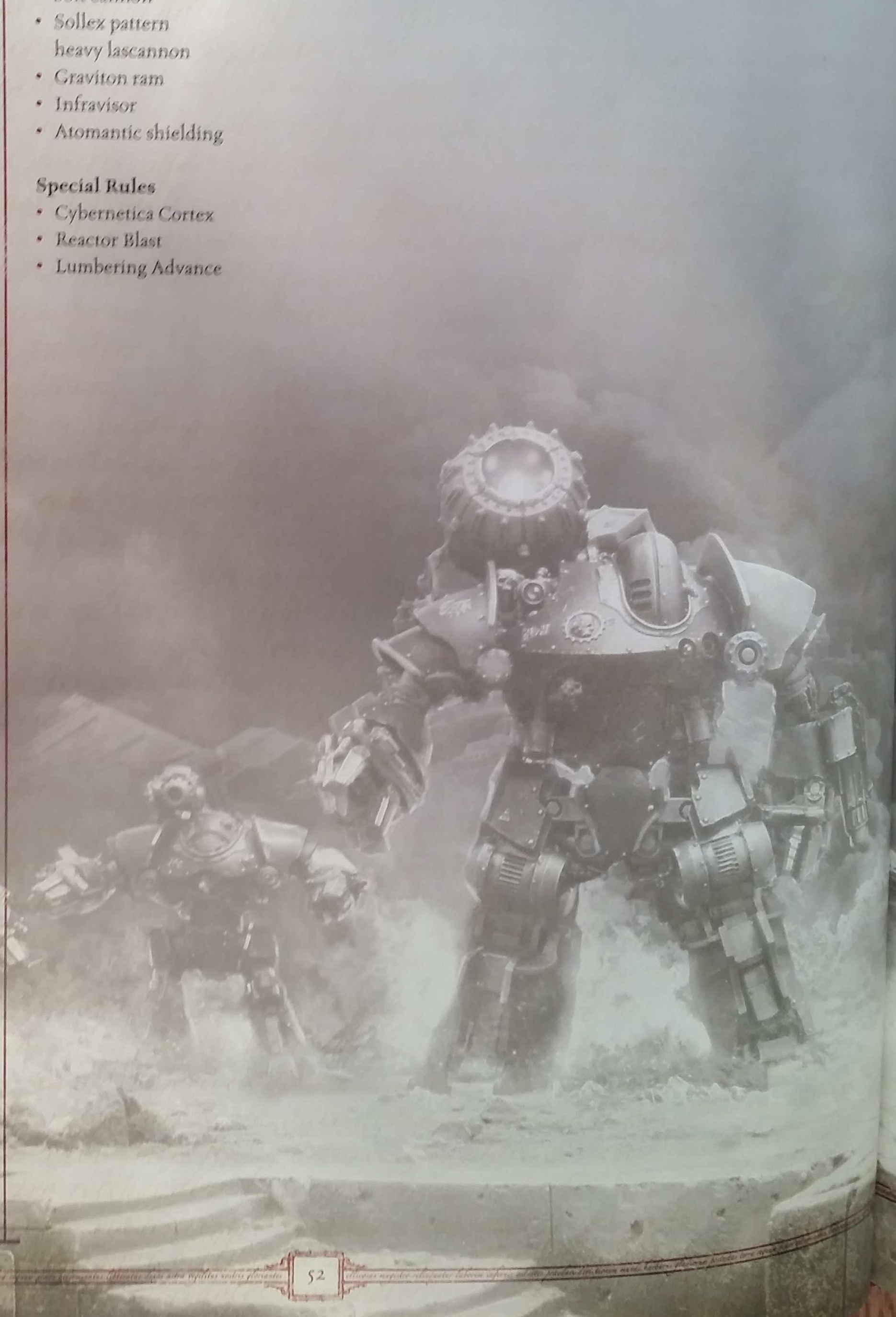
**Unit Type**
- Monstrous Creature

**Wargear**
- Twin-linked mauler bolt cannon
- Sollex pattern heavy lascannon
- Graviton ram
- Infravisor
- Atomantic shielding

**Special Rules**
- Cybernetica Cortex
- Reactor Blast
- Lumbering Advance

**Options**
- The Siege-automata may be given any of the following options:
  - Searchlight ..... +1 point each
  - Enhanced Targeting Array ..... +15 points each

**Special Option**
- A single maniple comprised solely of a single Battle-automata/ Siege-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule ..... +35 points



**Lumbering Advance**
A model with this special rule may not make Run moves or Sweeping Advances.

**Sollex Pattern Heavy Lascannon**
A weapon first created by the Pontifex Technis Ayahpana during the Age of Strife, or so it is claimed by the Myrmidons of the Sollex sub-cult of the Omnissian faith, these lascannon operate on an order of magnitude greater in destructive power than the las weaponry commonly employed elsewhere by the Imperium. Their firepower is unmatched for their size, although the required materials and arcane lore used in their manufacturing have made them rare even among the forces of the Mechanicum Taghmata. Thus is each one dispersed to the Forge Worlds treated with abject reverence by the Tech-Priests and magos who tend to them.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Sollex pattern heavy lascannon | 60" | 10 | 2 | Heavy 1 |

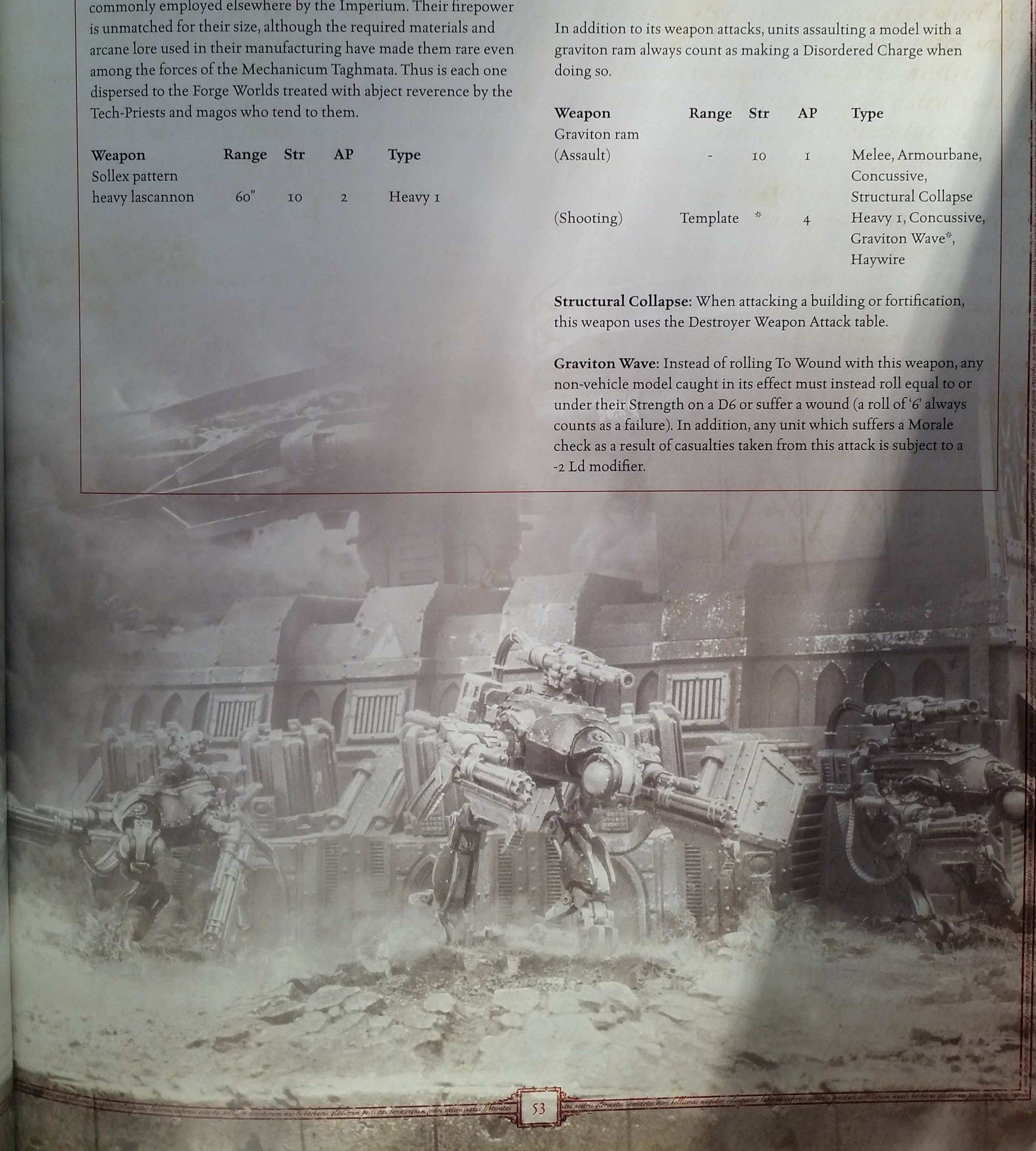
**Graviton Ram**
A creation whose origins and design far predates the Imperium, this graviton weapon may have once been simply a device used for mining and excavation during the height of humanity's technological might, but in the hands of the Mechanicum it has been turned into an implement of devastation capable of pulverising rock, metal and flesh in cascading waves of gravitational force. The weapon has two profiles: one of which is used as a shooting attack and one is used in the Assault phase.

In addition to its weapon attacks, units assaulting a model with a graviton ram always count as making a Disordered Charge when doing so.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Graviton ram (Assault) | - | 10 | 1 | Melee, Armourbane, Concussive, Structural Collapse |
| (Shooting) | Template | * | 4 | Heavy 1, Concussive, Graviton Wave*, Haywire |

**Structural Collapse:** When attacking a building or fortification, this weapon uses the Destroyer Weapon Attack table.

**Graviton Wave:** Instead of rolling To Wound with this weapon, any non-vehicle model caught in its effect must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). In addition, any unit which suffers a Morale check as a result of casualties taken from this attack is subject to a -2 Ld modifier.



# Thanatar-Cynis Class Siege-automata Maniple

275 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Thanatar | 3 | 4 | 8 | 8 | 4 | 2 | 2 | 8 | 2+ |

**Unit Composition**
- 1 Thanatar-Cynis class Siege-automata

**Unit Type**
- Monstrous Creature

**Wargear**
- One mauler bolt cannon
- Two Cynis pattern plasma ejectors
- Infravisor
- Atomantic shielding

**Special Rules**
- Cybernetica Cortex
- Reactor Blast
- Lumbering Advance

**Options**
- The maniple may include:
  - Up to two additional Thanatar-Cynis class Siege-automata ..... +275 points each
- The Siege-automata Maniple may be given any of the following options – all Siege-automata in the maniple must have the same upgrade:
  - Searchlight ..... +1 point each
  - Enhanced Targeting Array ..... +15 points each

**Special Option**
- A single maniple comprised solely of a single Battle-automata/ Siege-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule ..... +35 points

**Lumbering Advance**
A model with this special rule may not make Run moves or Sweeping Advances.

**Cynis Pattern Plasma Ejector**
A variant of the same advanced plasma weapons technology used in the devastating plasma mortars of the Thanatar standard siege-configuration automata, the Cynis pattern plasma ejector is a later development intended to make the design more easy to produce and maintain. The resulting weapon is potent, but relatively unstable. Firing multiple magnetically-confined plasma bolts which detonate explosively, the ejector is able to reduce swathes of the battlefield to cinders and ash, but at the cost of limited effective trajectory and shorter range. Such is the nature of the weapon that it also carries the risk of catastrophic containment failure.

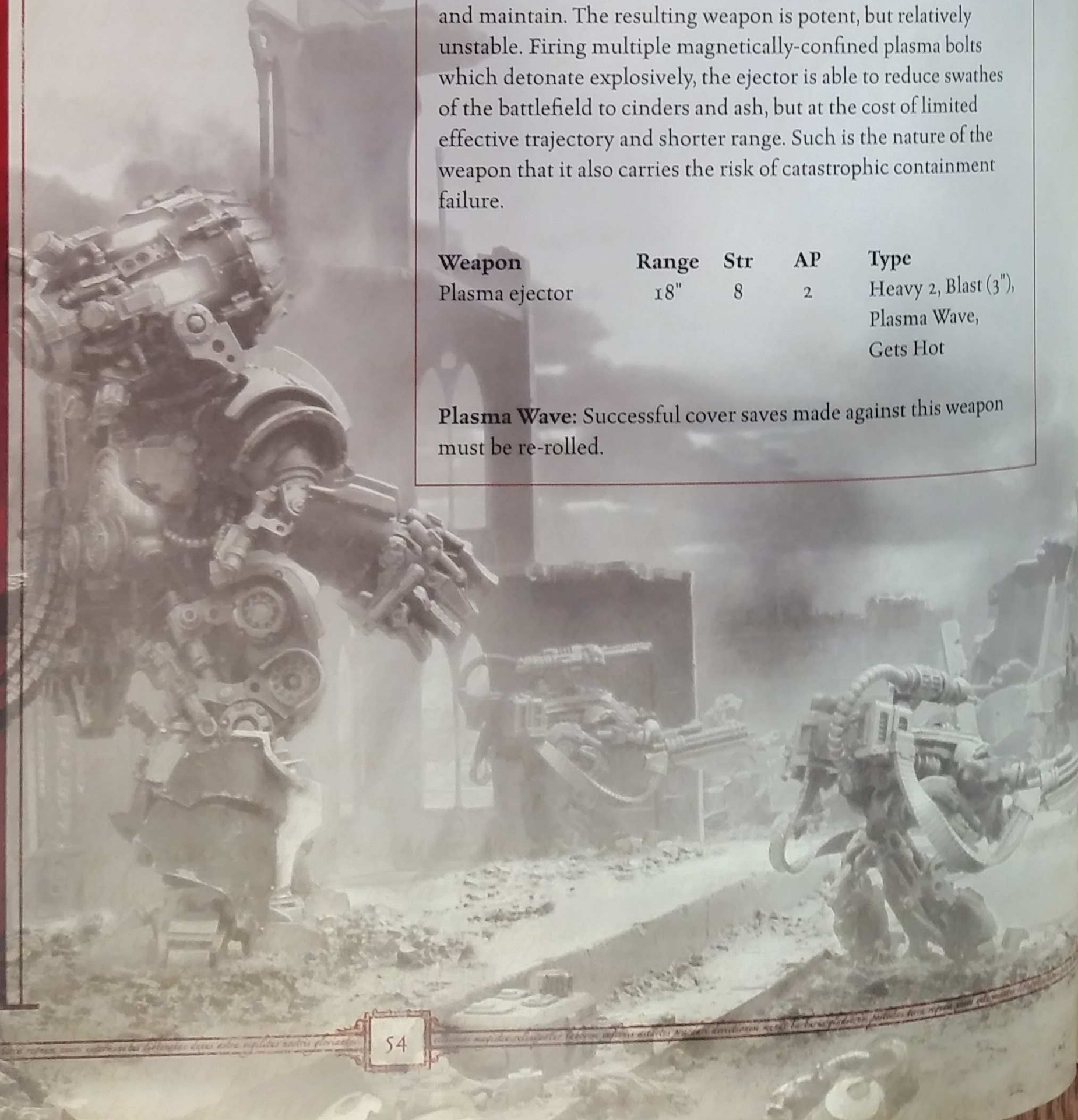
| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Plasma ejector | 18" | 8 | 2 | Heavy 2, Blast (3"), Plasma Wave, Gets Hot |

**Plasma Wave:** Successful cover saves made against this weapon must be re-rolled.

## HEAVY SUPPORT

**Unlike the lauded Thanatar-Calix, this variant of the potent Thanatar siege-automata, known as the Cynis, was met from its creation by the Magos of Estaban III with ill-fortune and acrimony. An unashamed attempt by the Mechanicum faction on Estaban to increase their power within the order of the Machine God's domains, the Cynis was intended to replicate the Thanatar siege-automata on a wider scale. By doing so, the Magos of Estaban perhaps hoped to further usurp the sometimes troublesome Forge World of Ryza's importance in the eyes of the Fabricator-general. Without Ryza's mastery of plasma-arcana however, the Cynis proved an unstable and often self-destructive design, despite its obvious battlefield power; its machine-spirits were equally believed to be erratic and malevolent by those adepts whose task it was to tend them.**

**Regardless, the Fabricator-general approved its design over the strong objections of Ryza, worsening the feud which had broken out between Ryza and Estaban III, although the production of the class was far less successful than hoped. Accusations of sabotage and malifica by Estaban on the covert agents of Ryza were commonplace before the outbreak of the Horus Heresy, and when Estaban declared for the Traitors and Ryza the Loyalists, bitter blood could at last be settled with iron and fire.**



# Macrocarid Explorator

195 points

| | Armour | | | | |
|---|---|---|---|---|---|
| | BS | Front | Side | Rear | HP |
| Macrocarid Explorator | 4 | 14 | 14 | 14 | 4 |

**Unit Composition**
- 1 Macrocarid Explorator

**Unit Type**
- Vehicle (Tank, Transport)

**Wargear**
- Augury scanner
- Searchlight
- Smoke launchers
- Machine Spirit
- Hull-mounted mauler bolt cannon
- Two sponson-mounted lascannon
- Extra Armour
- Blessed Autosimulacra

**Transport Capacity**
- A Macrocarid Explorator has a transport capacity of 10 models.

**Access Points**
- A Macrocarid Explorator has two access doors, one on either side.

**Options**
- A Macrocarid Explorator may upgrade its hull-mounted mauler bolt cannon for one of the following:
  - Volkite culverin ..... Free
  - Multi-melta ..... Free
  - Twin-linked phased plasma-fusil ..... +10 points
  - Twin-linked rad cleanser ..... +10 points
  - Lascannon ..... +5 points
  - Conversion beamer ..... +15 points
  - Graviton imploder ..... +15 points
- A Macrocarid Explorator may exchange its two sponson-mounted lascannon for one of the following:
  - Two twin-linked mauler bolt cannon ..... Free
  - Two twin-linked lascannon ..... +20 points
  - Two irradiation engines ..... +40 points
- A Macrocarid Explorator may take any of the following:
  - Hunter-killer missile ..... +5 points
  - Dozer blade ..... +5 points
  - Auxiliary drive ..... +10 points
  - Anbaric claw ..... +10 points
  - Armoured ceramite ..... +20 points
  - Flare shield ..... +25 points
  - Explorator Augury Web* (see page 113) ..... +50 points
  - Servo-rig ..... +20 points

**If this option is selected, the Macrocarid Explorator's Transport Capacity drops to 8 models.*

**Servo-rig**
Incorporating a series of remote manipulators and actuators, the presence of a servo-rig enables a single model transported to use their Battlesmith special rule on models within 3" of the vehicle's hull while on board. No bonuses to their Battlesmith roll for additional equipment or assistance by servo-automata, etc, apply to this. In addition, the servo-rig allows the vehicle to which it is fitted to make a special attack in the Shooting phase against a single enemy unit within 3". This attack need not target the same unit as the vehicle's other weapons.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Servo-rig | 3" | 8 | 2 | Heavy 1 |

## HEAVY SUPPORT

The Macrocarids are a broad classification of heavy armoured and fully environmentally sealed vehicles used as both frontline combat, mobile command and exploration vehicles by the magos of the Mechanicum when travailing into hostile or unknown territories. In the details of their structure and equipment, no two Macrocarids are exactly the same, having been repeatedly redesigned and modified by their masters to suit a particular mission, sphere of operations or doctrinal eccentricity. In the Great Crusade's earlier years, the magos accompanying the frontline expansion were wont to use the ubiquitous Proteus pattern Land Raider as a robust and sacred template for their Macrocarids, but as the Imperium expanded and the domains and acquired lore of the Mechanicum expanded with it, wholly unique hulls became more common as well as the particular designs and patterns originating from the fanes of independent Forge Worlds beyond the firm writ of Mars.

# Krios Battle Tank Squadron

125 points

HEAVY SUPPORT

A pattern originating on Mars whose genesis is lost to the earliest days of the Mechanicum, the Krios uses numerous arcane integrated systems well outside the purview of most STC construction facilities to build or maintain, so despite its age and proven record in the Mechanicum's arsenals, it has never seen service outside the Taghmata and Skitarius. Comparable in many ways in function and tactical role to the Predator tank more widely used by Imperial forces, it lacks a flexible turret mount for its main armament, but makes up for this disadvantage with its greater speed and manoeuvrability.

In marked contrast to more conventional armoured vehicles, its durability is provided by interlocking defensive energy fields, (and in some cases potent flare shield generators) rather than physical armour, lending it a deceptively skeletal appearance. Unsurprisingly, given its long service history, many armament patterns and hull variants of the Krios exist but the most common mount a variety of heavy energy weapons unique to the Mechanicum, such as the lightning cannon and pulsar-fusil.

| | | Armour | | | |
|---|---|---|---|---|---|
| | BS | Front | Side | Rear | HP |
| Krios | 4 | 13 | 12 | 10 | 3 |
| Krios Venator | 4 | 13 | 12 | 10 | 3 |

**Unit Composition**
- 1 Krios Battle Tank

**Unit Type**
- Vehicle (Tank, Fast)

**Wargear**
- Lightning cannon
- Searchlight
- Flare shield
- Blessed Autosimulacra

**Special Rules**
- Galvanic Traction Drive

**Options**
- The squadron may take:
  - Up to two additional Krios Battle tanks ..... +125 points each
- Any Krios Battle Tank in the squadron may be upgraded to a:
  - Krios Venator Tank Destroyer, exchanging its lightning cannon for a pulsar-fusil ..... +25 points
- Any vehicle may take any of the following options:
  - Extra armour ..... +5 points
  - Hunter-killer missile ..... +5 points
  - Smoke launchers ..... +5 points
  - Anbaric claw ..... +15 points
  - Up to two Volkite sentinels ..... +15 points each

**Galvanic Traction Drive**
The vehicle must re-roll failed Dangerous Terrain tests.

**Lightning Cannon**
The Krios commonly mounts a lightning cannon as its main armament. This configuration takes advantage of the tank's powerful on-board reactor's vast capacity to create a laser-path guided electromagnetic beam, able to vaporise flesh and rupture heavy armour with sustained blasts. Through relatively short ranged, its advantage over conventional weapons is that its reactor-fed firepower has the capacity to fire at full effect for extended periods, far eclipsing the number of physical shells a normal tank would be able to carry.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Lightning cannon | 48" | 7 | 3 | Heavy 1, Rending, Shred, Large Blast (5") |

**Pulsar-fusil**
This common variant of the Krios adapts the tank into a purpose-designed tank destroyer by replacing the lightning cannon with a pulsar-fusil to create the Krios Venator. This ancient and complex weapons system is a relic of the Dark Age of Technology whose secrets are jealously guarded by those who possess them. It is a multi-chambered particle beam cannon designed to fire volleys of destructive energy bolts which detonate explosively upon hitting their target, hammering armoured vehicles to pieces with repeated strikes.

| Weapon | Range | Str | AP | Special |
|---|---|---|---|---|
| Pulsar-fusil | 36" | 9 | 2 | Ordnance 4, Pinning |

# Myrmidon Destructors

## 135 points + cost of weapons

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Myrmidon Destructor | 4 | 5 | 4 | 5 | 2 | 2 | 2 | 9 | 3+ |
| Myrmidon Lord | 4 | 5 | 4 | 5 | 2 | 2 | 3 | 10 | 3+ |

**Unit Composition**
- 2 Myrmidon Destructors
- 1 Myrmidon Lord

**Unit Type**
- Myrmidon Destructors: Infantry
- Myrmidon Lord: Infantry (Character)

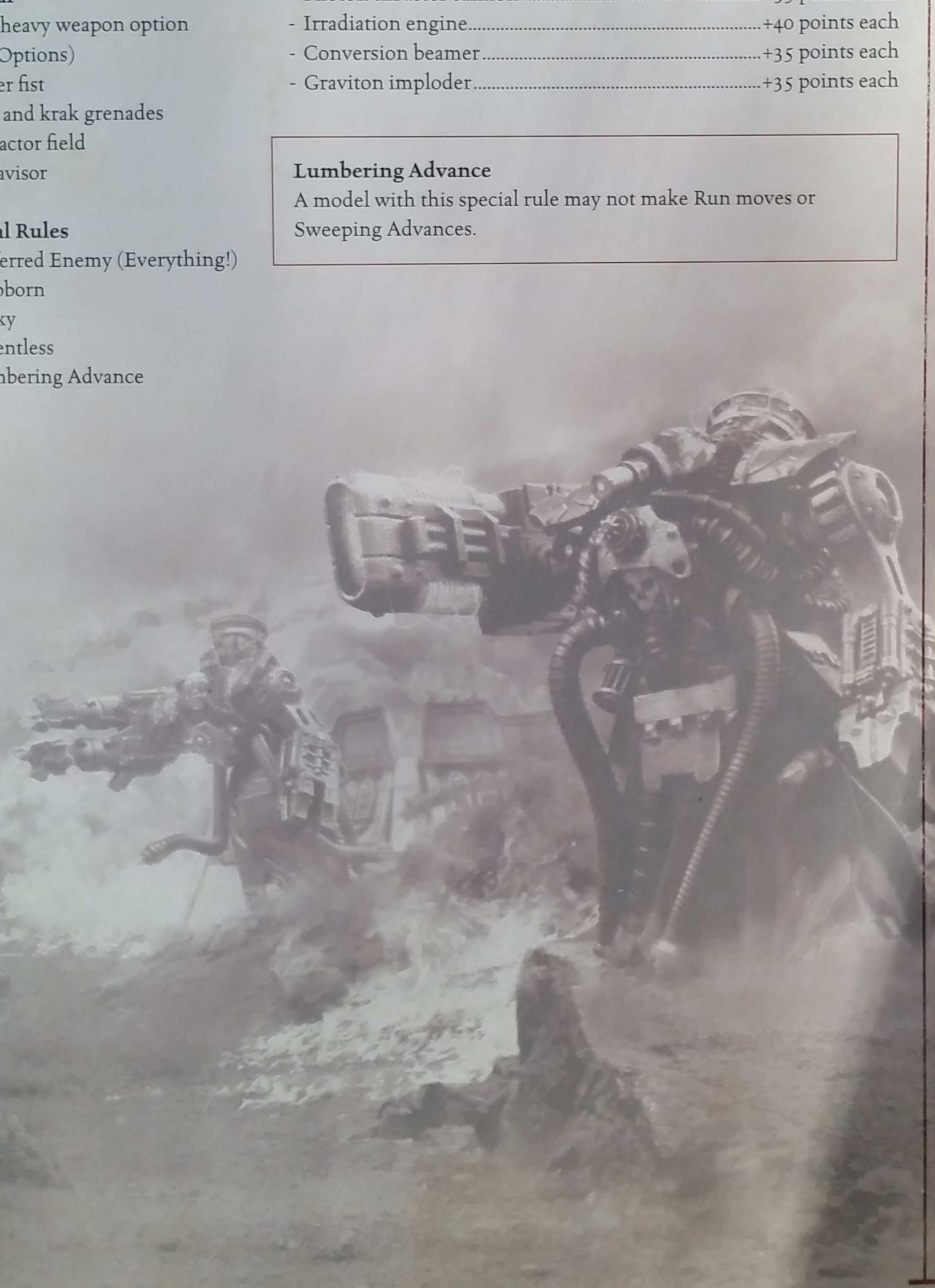
**Wargear**
- One heavy weapon option (see Options)
- Power fist
- Frag and krak grenades
- Refractor field
- Infravisor

**Special Rules**
- Preferred Enemy (Everything!)
- Stubborn
- Bulky
- Relentless
- Lumbering Advance

**Dedicated Transport**
- A Myrmidon Destructor squad may take a Triaros Armoured Conveyor as a Dedicated Transport..... +135 points

**Options**
- The squad may include:
  - Up to seven additional Myrmidons .....+40 points each
- Each Myrmidon Destructor and Myrmidon Lord must choose one of the weapon options listed here:
  - Volkite culverin.....+25 points each
  - Photon thruster cannon .....+35 points each
  - Irradiation engine.....+40 points each
  - Conversion beamer.....+35 points each
  - Graviton imploder.....+35 points each

**Lumbering Advance**
A model with this special rule may not make Run moves or Sweeping Advances.



## HEAVY SUPPORT

A sub-faction of the Myrmidon sect of the cult of the Machine God, the Myrmidon Destructors craft their augmetics to carry the heaviest of weapons, often only rendered portable owing to their reinforced endoskeletons and implanted power systems. These augmentations enable them to maintain a furious barrage on the battlefield and to do so with a precision and skill unequalled. They specialise particularly in the destruction of enemy armoured and fortified emplacements, and wield all manner of esoteric and arcane weapons, against which conventional defences offer little protection.

As with the rest of their Myrmidon brethren, the Destructors became an increasingly important faction on many Forge Worlds on both sides of the divide of the civil war during the Horus Heresy, particularly on those Forge Worlds which became isolated and forced to rely on their own defences, and on those, such as the worlds of the Anvillus system, where war was all but constant and planets changed hands back and forth in repeated tides of bloodshed. Here the Ur-Nomus faction, which advocated the complete armed secession from either side in the war had the feared Myrmidon Destructor Lord Ymiros Cyrovile, as their leader.

# Imperial Castellum Stronghold

275 points + options

FORTIFICATION

Consisting of a system of interlocking modular fortifications, the Castellum Stronghold is a tactical fortification intended for front line use. Deployed from orbit by landing craft, it can be swiftly configured and assembled even under heavy fire. The individual components are deployed in drop cradles clad in ablative armour, the remnants of which are jettisoned at the moment the sections are landed, revealing a fully operational stronghold.

Castellum Strongholds are generally deployed for short lived but high intensity operations where attacking forces must establish a heavily fortified base in highly contested war zones. In such conditions it can serve as a firebase, artillery redoubt, defensive strongpoint, or platform from which they can launch immediate offensive actions. It is not an unknown tactic for a Castellum Stronghold to be dropped deep behind enemy lines during an on-going battle, sowing confusion and forcing a foe to turn back on themselves to stop their deployments from being destroyed from within.

**Composition**

- 1 Castellum Stronghold consisting of a main Bunker and three Bunker Annexes.

**Terrain type**

- Multiple-part building with Battlements. This comprises a single Imperial Castellum Stronghold Realm of Battle tile. The Stronghold consists of an open Deck Area, a main Tacticus Bunker (Large Building, Armour value 14) and three Bunker Annexes (Medium Buildings, Armour value 14).

**Wargear**

- None

**Special Rules**

- Shielded Gate Barriers
- Defensive Structure

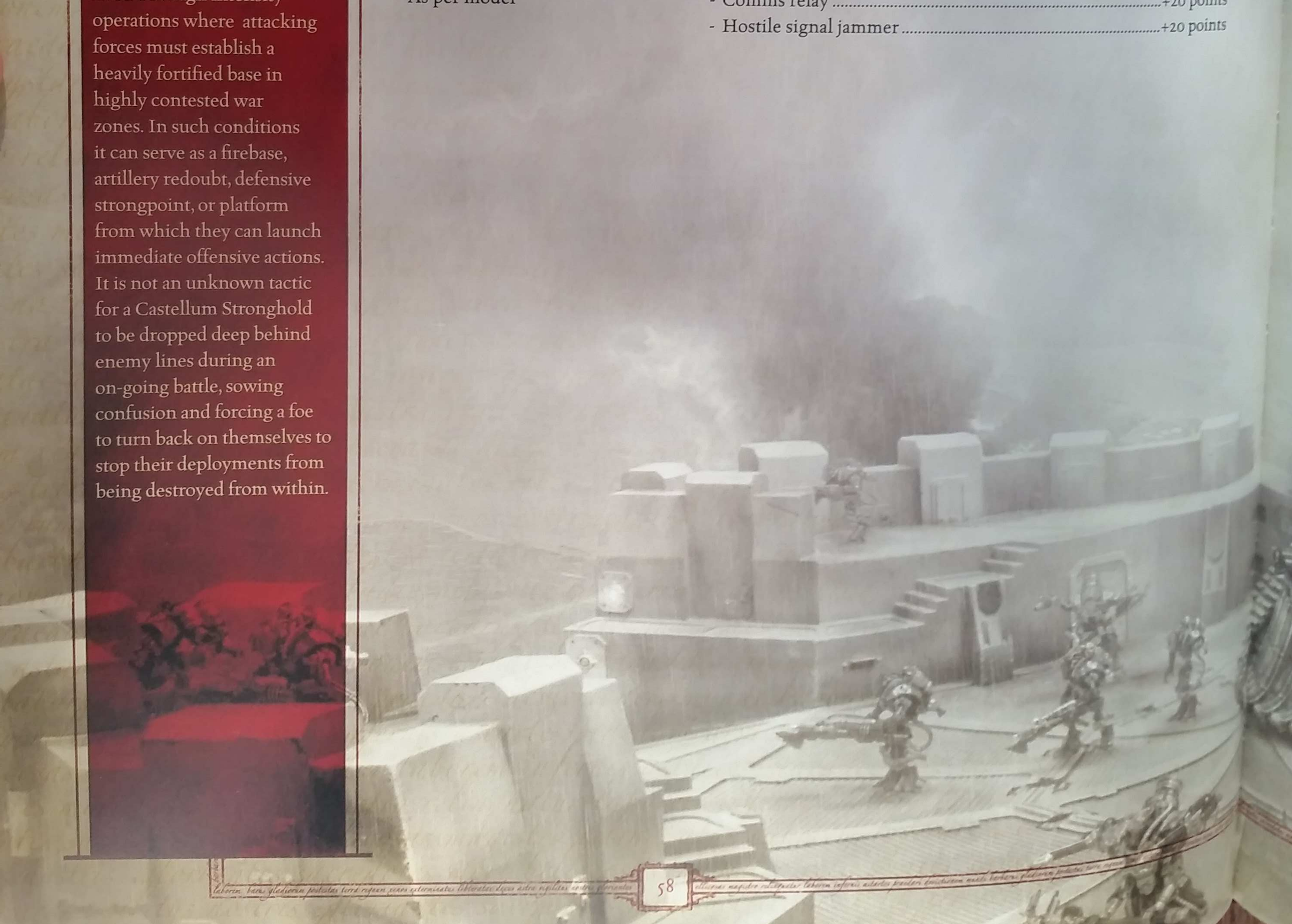
**Access Points & Fire Points**

- As per model

**Options**

The Tacticus Bunker and each of the Bunker Annexes may be equipped with the following emplaced weapons. Emplaced weapons may be used by units within their bunker at that unit's BS value, otherwise they use the Automated Fire rules and are utilised by the Castellum's controlling player. These emplacements may not be targeted separately and are considered destroyed when their Bunker is.

- The Tacticus Bunker has two mounting points and so may take two weapons choices, while the Bunker Annexes have one mounting point and so may take a single weapon choice each of the following:
  - Twin-linked heavy bolter ..... +10 points each
  - Twin-linked heavy flamer ..... +10 points each
  - Twin-linked lascannon ..... +20 points each
  - Multi-melta & searchlight ..... +10 points each
  - Hyperios missile launcher ..... +30 points each
  - Whirlwind launcher ..... +35 points each
  - Icarus lascannon ..... +35 points each
  - Quad gun ..... +50 points each
- The following options may only be taken by the mounts on the Tacticus Bunker in addition to those previously listed:
  - Hyperios command platform* ..... +20 points each
  - Battle cannon turret ..... +50 points each
  - Icarus quad lascannon ..... +75 points each
- In addition, the Tacticus Bunker may be further equipped with any of the following options:
  - Comms relay ..... +20 points
  - Hostile signal jammer ..... +20 points



### Shielded Gate Barriers

The main entrances of the Castellum Stronghold are covered not by plascrete and adamantium, but crackling barriers of energy that can be raised or lowered at the will of the fortification's controller.

At the start of each of the controlling player's turns, they may declare whether the gate barriers (see the diagram on page 61) are each raised or lowered – consider them to be raised by default at the start of the game.

- Raised barriers are treated as impassable terrain to the height of the adjoining walls, but do not block line of sight. Wounds inflicted by shooting attacks that pass through a raised shield gate barrier benefit from a 3+ invulnerable save.
- Should the Castellum's Tacticus Bunker be destroyed, the barriers collapse and cannot be raised again.

### Defensive Structure

The Castellum Stronghold is a paragon of the military architect's craft, utilising technologies and materials beyond that of mute stone and steel.

The following rules and conditions apply:

- The Battlements of the Castellum Stronghold confer a 4+ cover save for units on top of them.
- Units that Go to Ground anywhere on the Castellum Stronghold tile gain +2 to their cover saves rather than +1.
- The Bunkers of the Castellum Stronghold have a 5+ invulnerable save against shooting attacks directed against them and units within them.

### Comms Relay

While the Tacticus Bunker is intact and occupied by a friendly unit, the controlling player's Reserve rolls may be re-rolled.

### Hostile Signal Jammer

While the Tacticus Bunker is intact and occupied by a friendly unit, roll a D6 for any enemy unit attempting to Deep Strike either onto the Castellum Stronghold tile or within 12" of its edges. On a result of 4+, the unit suffers a Deep Strike Mishap automatically.

### Special Stronghold Mounted Weaponry

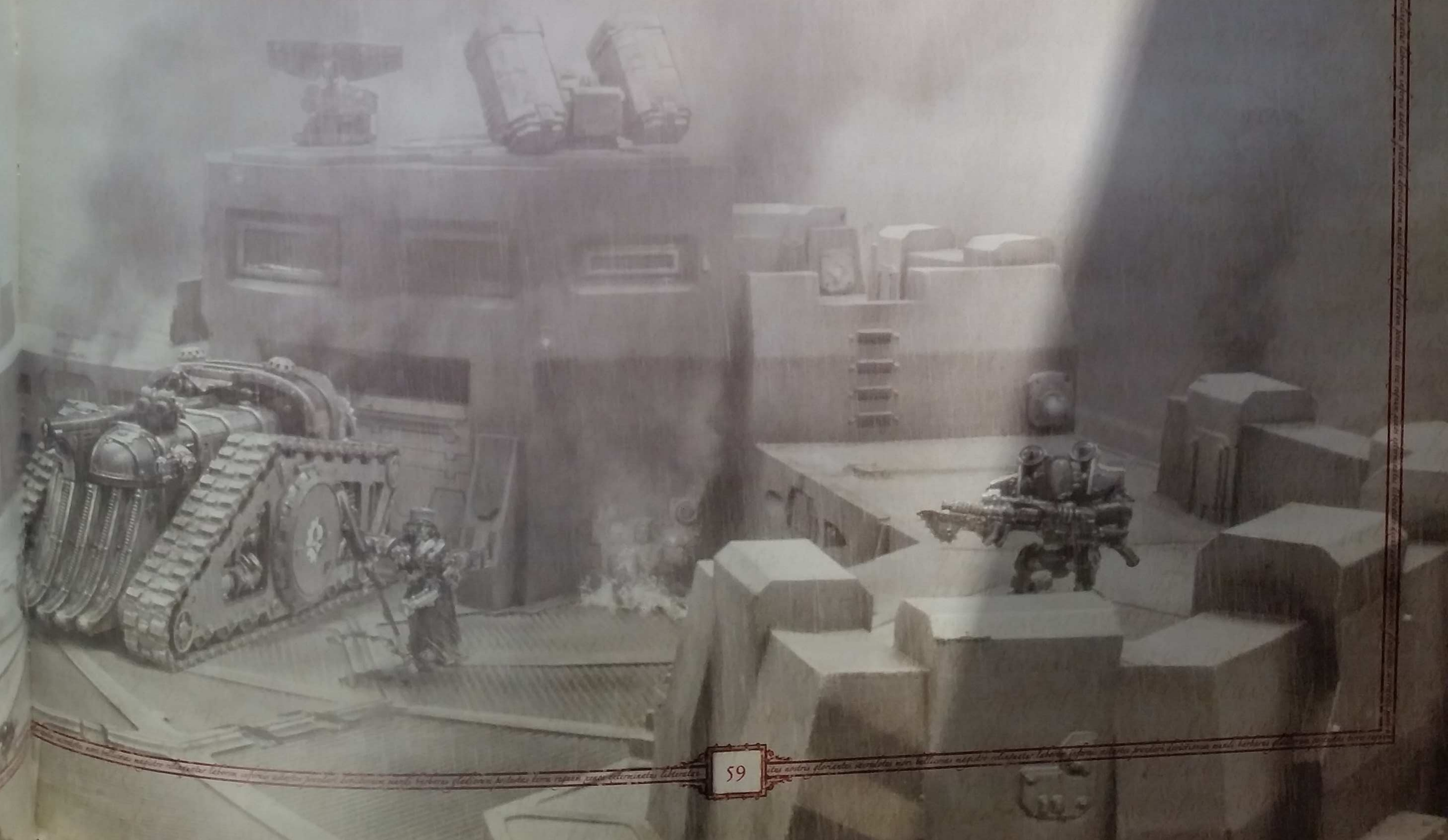
| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Icarus lascannon | 96" | 9 | 2 | Heavy 1, Interceptor, Skyfire |
| Quad gun | 48" | 7 | 4 | Heavy 4, Interceptor, Skyfire, Twin-linked |
| Icarus quad lascannon | 96" | 9 | 2 | Heavy 2, Interceptor, Skyfire, Twin-linked |
| Hyperios missile launcher | 48" | 8 | 3 | Heavy 1, Skyfire, Interceptor, Heat Seeker |

**Heat Seeker**: A weapon with this special rule can re-roll all failed To Hit rolls against Flyers and Fast Skimmers.

### *Hyperios Command Platform (Castellum Stronghold)

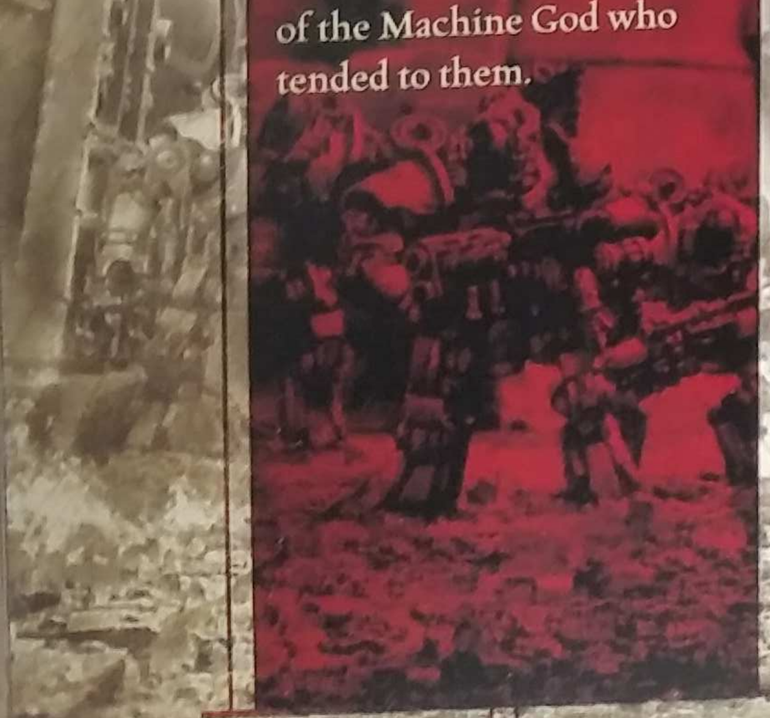
As long as the Hyperios Command Platform is functioning, all Hyperios missile launchers, quad guns, icarus lascannon and quad icarus lascannon mounted on the Castellum Stronghold resolve any automated fire at BS 3.

In addition, while the command platform is in play, any of the Stronghold's emplaced weapons with the Skyfire special rule may target Flyers and Fast Skimmers in preference to closer models when shooting using the Automated Fire special rule.



## LORDS OF WAR

The fabled macro engines of the Centurio Ordinatus are rare and truly arcane weapon systems of staggering power, that range from the unique and colossal Ordinatus Primaris such as the Mars and Endymion, to the lesser but still gargantuan Ordinatus Minoris, such as the Ulator, Sagittar and the Urkallac classes, which remain nevertheless some of the most potent war machines at the Imperium's disposal. Though they were not entirely unique, one-of-a-kind war machines such as the Ordinatus Primaris, the Minoris macro engines were still rarer yet than even the Battle Titans of the Legio Titanica, and only a handful of Forge Worlds had the resources or indeed the doctrinal blessing and religious authority to produce or maintain such embodiments of the Omnissiah's divine wrath. Such was the sacredness of these machines above all others, that an entire sub-cult of the Mechanicum was devoted to their worship and propitiation, and even the savants whose entire lives were devoted to this task seldom fully understood them, even the acolytes of the Machine God who tended to them.



# Ordinatus-Minoris Macro Engine

Ordinatus Sagittar — 700 points
Ordinatus Ulator — 1,075 points

| | Armour | | | | |
|---|---|---|---|---|---|
| | BS | Front | Side | Rear | HP |
| Ordinatus Sagittar | 4 | 14 | 13 | 13 | 14 |
| Ordinatus Ulator | 4 | 14 | 13 | 13 | 14 |

**Unit Composition**
- One Ordinatus-Minoris

**Unit Type**
- Vehicle (Super-heavy)

**Wargear**
- Three turret-mounted volkite culverins
- Blessed Autosimulacra
- Anabaric claw
- Ordinatus dispersion shield
- Armoured Ceramite

**Wargear (Sagittar)**
- One Belicosa pattern volcano cannon

**Wargear (Ulator)**
- One Ulator class sonic destructor

**Special Rules**
- Ordinatus Reactor Meltdown
- Reinforced Structure

Special Rules

**Ordinatus Reactor Meltdown**

The potent onboard plasma reactor of the Ordinatus ensures that should this war engine be destroyed, its fiery demise will immolate a sizable proportion of the battlefield on which it fights. Because of this, instead of using the usual Catastrophic Damage table for Super-heavy vehicles, use the table presented here instead. Note as well, in the cases of the Explosion and Devastating Explosion results, the Ordinatus model remains on the table as impassable terrain after it is destroyed. The radius effect of the Ordinatus' explosion does not use the usual Apocalyptic Mega-Blast marker either. Instead, measure distances from the hull of the model as a starting point with the blast ranges of 6"/12"/24" respectively.

| D6 | Result | Str | AP |
|---|---|---|---|
| 1-2 | Explosion | D/8/4 | 2/3/5 |
| 3-5 | Devastating Explosion | D/9/5 | 2/3/4 |
| 6 | Titanic Explosion | D/10/6 | 1/2/4 |

**Reinforced Structure**

The Ordinatus has an invulnerable save of 6+.

**Belicosa Pattern Volcano Cannon**

An ancient pattern of weapon whose destructive power is comparable to many shipboard cannon and planetary defence lasers, few mobile weapons platforms are capable of mounting the Belicosa simply due to its savage power requirements, as well as the danger of the thermal and radiation overspill of its firing. Only the Ordinatus Minoris and the most powerful Battle Titans, such as the Warlord, are ordained to bear such a weapon by the Mechanicum, and before their power, the strongest fortress walls may be reduced to glowing embers and the most resilient armour to molten slag and vapour.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Belicosa volcano cannon | 180" | D | 1 | Primary Weapon 1, Apocalyptic Blast (10"), Machine Destroyer |

**Ulator Class Sonic Destructor**

A terrifying weapon whose origins lie in the shadows of the Age of Strife, these devices, though inferior copies of the unique armament of the great Primus Ordinatus Mars, still operate on an order of magnitude far beyond anything mounted even on the largest Super-heavy tank found in the Imperium's common arsenal. Using a plasma reactor akin to those found on Battle Titans to power a directional sonic transduction generator of staggering power, it emits a varying waveform of destructive sound energy able to shatter the most resilient materials. The annihilating wave-pulse traverses the battlefield, wreaking havoc in its path, the particular effect of its design meaning that the larger the target struck, the more damaging the wave's impact.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Ulator class sonic destructor | 72" | X* | 2 | Primary Weapon 1, Ulator Sonic Wave, Pinning, Armourbane, Instant Death, Ignores Cover |

*See Sonic Wave chart.

**Ulator Sonic Wave:** When firing the weapon, place the Massive Blast (7") marker so that its edge is touching some part of the firing model's forward hull. Then move the template in a direct line away from the model, travelling in any direction within the weapon's 45 degree forward firing arc until its maximum range is reached or the template leaves the table. All models the template passes over at least partially suffer a single automatic hit. In the case of units of multiple models, the unit suffers a number of automatic hits equal to the number of models the template has contacted, casualties being chosen by the controlling player of the affected unit. Flyers and Flying Creatures are also struck if the template passes over their base.

*Note: The weapon may be still fired even if friendly models are caught in its area of effect, and the weapon's fire may strike units along the path of the blast to which it may not itself have line of sight or be eligible to target. However, the first unit targeted by the weapon must be an enemy model or the weapon may not be fired.*

The strength of the weapon's hit is determined by the type of the model it strikes, as listed on the following chart:

| Unit Type | Strength |
|---|---|
| Infantry† | 5 |
| †*(including jump pack and jet pack infantry)* | |
| Bikes, Jetbikes, Beasts, Cavalry | 5 |
| Monstrous Creatures, Vehicles | 8 |
| Vehicles with the Tank type | 10 |
| Super-heavy vehicles (all types) | D |
| Gargantuan Creatures (all types) | D |
| Buildings and Fortifications | D |

**Ordinatus Dispersion Shield**

An arcane and obscure hybrid of both void shield and flare shield technologies, the powerful dispersion shields mounted on Ordinatus class vehicles are designed to make them all but impervious to counter-battery fire. However, such is the strain the field creates on its generators that its protection degrades over time as its elements begin to burn out.

The protection provided by the dispersion shield affects only shooting attacks originating from its front and side arcs, and against barrage weapons from any arc.

- On the first turn the Ordinatus is in play, the strength of shooting attacks and the roll result on the Destroyer table made against it are at -3.
- On the second turn the Ordinatus is in play, the strength of shooting attacks and the roll result on the Destroyer table made against it are at -2.
- On the third and subsequent turns the Ordinatus is in play, the strength of shooting attacks and the roll result on the Destroyer table made against it are at -1.

## LORDS OF WAR

Based on the same ancient frame as the Paladin armour, the Errant mark armour mounts an imposing thermal cannon in place of a battlecannon and this terrifying weapon is more than capable of vaporising even the most resilient of armour in an instant. Most often employed to hunt down and destroy enemy super-heavy armour or the most monstrous of xenos creatures, Errant mark armours are assigned to the more aggressive scions, and in turn often develop a belligerent anima.

Few Errant armours carry the long lineage of many Knights Paladin as only the most skilled survive for long, though such armours often carry with them a collection of battle honours that few others can match. Some of the oldest Errant armours, veterans of many lifetimes of battle, are so fractious of spirit and spiteful of temperament that only the most iron-willed of scions can master them, bending their bloody instincts to the service of the Household.

# MECHANICUM INDENTURED KNIGHT ERRANT

370 POINTS

| | Armour | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | WS | BS | S | Front | Side | Rear | I | A | HP |
| Indentured Knight Errant | 4 | 4 | 10 | 13 | 12 | 12 | 4 | 3 | 6 |

**Unit Composition**
- 1 Indentured Knight Errant

**Unit Type**
- Vehicle (Super-heavy Walker)

**Wargear**
- Thermal cannon
- Heavy stubber
- Reaper chainsword
- Ion shield

**Special Rules**
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

**Options**
- The Indentured Knight Errant may be upgraded with:
  - Bio-corrosive rounds for its heavy stubber ..... +5 points
- The Indentured Knight Errant may be upgraded with:
  - Occular augmetics ..... +10 points
  - Blessed Autosimulacra ..... +10 points

**Ion Shield**
When an Indentured Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Indentured Knight's controlling player must declare which facing each Indentured Knight's ion shield is covering. The choices are: front, left side, right side or rear.

The Indentured Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

**Indentured Knight Errant Weapons**

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Thermal cannon | 36" | 9 | 1 | Heavy 1, Melta, Large Blast (5") |
| Heavy stubber | 36" | 4 | 6 | Heavy 3 |
| (Bio-corrosive rounds) | 30" | 2 | 6 | Heavy 3, Poisoned (4+) |
| Reaper chainsword | - | D | 2 | Melee |

# Mechanicum Indentured Knight Paladin

375 points

| | WS | BS | S | Armour Front | Side | Rear | I | A | HP |
|---|---|---|---|---|---|---|---|---|---|
| Indentured Knight Paladin | 4 | 4 | 10 | 13 | 12 | 12 | 4 | 3 | 6 |

**Unit Composition**
- 1 Indentured Knight Paladin

**Unit Type**
- Vehicle (Super-heavy Walker)

**Wargear**
- Questoris battlecannon
- Two heavy stubbers
- Reaper chainsword
- Ion shield

**Special Rules**
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

**Options**
- The Indentured Knight Paladin may exchange its Questoris battle cannon for a:
  - Rapid-fire battlecannon ..... Free
- The Indentured Knight Paladin may be upgraded with:
  - Bio-corrosive rounds for its heavy stubbers .....+10 points each
- The Indentured Knight Paladin may be upgraded with:
  - Occular augmetics .....+10 points
  - Blessed Autosimulacra .....+10 points

**Ion Shield**
When an Indentured Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Indentured Knight's controlling player must declare which facing each Indentured Knight's ion shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

**Occular Augmetics**
The Knight has the Night Vision special rule and may re-roll results of a 1 on the Vehicle Damage table and Destroyer Weapon Attack table which are inflicted by their shooting attacks at a range of 12" or less.

**Indentured Knight Paladin Weapons**

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Rapid-fire battlecannon | 72" | 8 | 3 | Ordnance 2, Large Blast (5") |
| Questoris battlecannon | 72" | 6 | 3 | Ordnance 3, Large Blast (5") |
| Heavy stubber | 36" | 4 | 6 | Heavy 3 |
| (Bio-corrosive rounds) | 30" | 2 | 6 | Heavy 3, Poisoned (4+) |
| Reaper chainsword | - | D | 2 | Melee |

## LORDS OF WAR

Amongst the most widely used mark of Knight armour, the Paladin is renowned for its rugged dependability and the versatility of its weapons array. There are few challenges on the battlefield that cannot be met and overcome by the combination of brute force, agility and stubborn resilience represented by the Paladin armour. A scion mounted in Knight Paladin armour can lay down a withering hail of blast and shrapnel, yet despite the utility and firepower of the battle cannon, many scions still favour the use of the reaper chainsword, considering it more honourable to stand face-to-face with their enemy.

These armours are little different from the ancient war machines carried to the stars by the first Long March colonists. Only the hand-forged and intricately embossed armour plating separates them from those early exo-armours, and many of these machines have fought in the defence of Mankind for long centuries, bearing honour markings from wars long since forgotten on their plating.

LORDS OF WAR

The Styrix mark Knight armour is the equal of the Magaera in technological sophistication, but has been meticulously designed to facilitate the efficient eradication of infantry formations and supporting vehicles. Blasts from the Styrix's integral graviton gun pin hapless targets in place while scything volkite beams and flesh-boiling rad cleanser discharges reap a heavy toll of lives. The anima of these armours, steeped in slaughter and death in its most visceral sense, often develop distinctly malevolent machine spirits, and have garnered something of a dark reputation in many of the more conservative Households, who view the wanton slaughter of impotent infantry as beneath a true Knight.

Among Mechanicum-oathed Households, the Styrix is held in higher esteem, especially among those scions who have undergone extensive augmentation in honour of their enigmatic patrons and share their antipathy for the weakness of flesh. The pitiless thrall-Knights of House Col'Khak are renowned for fielding entire formations of these machines in support of the Legio Atarus, sweeping clear enemy infantry from the Titan's feet in a furious blast of energy beams and cleansing radiation.

# Mechanicum Indentured Knight Styrix

405 points

| | | | | Armour | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | WS | BS | S | Front | Side | Rear | I | A | HP |
| Indentured Knight Styrix | 4 | 4 | 10 | 13 | 12 | 12 | 2 | 3 | 6 |

**Unit Composition**
- 1 Indentured Knight Styrix

**Unit Type**
- Vehicle (Super-heavy Walker)

**Wargear**
- Volkite chieorovile
- Graviton gun
- Reaper chainsword
- Ionic flare shield
- Blessed Autosimulacra

**Special Rules**
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Overtaxed Reactor

**Options**
- The Knight Styrix may upgrade its Reaper chainsword for a:
  - Hekaton siege claw with a twin-linked rad cleanser ..... +25 points
- The Knight Styrix may be upgraded with:
  - Occular augmetics ..... +10 points

**Ionic Flare Shield**
When an Indentured Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Indentured Knight's controlling player must declare which facing each Indentured Knight's ionic flare shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase, and the strength of any Shooting attack against its shield is reduced by -1, the effect increasing to -2 if the weapon has the Blast or Template rules (note, however, that this strength reduction has no effect on Destroyer or Haywire attacks). Ionic flare shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

**Overtaxed Reactor**
When destroyed, the Knight adds +1 to the result rolled on the Catastrophic Damage table.

**Indentured Knight Styrix Weapons**

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Volkite chieorovile | 45" | 8 | 3 | Heavy 5, Deflagrate |
| Graviton gun | 18" | * | 4 | Heavy 1, Blast (3"), Concussive, *Graviton Pulse†, Haywire |
| Reaper chainsword | - | D | 2 | Melee |
| Rad cleanser | Template | 2 | 5 | Assault 1, Fleshbane, Rad-phage |
| Hekaton siege claw | - | D | 2 | Melee, Wrecker |

†See page 107

**Rad-phage**: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

Amongst the rarest examples of Knight armour currently produced in any numbers by the Forge-fanes of the Mechanicum, the Magaera is a marvel of lost technology. Within its armoured frame are housed relic devices understood by only the most learned tech-savants in the Mechanicum, from dedicated repair autosimulacra to the nigh-impregnable ionic flare shield. However, the strain placed on the armour's atomantic reactors leads to dangerous levels of radiation seeping past the containment shields and in the event of heavy damage, potentially catastrophic internal explosions.

Magaera type Knights are most often used as shock assault units, breaching the most heavily defended enemy positions, while shrugging off heavy weapons fire and self-repairing even devastating weapon strikes in a few minutes. To aid in this role it is armed with a complex lightning cannon, using focussed electro-magnetic beams to vaporise infantry and blast apart armour.

# Mechanicum Indentured Knight Magaera

395 points

| | | | | Armour | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | WS | BS | S | Front | Side | Rear | I | A | HP |
| Indentured Knight Magaera | 4 | 4 | 10 | 13 | 12 | 12 | 2 | 3 | 6 |

**Unit Composition**
- 1 Indentured Knight Magaera

**Unit Type**
- Vehicle (Super-heavy Walker)

**Wargear**
- Lightning cannon
- Phased plasma-fusil
- Reaper chainsword
- Ionic flare shield
- Blessed Autosimulacra

**Special Rules**
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Overtaxed Reactor

**Options**
- The Indentured Knight Magaera may upgrade its reaper chainsword for a:
  - Hekaton siege claw with a twin-linked rad cleanser .....+25 points
- The Indentured Knight Magaera may be upgraded with:
  - Occular augmetics.....+10 points

**Ionic Flare Shield**
When an Indentured Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Indentured Knight's controlling player must declare which facing each Indentured Knight's ionic flare shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase, and the strength of any Shooting attack against its shield is reduced by -1, the effect increasing to -2 if the weapon has the Blast or Template rules (note however that this strength reduction has no effect on Destroyer or Haywire attacks). Ionic flare shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

**Blessed Autosimulacra**
If a vehicle has suffered Hull Point damage at the end of the controlling player's turn, roll a D6. On a 6, one lost Hull Point is restored.

**Overtaxed Reactor**
When destroyed, the Knight adds +1 to the result rolled on the Catastrophic Damage table.

**Indentured Knight Magaera Weapons**

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Lightning cannon | 48" | 7 | 3 | Heavy 1, Rending, Large Blast (5"), Shred |
| Phased plasma-fusil | 24" | 6 | 3 | Salvo 2/3 |
| Reaper chainsword | - | D | 2 | Melee |
| Rad cleanser | Template | 2 | 5 | Assault 1, Fleshbane, Rad-phage |
| Hekaton siege claw | - | D | 2 | Melee, Wrecker |

# Mechanicum Indentured Cerastus Knight-Lancer

400 points

| | WS | BS | S | Armour Front | Side | Rear | I | A | HP |
|---|---|---|---|---|---|---|---|---|---|
| Cerastus Knight-Lancer | 4 | 4 | 10 | 13 | 12 | 12 | 4 | 4 | 6 |

**Unit Composition**
- 1 Indentured Cerastus Knight-Lancer

**Unit Type**
- Vehicle (Super-heavy Walker)

**Wargear**
- Cerastus shock lance
- Ion gauntlet shield

**Special Rules**
- Flank Speed
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

**Options**
- The Indentured Cerastus Knight-Lancer may be upgraded with:
  - Occular augmetics ..... +10 points
  - Blessed Autosimulacra ..... +10 points

**Flank Speed**
If the Indentured Cerastus Knight-Lancer opts to make a Run move rather than firing a weapon in the Shooting phase, it may move 3D6".

**Cerastus Shock Lance**
The shock lance mounted on the Indentured Cerastus Knight-Lancer is a magneto-hydraulic power spear of prodigious size, whose disruption field may also be projected as a powerful electromagnetic plasma blast over short ranges. The weapon has two profiles, one of which is used in close combat, the other can be used in the Shooting phase:

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Shock lance | | | | |
| (Melee) | - | D | 2 | Melee, Swift Strike |
| (Shock blast) | 18" | 7 | 2 | Heavy 6, Concussive |

**Swift Strike:** The weapon gains a +1 bonus to Initiative on any turn it charges into close combat.

**Ion Gauntlet Shield**
The ion gauntlet shield generator mounted in the Cerastus' right gauntlet assembly is more concentrated than the directional ion shield mounted on the Knight Paladin, but lacks its tactical flexibility. The ion gauntlet shield is used just as a standard ion shield is (see page 64), but may not offer protection to the Cerastus Knight-Lancer's rear. However, the ion gauntlet shield also provides a 5+ invulnerable save against attacks in close combat and forces close combat attacks by other Super-heavy Walkers and Gargantuan Monstrous Creatures to suffer a -1 to hit.

LORDS OF WAR

The Lancer is the most widely known variant of the Cerastus type Knight armour, a highly sophisticated chassis whose speed and agility far exceed the clumsier Errant and Paladin types. The Cerastus type Knights appear to have been designed solely for war, not as protectors but as bloody-handed conquerors and tools of destruction, a legacy of the violence that marked the beginning of the Age of Strife.

The Lancer is held in high esteem by the more impetuous of a House's scions, its potent ion gauntlet and shock lance perfectly suited to battling the foe face to face, where only a perfectly timed thrust of the lance stands between a scion and death. In particular those scions who follow the Uhlan traditions favour the speed and ferocity of the Lancer, and when rival Knight Houses meet in combat, these warriors race ahead of the Household to clash in single combat with the enemy's champions.

LORDS OF WAR

Armed with the fearsome castigator pattern bolt cannon, the Cerastus Knight-Castigator is favoured by those Households faced with hordes of lesser foes that might otherwise overwhelm even a mighty Knight through their sheer numbers. Capable of obliterating infantry formations in a thunderous rain of mass reactive explosions and whirling power blades, or carving apart light vehicles with ease, the Castigator is a formidable combatant. Notably amongst their ilk, the Castigator is also renowned for the stoic nature of the machine-spirits within, whose vigour is difficult to rouse, but almost impossible to ignore.

Castigator mark armours are most often claimed by a Household's more venerable scions, those warriors of proven mettle who can be relied on to hold the line, conserve their limited stock of ammunition and support their more vainglorious kin, often forming the core of any Household's Arbalester order. Some younger scions are also drawn to the Castigator, glorying in the armour's deafening firepower and elegant warblade strikes, though such scions rarely deign to act as mere support units.

# Mechanicum Indentured Cerastus Knight-Castigator 380 points

| | | | | Armour | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | WS | BS | S | Front | Side | Rear | I | A | HP |
| Cerastus Knight-Castigator | 4 | 4 | 10 | 13 | 12 | 12 | 4 | 4 | 6 |

**Unit Composition**
- 1 Indentured Cerastus Knight-Castigator

**Unit Type**
- Vehicle (Super-heavy Walker)

**Wargear**
- One twin-linked Castigator pattern bolt cannon
- Tempest warblade
- Ion shield

**Special Rules**
- Flank Speed
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

**Options**
- The Indentured Cerastus Knight-Castigator may be upgraded with:
  - Occular augmetics ..... +10 points
  - Blessed Autosimulacra ..... +10 points

**Flank Speed**
If the Indentured Cerastus Knight-Castigator opts to make a Run move rather than firing a weapon in the Shooting phase, it may move 3D6".

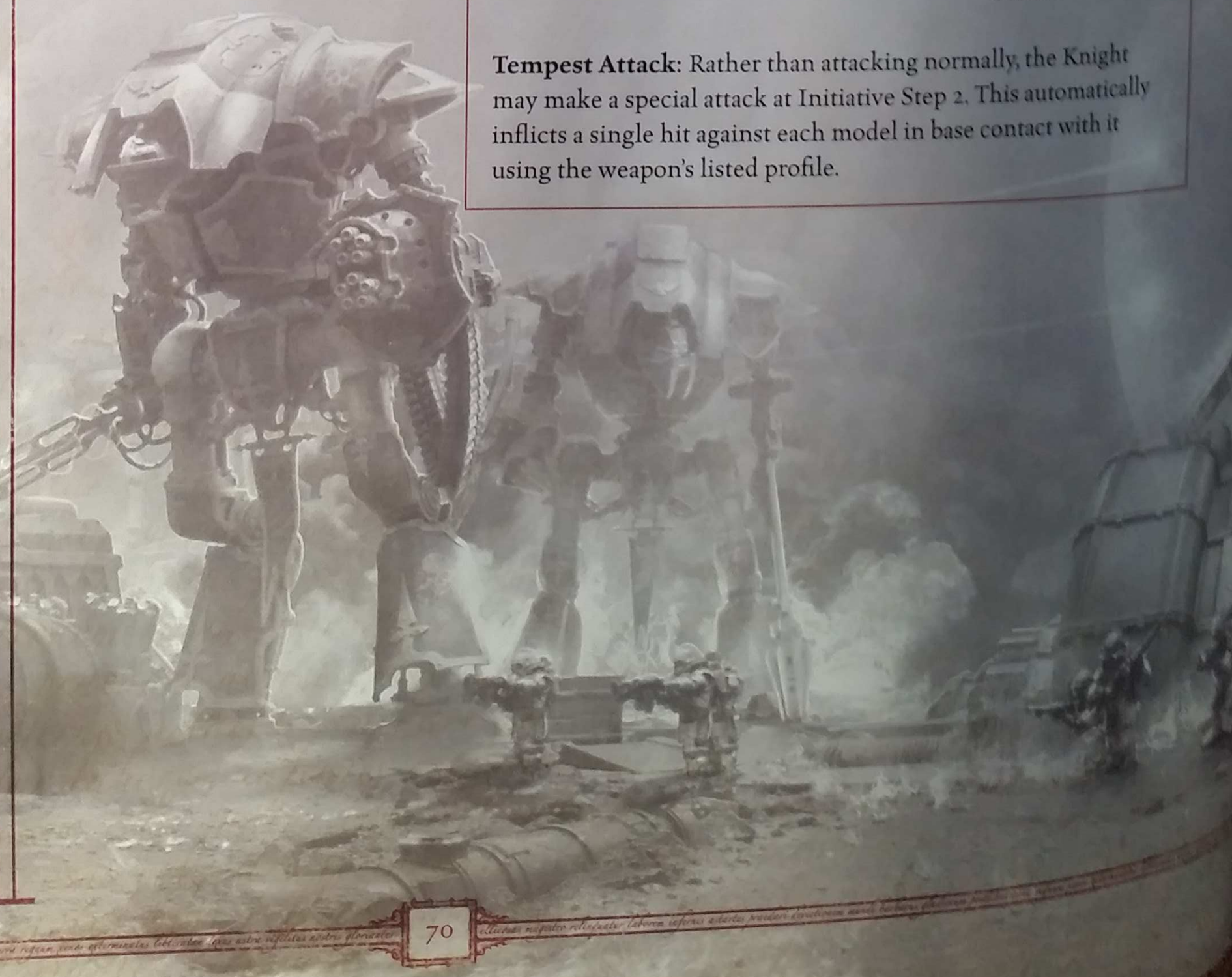
**Ion Shield**
When an Indentured Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Indentured Knight's controlling player must declare which facing each Indentured Knight's ion shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

**Indentured Cerastus Knight-Castigator Weapons**

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Castigator pattern bolt cannon | 36" | 7 | 3 | Heavy 8 |
| Tempest warblade | - | 10 | 2 | Melee, Deflagrate Tempest Attack, Sunder |

**Tempest Attack**: Rather than attacking normally, the Knight may make a special attack at Initiative Step 2. This automatically inflicts a single hit against each model in base contact with it using the weapon's listed profile.



# Mechanicum Indentured Cerastus Knight-Acheron — 415 points

| | WS | BS | S | Armour Front | Side | Rear | I | A | HP |
|---|---|---|---|---|---|---|---|---|---|
| Cerastus Knight-Acheron | 4 | 4 | 10 | 13 | 12 | 12 | 4 | 4 | 6 |

**Unit Composition**
- 1 Indentured Cerastus Knight-Acheron

**Unit Type**
- Vehicle (Super-heavy Walker)

**Wargear**
- Acheron pattern flame cannon
- Reaper chainfist with an inbuilt twin-linked heavy bolter
- Ion shield

**Special Rules**
- Flank Speed
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

**Options**
- The Indentured Cerastus Knight-Acheron may be upgraded with:
  - Occular augmetics ..... +10 points
  - Blessed Autosimulacra ..... +10 points

**Flank Speed**
If the Cerastus Knight-Acheron opts to make a Run move rather than firing a weapon in the Shooting phase, it may move 3D6".

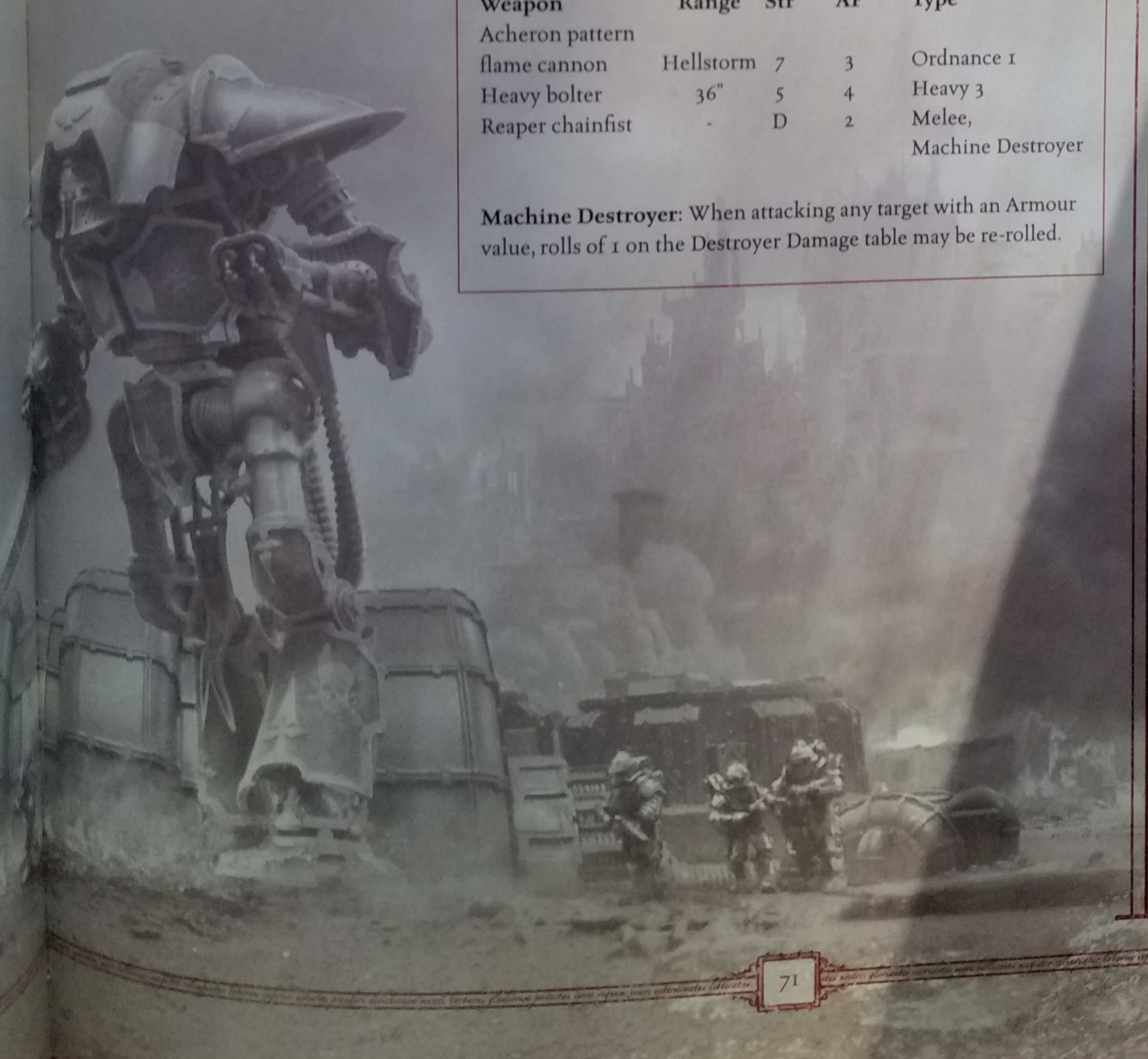
**Ion Shield**
When an Indentured Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Indentured Knight's controlling player must declare which facing each Indentured Knight's ion shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

**Indentured Cerastus Knight-Acheron Weapons**

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Acheron pattern flame cannon | Hellstorm | 7 | 3 | Ordnance 1 |
| Heavy bolter | 36" | 5 | 4 | Heavy 3 |
| Reaper chainfist | - | D | 2 | Melee, Machine Destroyer |

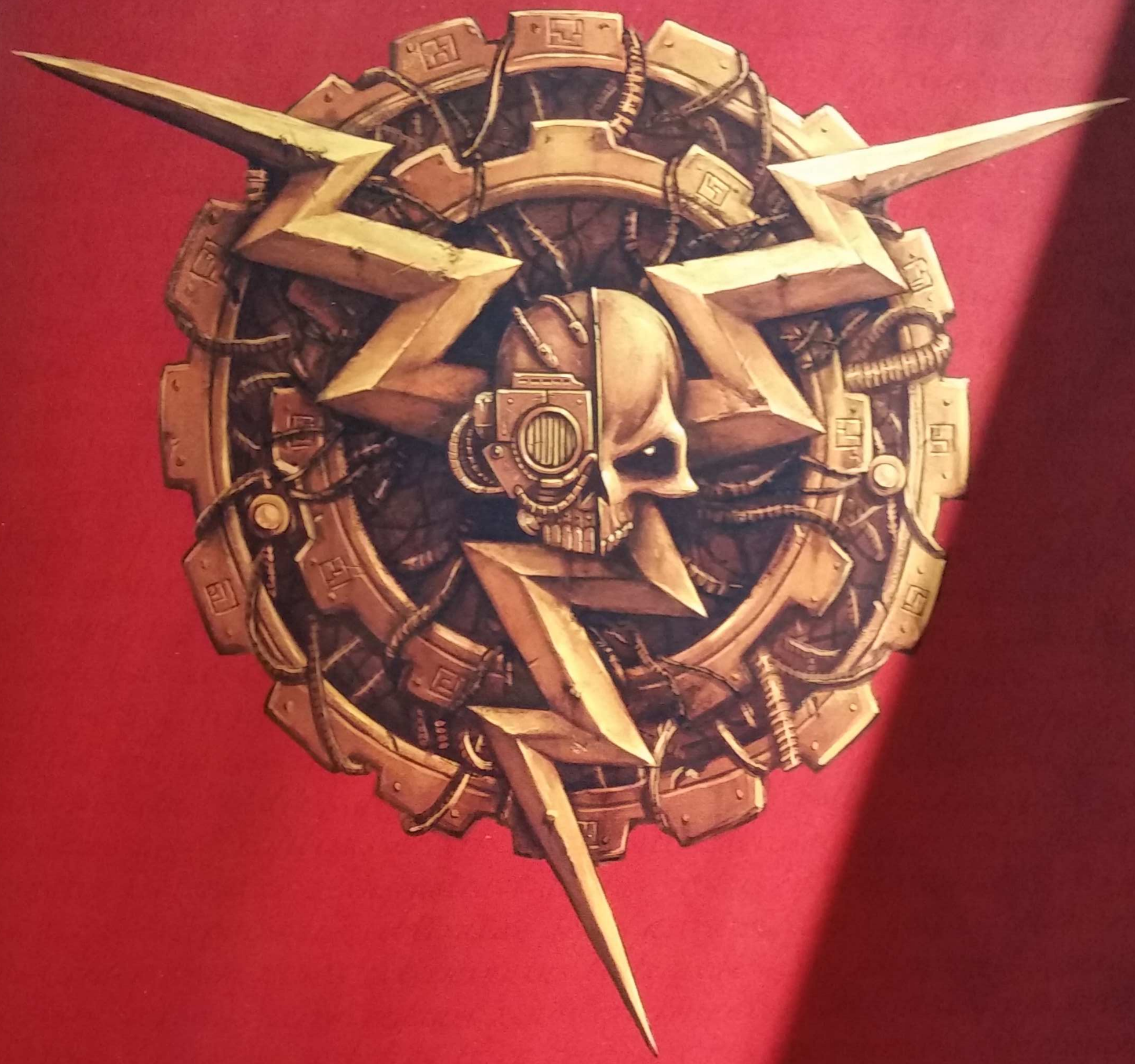
**Machine Destroyer**: When attacking any target with an Armour value, rolls of 1 on the Destroyer Damage table may be re-rolled.



## LORDS OF WAR

**The Cerastus Knight-Acheron is a fearsome sight on the battlefield, a reaper of lives carefully designed not only to destroy, but also to inspire terror both in appearance and the manner in which it undertakes its grim task. The presence of an Acheron mark armour in the battlelines of a Household warns the foe to expect no mercy, for such weapons are only deployed for missions of extermination, to topple the works of the enemy and scour clean his lands with flame.**

Scions rarely choose to ride into battle in Acheron armour voluntarily, accepting the task instead as an arduous duty to be undertaken for the good of the House, for the anima of these armours are often awash in the inherited memories of massacres and slaughters uncounted. Those few scions who prefer such grim mounts are either warriors of iron will, capable of suppressing the sinister whispers of the armour's machine-spirits, or tortured souls who relish the armour's malicious impulses and the carnage it wreaks on the field of battle.



# Legio Cybernetica
# Battle Cohort Appendix

*"The Imperium is a flawed equation; it is predicated on error. Errors of accepted history, errors of received knowledge and errors of false intention. Compounding these errors are the deliberate distortions and fabrications of its master, the greatest falsehood being His claim to the divine station of the Omnissiah, a misrepresentation only rivalled by the patent error of ascribing defined human technological progress as being confined to a mere thirty thousand years of prior history.*

*The truth is greater; the truth is that we are more than this deceiver claims and always have been. This equation of lies cannot stand and will decay to entropy as all such errors must, and the only logical course of action for the Mechanicum is to hasten that end."*

*The Deconstruction of the Imperial Truth, Cantos II*
*Herodal Neovac,*
*Magos Interlocutor*
*Mechanicum*
*Synod of Kalibrax*

# Legio Cybernetica Battle Cohort

The Taghmata army list presented previously can be used to represent one of the dedicated Legio Cybernetica Battle Cohorts detached for service on the frontlines of the Great Crusade and which later fought on the most brutal battlefields of the Horus Heresy. A Legio Cybernetica Battle Cohort may be used either as a Primary Detachment or an Allied Detachment as per the Battles in the Age of Darkness rules found on page 16.

Operating much in the manner of a Space Marine Legion using a Rite of War, fielding a detachment as a Legio Cybernetica Battle Cohort has certain restrictions as well as benefits, and affects how the army is selected, as well as adding additional special rules which do not apply to a standard Taghmata Omnissiah army.

## Using a Legio Cybernetica Battle Cohort

### The Archmagos Dominus

The Legio Cybernetica Battle Cohort has unique access to the Archmagos Dominus HQ choice. Note that if you take an Archmagos Dominus as part of your force, you may not take any other Archmagos model in the army, either from the Taghmata Omnissiah or Reductor lists or any named special character with the title of Archmagos.

### Rule of the Dominus

- The detachment must contain at least one Magos Dominus, an Archmagos Dominus or the special character Archmagos Inar Satarael as its compulsory HQ choice*. If chosen as a Primary Detachment, this compulsory HQ choice must serve as the army's Warlord.
  *Future volumes may also add to this list. Where this is the case, it will be explicitly noted in the model's profile.*
- If chosen as a Primary Detachment, then if no models with the Cortex Controller wargear survive from the detachment in play at the end of the game, the opposing side gains +D3 additional Victory points in missions where this is relevant.

### Legion of Steel

- The detachment's compulsory Troops choices (regardless of the Force Organisation chart being used) must be made up of Castellax Battle-automata units. These compulsory units must each be at least two Castellax models strong. Note that this is an exception to the usual rules for fielding Castellax.
- The detachment's Fast Attack and Heavy Support choices must first contain at least one unit with the Cybernetica Cortex special rule before units without this special rule may be taken.

### Enhanced Cyber-control

- Within a Legio Cybernetica Battle Cohort detachment, Cortex Controller and Cybertheurgy range is increased to 24" rather than 12" as would normally be the case.
- When chosen as part of a Legio Cybernetica Battle Cohort detachment, all models with a Cybernetica Cortex gain +1 to their Initiative characteristic.

# Archmagos Dominus

## 155 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Archmagos Dominus | 4 | 5 | 4 | 5 | 3 | 3 | 2 | 10 | 2+ |

**Unit Composition**
- 1 Archmagos Dominus

**Unit Type**
- Infantry (Character)

**Wargear**
- Power weapon
- Volkite serpenta
- Cortex controller
- Machina protectiva

**Special Rules**
- Stubborn
- Battlesmith
- Cybertheurgy
- Patris Cybernetica
- Feel No Pain (5+)
- Independent Character
- Relentless

**Options**
- The Archmagos Dominus may take any of the following options:
  - Augury scanner ..... +5 points
  - Cyber-familiar ..... +15 points
  - Melta bombs ..... +5 points
  - Infravisor ..... +5 points
- The Archmagos Dominus may exchange their volkite serpenta for one of the following options:
  - Archaeotech pistol ..... +10 points
  - Photon gauntlet ..... +10 points
  - Plasma pistol ..... +10 points
- The Archmagos Dominus may take one of the following options:
  - Servo-arm ..... +10 points
  - Machinator array ..... +25 points
  - Conversion beamer ..... +25 points
- The Archmagos Dominus may take one of the following options:
  - Rotor cannon ..... +5 points
  - Meltagun ..... +10 points
  - Graviton Gun ..... +10 points
  - Rad/irad-cleanser ..... +20 points
  - Photon thruster ..... +30 points
- The Archmagos Dominus may be mounted on an:
  - Abeyant ..... +25 points
- The Archmagos Dominus may upgrade a single weapon to be:
  - Master-crafted ..... +5 points

**Patris Cybernetica**
A character with this special rule may join a unit of Monstrous Creatures so long as they have the Cybernetica Cortex special rule, even though this would not usually be allowed. While it is part of a unit of Monstrous Creatures, a model with this special rule may not Go To Ground, voluntarily or otherwise, and enemy shooting at the unit may opt to ignore the fact that the character is the closest model in the unit for the purposes of shooting attacks if they wish and instead target the closest Monstrous Creature in the unit, if they have attacks in range.

**HQ**

Within the forces of the Great Crusade and the wars of the Heresy that followed it, the Archmagos Dominus were found in command of the most powerful Legio Cybernetica Battle Cohorts, the masters of the most deadly machine-creatures devised by the Mechanicum. It was their task both to warden and direct these concentrations of destructive force in battle, and accordingly they rebuilt their bodies above all for survival, as well as for the control of their Cortex-equipped charges. Little of the flesh remained to them, reaching extremes even their fellow magos often deemed troublesome.

Few within the ranks of the Magos Dominus rose to attain the rank and power of the Archmagos. This was due both to the more arcane works of the Legio Cybernetica being distrusted, and the Legio's broader lack of political control over prominent forge fanes and the spiritual hierarchy of most Forge Worlds. The exceptions to this axiom were extremely powerful and rare individuals who attained their station either through indomitable will or brutal campaigns of personal advancement, often at the cost of others in their Order. The acrimony and feuds that often resulted further served to increase their paranoia, and made it easy for many to break previous oaths and embrace new patrons on both sides during the Age of Darkness.

# Ordo Reductor Army List Appendix

*"From the weakness of the mind, Omnissiah save us*
*From the lies of the Antipath, circuit preserve us*
*From the rage of the Beast, iron protect us*
*From the temptations of the Flesh, silica cleanse us*
*From the ravages of the Destroyer, anima shield us*
*From this rotting cage of biomatter, Machine God set us free."*

*Chants of the Journeyman*
*Verse III/w*
*Credo Omnissiah*

# The War Covenants of the Ordo Reductor

The War Covenants of the Ordo Reductor were nomadic warbands of this sub-sect of the Mechanicum which fought at the forefront of the Great Crusade and later haunted the most nightmarish battlefields of the Age of Darkness, fighting on both sides like carrion crows drawn to bloodshed and devastation. Independent and powerful, they were a force in their own right. They are represented here by a variant army structure of the Mechanicum, which operates much like a variant Space Marine Legion's rules or a Rite of War. An Ordo Reductor War Covenant has certain unique special rules and unit options not commonly available to the Taghmata Omnissiah, but also certain additional restrictions and requirements which must be fulfilled. In addition, as well as having access to the usual Battles in the Age of Darkness Force Organisation charts, an Ordo Reductor War Covenant army's Primary Detachment has access to its own unique alternative Force Organisation chart – the Matrix of Ruin.

## Special Rules and Requirements

**The Master of the Covenant:** The compulsory HQ choice of any form of detachment using an Ordo Reductor War Covenant must be chosen from either a Magos Reductor, Archmagos Reductor or the special character Calleb Decima.

**Walkers in Ruin:** Any unit in an Ordo Reductor War Covenant force is immune to the effects of Pinning caused by enemy attacks and, in addition, may ignore the penalties and risks for moving or charging through difficult terrain or dangerous terrain in areas of rubble, ruins, minefields and trench works.

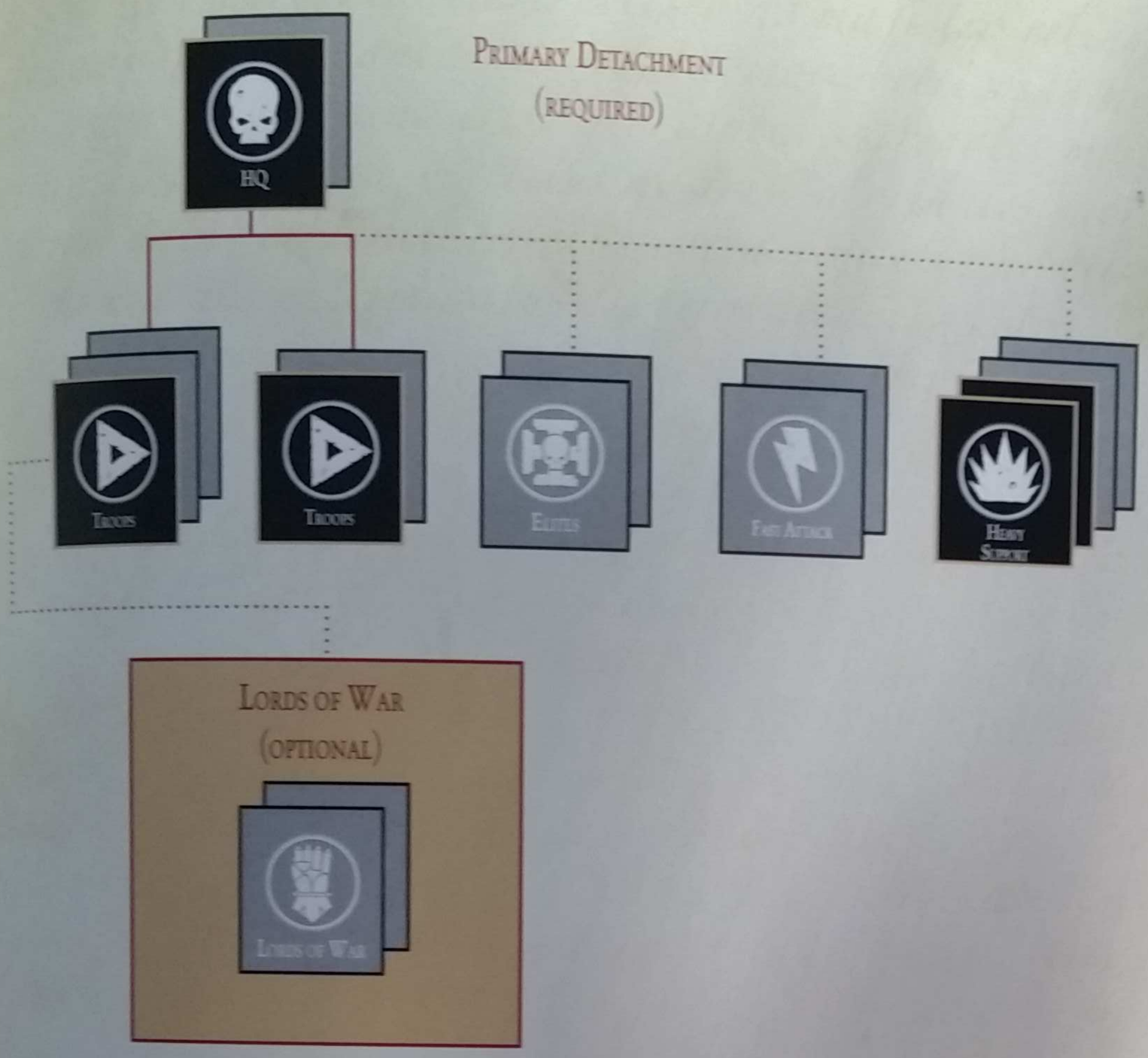
**Engines of Destruction:** An Ordo Reductor War Covenant force has access to the following additional unit types presented in this section: Magos Reductor, Ordo Reductor Artillery Tank Battery and Ordo Reductor Minotaur Battery.

**Patterns of Force:** The Ordo Reductor's military doctrines are methodical and highly idiosyncratic, focusing on the use of armoured vehicles, punishing ordnance barrages and the use of their purpose-designed Thallax shock troops. While they will make use of adsecularis and other 'weaker' troops, they find them of limited value. Conversely, while they value the semi-sentient creations of the Legio Cybernetica for their power and durability, they retain a fundamental wariness of the threat of Malifica in the minds of machines not of their own devising.

- Compulsory Troops choices in any Ordo Reductor War Covenant detachment must be comprised of units of Mechanicum Thallax Cohorts.
- An Ordo Reductor War Covenant force may not contain a greater number of Battle-automata and Siege-automata units than half the total number of units in the detachment regardless of that detachment's type. So, for example, if a Primary Detachment force made from an Ordo Reductor War Covenant comprises a total of six units, up to three of these units could be Battle-automata and/or Siege-automata units.

# The Matrix of Ruin Army Force Organisation Chart

This detachment type is a unique type of Primary Detachment for use with Ordo Reductor War Covenants. It is only for use with this variant of the Taghmata Omnissiah army list and may not be used with other army types.




**Primary Detachment (Required)**

- **Compulsory:** 1 HQ, 2 Troops, 2 Heavy Support
- **Optional:** +1 HQ, +3 Troops, +2 Elites, +2 Fast Attack, +2 Heavy Support

**Lords of War Detachment (Optional)**

- 2 choices

**Restrictions**

- All units must be chosen using the provisions and requirements of the Ordo Reductor War Covenant rules and must be from the same faction (i.e., be Traitor or Loyalist).
- Allied detachments and Fortifications may not be chosen.

**The Unfettered Wrath of the Machine**

- In Age of Darkness games, all units in the detachment with the Tank type count as scoring units when in an enemy deployment zone.
- In Maelstrom of War games, all units in the detachment with the Tank type gain the Objective Secured special rules when in an enemy deployment zone.

# Magos Reductor

125 points

HQ

A breed apart from their kin who toil and politick on the Forge Worlds, the Magos Reductor were the high priests of a mendicant and militant sect of the Mechanicum that crystallised during the Great Crusade, devoted to the arts of siegecraft, extermination and warfare rather than creation and the acquisition of techno-arcane lore. These cold and ruthless warlords of steel and circuit were feared and respected in equal measure by the Imperium and by the Cult of the Omnissiah, and by the masters of nomadic warbands known as covenants beholden to few save those military and temporal powers greater than their own. Courted by both sides of the Horus Heresy's divide but fully trusted by neither, the Magos Reductor and their forces were at the forefront of the bloodiest fighting of the Age of Darkness.

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Magos Reductor | 4 | 5 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ |
| Archmagos Reductor | 5 | 5 | 5 | 5 | 3 | 4 | 2 | 10 | 2+ |

**Unit Composition**
- 1 Magos Reductor

**Unit Type**
- Infantry (Character)

**Wargear**
- Power axe
- Lucifex
- Mechanicum Protectiva

**Special Rules**
- Independent Character
- Stubborn
- Battlesmith
- Master of Destruction
- Bodyguard

**Options**
- The Magos Reductor may take any of the following options:
  - Augury scanner ..... +5 points
  - Cyber-familiar ..... +15 points
  - Melta bombs ..... +5 points
  - Infravisor ..... +5 points
  - Rad grenades ..... +10 points
  - Cortex controller ..... +15 points
  - Up to three breacher charges ..... +10 points each
  - Up to four Cyber-occularis ..... +15 points each
  - Up to three phosphex bombs ..... +10 points each
- The Magos Reductor may exchange either their Lucifex and/or power axe each for one of the following options:
  - Archaeotech pistol ..... +5 points
  - Photon gauntlet ..... +5 points
  - Plasma pistol ..... +5 points
  - Maxima bolter ..... +5 points
  - Volkite charger ..... +10 points
  - Power fist ..... +15 points
  - Corposant stave ..... +5 points
- The Magos Reductor may take one of the following options:
  - Meltagun ..... +15 points
  - Graviton gun ..... +15 points
  - Chainfist ..... +20 points
  - Paragon blade (Archmagos Reductor only) ..... +15 points
  - Photon thruster ..... +30 points
  - Phased plasma-fusil ..... +20 points
  - Rad/irad-cleanser ..... +20 points
- The Magos Reductor may also take one of the following options:
  - Servo-arm ..... 10 points
  - Machinator array ..... +25 points
  - Conversion beamer ..... +25 points
  - Graviton imploder ..... +25 points
  - Rad furnace ..... +25 points
- The Magos Reductor may be mounted on an Abeyant ..... 25 points
- The Magos Reductor may upgrade a single weapon to be:
  - Master-crafted ..... +5 points
- **Archmagos Reductor:** A single Magos Reductor in the army may be upgraded to an Archmagos Reductor for +35 points. The Archmagos Reductor uses the profile as listed and has access to all the other Magos Reductor options. They also gain the Relentless special rule. If an Archmagos Reductor is the army's Warlord, they may choose to have the Battlefield Analysis Warlord trait, rather than rolling randomly.
  - An Archmagos Reductor may take a Djinn-skein for +25 points if they are the army's Warlord.

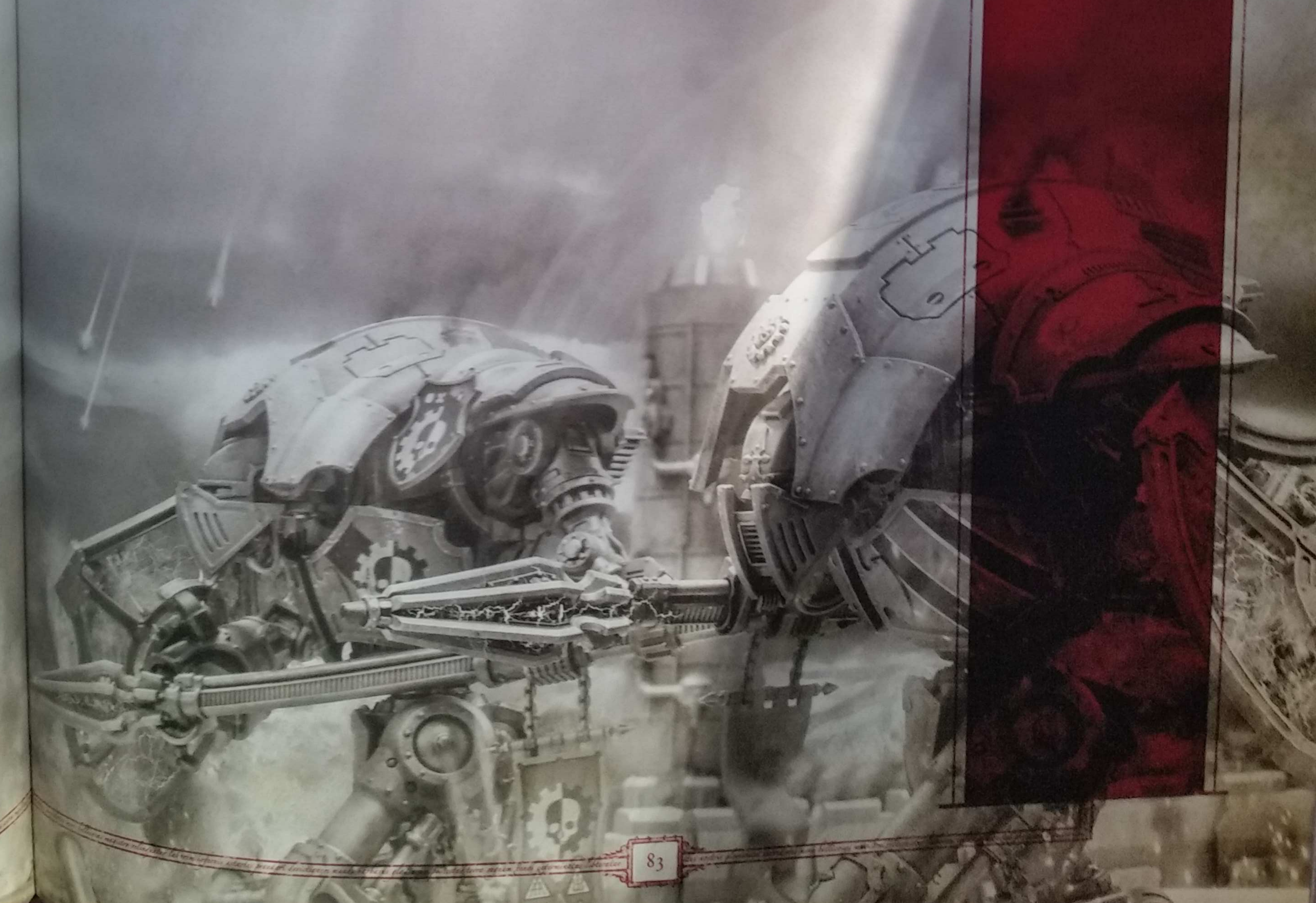
**Master of Destruction**
All of a Magos/Archmagos Reductor's attacks count as having the Sunder special rule, and in addition rolls made by their attacks on the Vehicle Damage and Building Damage table where is this used have a +1 bonus, which is cumulative with any bonus for the attack's AP value, etc.

Alternatively, instead of firing any weapons in the Shooting phase, the Magos/Archmagos Reductor may confer their Master of Destruction special rule's benefits on a single Heavy or Ordnance weapon fired by a friendly vehicle or unit within 6". This may be a vehicle in which the Magos Reductor is being transported.

**Bodyguard**
The Magos/Archmagos Reductor may be accompanied by a single unit of either Scyllax Guardian-automata unit or a Tech-Priest Auxillia unit (this must have the Reductor Techno Arcana upgrade), which forms a single unit with them which they must be deployed with at the start of the game. This bodyguard unit counts as being part of the same HQ selection as the owning unit and does not take up a separate Force Organisation slot.

*"Thy Shall not suffer a Machine to Think! For ruin shall be its purpose and accursed be the work."*

*Archmagos Takashi Ludd: Castigations upon the Logistica Corpus*



HEAVY SUPPORT

In addition to the more unique and esoteric war machines commonly employed by the Mechanicum's military, the Ordo Reductor often makes use of modified and augmented patterns of mobile artillery platforms and self-propelled weapons more commonly found elsewhere in the Imperium's armed forces. Such vehicles and devices are to the Ordo Reductor almost disposable assets to be hurled into the breach in order to preserve their more important and doctrinally more sacred engines of war. Such an attitude is not only lamented by many of the Omnissiah's faithful outside their order, but considered openly blasphemous in its implications and another sign of the Reductor's dangerous deviances.

# Ordo Reductor Artillery Tank Battery

85 points per model

| | Armour | | | | |
|---|---|---|---|---|---|
| | BS | Front | Side | Rear | HP |
| Ordo Reductor Artillery | 4 | 12 | 10 | 10 | 3 |

**Unit Composition**
- 1-3 Ordo Reductor Artillery tanks

**Unit Type**
- Vehicle (Tank)

**Wargear**
- Whirlwind launcher with Vengeance and Castellan missiles (nominate which type is used each time the launcher fires)
- Smoke launcher
- Searchlight

**Options**
- The models in the unit may exchange their Whirlwind launchers with Vengeance and Castellan missiles with one of the following alternative armaments at the cost listed. If the unit contains more than one model, all must be identically equipped with the same primary weapon:
  - Demolisher cannon ..... +10 points per model
  - Quad lascannon ..... +15 points per model
  - Dual melta cannon ..... +20 points per model
  - Earthshaker cannon ..... +30 points per model
  - Medusa cannon ..... +45 points per model
  - Mars-Colossus bombard ..... +50 points per model
- Any model may take any of the following:
  - Hull-mounted heavy bolter or heavy flamer ..... +10 points per model
  - One hunter-killer missile ..... +5 points per model
  - Dozer blade ..... +5 points per model
  - Auxiliary drive ..... +10 points per model
  - Extra Armour ..... +10 points per model
  - Blessed Autosimulacra ..... +10 points per model
  - Machine Spirit ..... +10 points per model
  - Siege Plating ..... +15 points per model
- Any model may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points per model
  - Heavy flamer or heavy bolter ..... +10 points per model
- Models equipped with Whirlwind launchers may exchange their Vengeance and Castellan missiles for:
  - Hyperios air-defence missiles ..... Free

**Siege Plating**
The addition of heavy ablative armour plating fitted to the artillery tank's forward hull increases its Front Armour facing value to 13.

**Ordo Reductor Artillery Tank Weapons**

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Demolisher cannon | 24" | 10 | 2 | Ordnance 1, Large Blast (5") |
| Earthshaker cannon | 36"-120" | 9 | 3 | Ordnance 1, Barrage, Large Blast (5") |
| Medusa cannon | 36" | 10 | 2 | Ordnance 1, Barrage, Large Blast (5") |
| Medusa (phosphex) | 36" | 5 | 2 | Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death |
| Quad lascannon | 48" | 9 | 2 | Heavy 2, Twin-linked |
| Dual melta cannon | 24" | 8 | 1 | Heavy 1, Blast (3"), Melta, Twin-linked |
| Mars-Colossus bombard | 12"-72" | 7 | 3 | Ordnance 1, Barrage, Massive Blast (7"), Concussive, Pinning |
| Whirlwind launcher | | | | |
| (Vengeance) | 12"-48" | 5 | 4 | Ordnance 1, Barrage, Large Blast (5") |
| (Castellan) | 12"-48" | 4 | 5 | Ordnance 1, Barrage, Large Blast (5"), Ignores Cover saves |
| (Hyperios) | 48" | 8 | 3 | Heavy 2, Skyfire, Interceptor |

# Ordo Reductor Minotaur Battery

205 points

| | BS | Armour Front | Side | Rear | HP |
|---|---|---|---|---|---|
| Ordo Reductor Minotaur | 4 | 13 | 12 | 13 | 5 |

**Unit Composition**
- 1 Ordo Reductor Minotaur

**Unit Type**
- Tank (Heavy)

**Wargear**
- Dual Earthshaker cannon
- Searchlight
- Smoke launchers
- Blessed Autosimulacra
- Rear facing flare shield (protects Rear Armour facing rather than Front)
- Extra armour

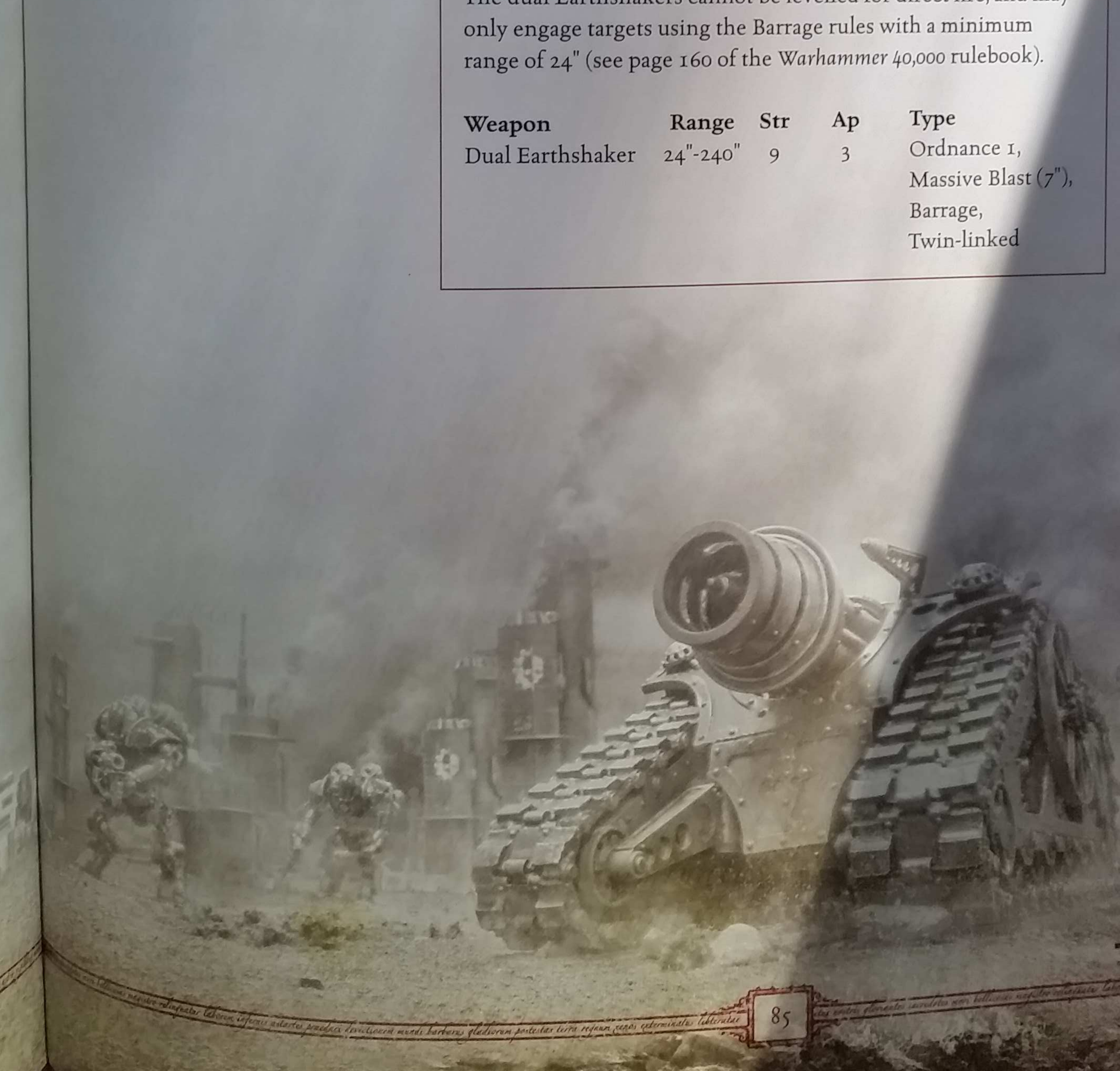
**Special Rules**
- Indirect Fire
- Special Configuration

**Options**
- The battery may contain up to an additional two Ordo Reductor Minotaurs forming a squadron..... +205 points each
- Any of the tanks in the battery can be upgraded to carry one of the following pintle-mounted weapons:
  - Heavy bolter.....+10 points
  - Heavy flamer.....+10 points
  - Phased plasma-fusil.....+15 points
- Any of the tanks in the battery may take any of the following upgrades:
  - Anabaric claw.....+15 points
  - Armoured Ceramite.....+10 points
  - Auxiliary Drive.....+10 points
  - Dozer Blade.....+5 points

**Special Configuration**
Models attacking the Minotaur in an assault strike its weakest Armour value (in this case the Side value of 12) to represent the vehicle's vulnerable spots being hit. All Death or Glory attacks, Ram impacts or Thunderblitzs that target the Minotaur are resolved on its facing Armour value.

**Indirect Fire**
The dual Earthshakers cannot be levelled for direct fire, and may only engage targets using the Barrage rules with a minimum range of 24" (see page 160 of the *Warhammer 40,000* rulebook).

| Weapon | Range | Str | Ap | Type |
|---|---|---|---|---|
| Dual Earthshaker | 24"-240" | 9 | 3 | Ordnance 1, Massive Blast (7"), Barrage, Twin-linked |



## HEAVY SUPPORT

**A design whose origins are lost to the antiquity of Ancient Terra in the Age of Strife, 'Minotaur' is the common designation for a series of distinctively designed heavy self-propelled artillery tanks. Intended for forward deployment to provide heavy fire support in the heart of a battle, Minotaurs are heavily armoured and highly durable weapons platforms, designed to lay down crushing barrages of ordnance from advanced positions whilst under threat from enemy fire, before redeploying under its own power.**

By the end of the Great Crusade era, decades of attrition had largely consumed the thousands of Minotaurs produced at the outset of the Imperium's expansion, and these venerable tanks had been mainly superseded in service by the lighter Basilisk pattern which could be mass produced in vast quantities, as well as larger, more purpose-built super-heavy artillery units. The Ordo Reductor still considered the design a masterwork however and continued to produce their own customised variant for frontline service, relying on shielding technology over dense armour for its survivability, particularly against counter-battery fire.

# The Titan Legions

# Legio Titanicus Warhound Scout Titan

750 points

| | Armour | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | WS | BS | S | Front | Side | Rear | I | A | HP |
| Warhound Titan | 2 | 4 | 10 | 14 | 13 | 12 | 4 | 1 | 9 |

**Unit Composition**
- 1 Warhound Titan

**Unit Type**
- Super-heavy Walker

**Wargear**
- Arm-mounted Vulcan mega-bolter
- Arm-mounted Titan plasma blastgun

**Special Rules**
- Agile
- Night Vision
- Reactor Meltdown
- God-engine
- Void Shields (2)
- Towering Monstrosity (Warhound Titan)

*A Legio Titanicus Titan of any class may be used as a Lords of War choice for any Age of Darkness army of either the Loyalist or Traitor Faction.*

**Options**
- A Warhound Scout Titan may exchange either of its arm-mounted weapons for any of the following (in all cases these also have the Primary Weapon special rule):
  - Vulcan mega-bolter ..... Free
  - Double-barrelled turbo laser destructor ..... Free
  - Titan plasma blastgun ..... Free
  - Warhound inferno gun ..... Free

**Reactor Meltdown**
If the Warhound suffers a Titanic Explosion result on the Catastrophic Damage table, its reactor goes nuclear! This is the same as a Titanic Explosion, except that all hits are resolved as Destroyer hits.

**Agile**
In the Shooting phase, the Warhound may divert some of the energy from its primary weapons towards its motive systems so it can choose to:
- Fire all available weapons, as normal
- Or fire a single primary weapon and move an extra D6"
- Or fire no weapons at all and move an extra 2D6"

**God-engine**
All Mechanicum units within 24" and on the same side as a model with this special rule are Fearless.

**Void Shields (2)**
A Legio Titanicus Warhound Scout Titan has two void shields. Each hit scored against a Warhound Titan will instead hit a void shield (whilst at least one remains active). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour value of 12. A Glancing hit or Penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After all void shields have collapsed, further hits strike the Titan instead. At the end of each of the Titan's turns, roll a D6 for each collapsed void shield. Each roll of 5+ instantly restores one collapsed shield.

**Towering Monstrosity (Warhound Titan)**
- The Titan may never be locked in an assault.
- The Titan is completely immune to the effects of Haywire attacks, dangerous terrain, and psychic attacks other than Witchfire powers, which must attempt to damage it normally.

## LORDS OF WAR

Warhounds are the smallest class of 'true' Titan, although small in this case is purely in relation to its colossal brethren the Battle Titans. Classified as 'Scouts' in reference to their common operational roles within the Divisio Militaris of the Titan Legions, they are commonly used to range ahead of larger Titan battle groups or detached in support of lesser ground forces, where the sheer scale and power of their weapons is enough to turn the tide of most battles in their allies' favour. If matched against their larger counterparts however, they cannot hope to directly contest them in terms of durability or raw firepower, so instead Warhounds must rely on their speed and manoeuvrability to survive, and use pack tactics to bring down the Titans of a main battle line.

# Legio Titanicus Reaver Battle Titan

## 1,475 points

| | Armour | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | WS | BS | S | Front | Side | Rear | I | A | HP |
| Reaver Battle Titan | 2 | 4 | 10 | 14 | 14 | 13 | 2 | 2 | 18 |

**Unit Composition**
- 1 Reaver Battle Titan

**Unit Type**
- Super-heavy Walker

**Wargear**
- Carapace-mounted apocalypse missile launcher
- Arm-mounted Reaver laser blaster
- Arm-mounted Reaver gatling blaster

**Special Rules**
- Night Vision
- Reactor Meltdown
- God-engine
- Void Shields (4)
- Towering Monstrosity (Reaver Titan)

*A Legio Titanicus Titan of any class may be used as a Lords of War choice for any Age of Darkness army of either the Loyalist or Traitor Faction.*

**Options**
- A Reaver Battle Titan may exchange either of its arm-mounted weapons for any of the following:
  - Reaver gatling blaster ..... Free
  - Reaver laser blaster ..... Free
  - Reaver volcano cannon ..... +50 points
  - Reaver melta cannon ..... Free
  - Reaver power fist ..... Free
  - Reaver chainfist ..... +75 points
- A Reaver Battle Titan may exchange its carapace-mounted apocalypse missile launcher for any of the following:
  - Double-barrelled turbo laser destructor ..... Free
  - Titan plasma blastgun ..... Free
  - Warhound inferno gun ..... Free
  - Vulcan mega-bolter ..... Free
  - Vortex support missile ..... Free

**Reactor Meltdown**
If the Reaver suffers a Titanic Explosion result on the Catastrophic Damage table, its reactor goes nuclear! This is the same as a Titanic Explosion, except that all hits are resolved as Destroyer hits.

**God-engine**
All Mechanicum units within 24" and on the same side as a model with this special rule are Fearless.

**Void Shields (4)**
A Legio Titanicus Reaver Battle Titan has four void shields. Each hit scored against a Reaver Titan will instead hit a void shield (whilst at least one remains active). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour value of 12. A Glancing hit or Penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After all void shields have collapsed, further hits strike the Titan instead. At the end of each of the Titan's turns, roll a D6 for each collapsed void shield; each roll of 5+ instantly restores one collapsed shield.

**Towering Monstrosity (Reaver Titan)**
- The Titan may never be locked in an assault.
- The Reaver Titan may only be hit on a 6 by Infantry and Monstrous Creatures of any type in an assault, and on a 5 or 6 by Super-heavy Walkers and Gargantuan Creatures in an assault.
- The Titan is completely immune to the effects of Haywire attacks, dangerous terrain, and psychic attacks other than Witchfire powers, which must attempt to damage it normally.
- The Reaver Titan's carapace-mounted weapons may not target models closer than 18" from its hull, unless they are Flyers, Flying Monstrous Creatures or other Super-heavy vehicles or Gargantuan Monstrous Creatures.

**LORDS OF WAR**

**The Reaver is a Battle Titan and a mainstay of the great Titan Legions. It is smaller and lighter than the massive Warlord class, but is still a vast machine, protected by thick adamantium armour plates and carrying devastating firepower.**

**A truly ancient design, each Titan Legion maintains an active number of Reavers of various patterns and, in particular, the Mars pattern Reaver is said to be the oldest of all Titans forged on the Red Planet, its origins long predating even the Great Crusade. Each god-machine is regarded as a holy-of-holies by the Mechanicum; a reflection of the divine Omnissiah's wrath that has brought destruction to their enemies and shielded their brethren from harm for countless centuries back into the long night of the Age of Strife. Only another war machine of similar power or entire tank battalions working together have any hope of defeating a Reaver Battle Titan in the field, as against the Reaver's void shields and devastating weaponry, conventional ground troops and defences stand little chance.**

## LORDS OF WAR

A true leviathan of the battlefield, the Warlord Class Titan is the mainstay of the Collegia Titanica. There are a number of sub-patterns of the Warlord, such as the Lucius and the Anvilus, but it is the Mars that is considered the most ancient and superior, and of all of the Battle Titan types by far the most numerous and iconic. This is not without reason, for each Mars Warlord is a gargantuan killing machine, proof against the petty assaults of small arms and all but impervious even to the assault of most forms of attack aircraft and heavy weapon, save the most technologically potent or massive.

Furthermore, the Warlord is a fully sealable and protected environment, and as able to fight upon an airless moon as a verdant plain so long as the geology under its feet will sustain it, and even this is assisted by gravitational and inertial techno-arcana, little understood outside the inner circles of the Titan Tech-Priests who sustain these god-engines. But it is the destructive power of the Warlord that is its avatar, for their firepower rivals smaller void warships in potency and a single Warlord, given time, is capable of systematically levelling a city or laying waste to an entire army.

Such is their might that it is whispered by some that it is they, not the Legiones Astartes, that have truly won the Imperium's domain in the fires of battle.

# LEGIO TITANICUS MARS WARLORD BATTLE TITAN

2,750 POINTS

| | | | | Armour | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | WS | BS | S | Front | Side | Rear | I | A | HP |
| Mars Warlord Battle Titan | 2 | 4 | D | 15 | 15 | 14 | 1 | 3 | 30 |

### Unit Composition

- 1 Mars Warlord Battle Titan

### Unit Type

- Vehicle (Super-heavy Walker)

### Wargear

- Two arm-mounted Belicosa pattern volcano cannon
- Two carapace-mounted apocalypse missile launchers
- Two Ardex-defensor mauler bolt cannon turrets
- Two rear-mounted Ardex-defensor twin-linked lascannon turrets
- Armoured Ceramite

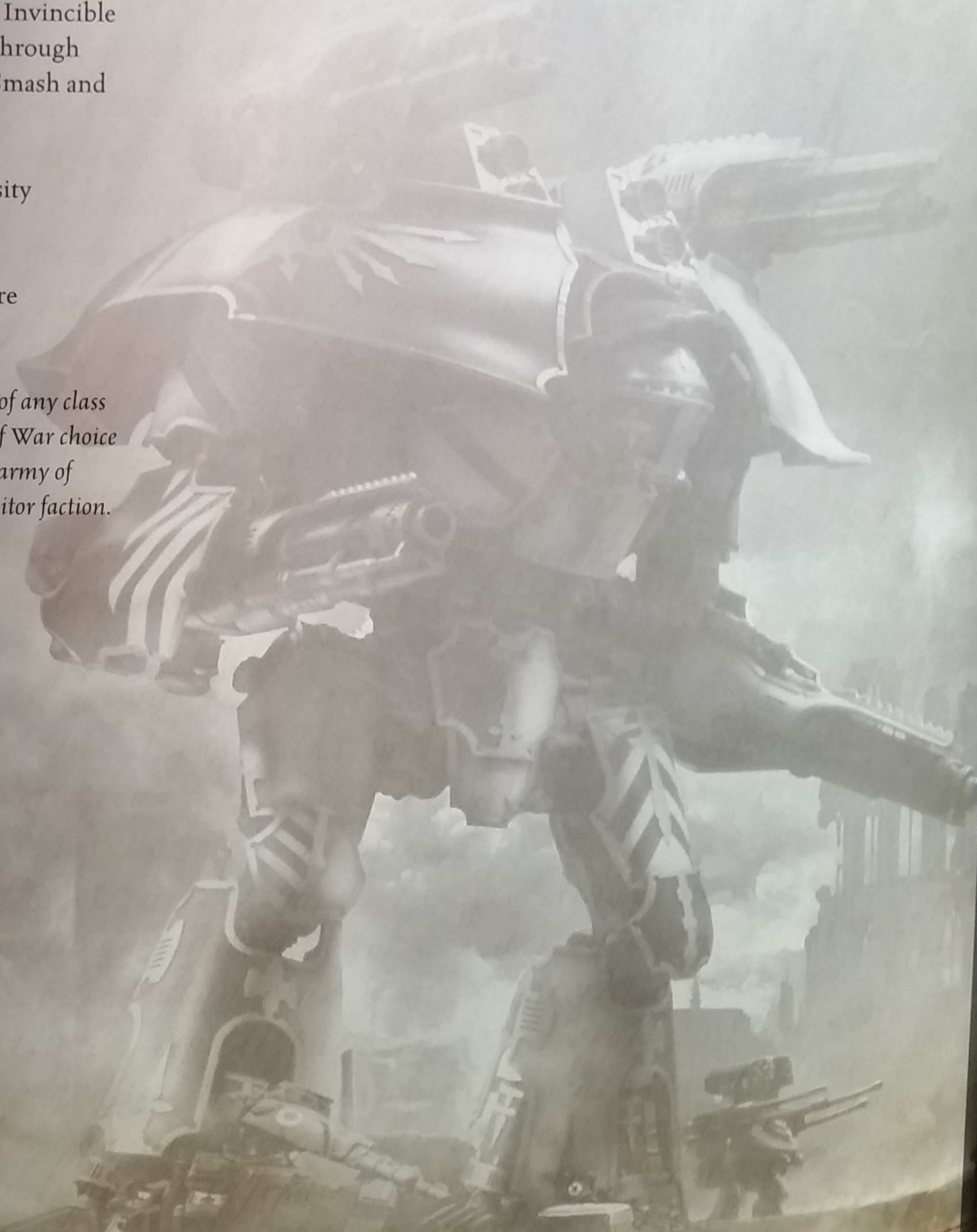
### Special Rules

- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Reactor Meltdown
- Towering Monstrosity (Warlord)
- Void Shields (6)
- Reinforced Structure
- World Burner

*A Legio Titanicus Titan of any class may be used as a Lords of War choice for any Age of Darkness army of either the Loyalist or Traitor faction.*

### Options

- One or both of the arm-mounted Belicosa pattern volcano cannon may be exchanged for one of the following weapons:
  - Sunfury plasma annihilator ..... Free
  - Mori quake cannon ..... Free
  - Saturnyne lascutter ..... Free
  - Arioch Titan power claw ..... Free
  - Macro-gatling blaster ..... Free
- Both of the carapace-mounted apocalypse missile launchers may be exchanged for any of the following weapon types:
  - Two double-barrelled turbo laser destructors ..... Free
  - Two twin-linked vulcan mega-bolters ..... Free
  - Two Titan plasma blastguns ..... Free
  - Two Reaver laser blasters ..... +100 points
  - Two Reaver melta cannon ..... +100 points
  - Two Reaver gatling blasters ..... +100 points
  - Two vortex missile banks ..... +150 points
  - Two incinerator missile banks ..... +75 points



Special Rules

**Reactor Meltdown**
The vast mass and barely contained power of the Warlord Titan itself presents a lethal danger should it be slain, beyond that even of others of its ilk. Because of this, instead of using the usual Catastrophic Damage table for Super-heavy vehicles, use the table presented below instead. In all cases, the Warlord Titan model remains on the table as impassable terrain after it is destroyed. The radius effect of the Warlord's explosion does not use the usual Apocalyptic Mega-blast marker either. Instead, measure distances from the centre of the Warlord's hull as a starting point with the Blast ranges of 12"/24"/36" respectively.

**Warlord Catastrophic Damage Table**

| D6 | Result | S | AP |
|---|---|---|---|
| 1 | Explosion | D/8/4 | 2/3/5 |
| 2-3 | Devastating Explosion | D/10/6 | 2/3/4 |
| 4-6 | Titanic Explosion | D/D/D | 1/2/2 |

**Void Shields (6)**
While the model's void shields are active, any hits scored by shooting attacks against it strike its void shields instead. The Warlord has six void shields, each with an Armour value of 12. A Glancing hit or Penetrating hit or any hit by a Destroyer weapon scored against a shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of its controlling player's turns, roll a D6 for each collapsed shield – a roll of 5+ instantly restores it.

**Reinforced Structure**
The Warlord Titan has an invulnerable save of 5+ against any attacks that have breached its void shields.

**World Burner**
The Warlord Titan may use any of its Blast marker weapons to target areas of the battlefield rather than enemy units if it wishes, including buildings and ruins, etc.

**Towering Monstrosity (Warlord)**
The Warlord Titan's colossal size, incalculable power and superior design make it extremely difficult to harm from ground level, with its vital systems elevated far above the heads and hulls of those upon the battlefield below it, while its legs are plated with metres-thick armour to prevent it from being assailed by infantry or laid low by explosive charges. As well as the usual rules for Super-heavy Walkers, the following rules are also in effect:

- The Warlord Titan may only be hit on a 6 by Infantry and Monstrous Creatures of any type in an assault, and on a 5 or 6 by Super-heavy Walkers and Gargantuan Creatures in an assault.
- The Warlord Titan may never be locked in an assault.
- The Warlord Titan is completely immune to the effects of Haywire attacks, dangerous terrain, and psychic attacks other than Witchfire powers, which must attempt to damage it normally.
- The Warlord Titan's Stomp attacks use the Large Blast (5") template.
- The Warlord Titan's carapace-mounted weapons may not target models closer than 24" from its hull, unless they are Flyers, Flying Monstrous Creatures or other Super-heavy vehicles or Gargantuan Monstrous Creatures.

# Battles in the Age of Darkness Core Missions

The following six missions represent the clash and counter-clash of the bitter civil war of the Horus Heresy.

### Victory Conditions

In all cases, in addition to the listed victory conditions for any particular Battles in the Age of Darkness mission, completely destroying the enemy force is always a victory. If at any point, unless specified by the particular mission, a side has no models present on the table, their opponent has won.

### Selecting a Mission

Having selected your armies for fighting the battle, determine which Age of Darkness mission you will be playing. This may be done either by mutual agreement or by randomly rolling for the mission on the following table:

**Mission Table**

| D6 | Mission |
|---|---|
| 1 | Blood Feud |
| 2 | Onslaught |
| 3 | Shatter Strike |
| 4 | Dominion |
| 5 | Tide of Carnage |
| 6 | War of Lies |

### The Heresy-era Battlefield

Remember that for an enjoyable game, where neither close combat or ranged units will over-dominate, it is recommended that a mixture of terrain, some able to block line of sight for large vehicles (such as rocky crags, industrial machinery, ruins and buildings) and some providing cover mainly to infantry (such as craters, woods, jungle, swamps, debris fields, hills and wreckage), is used.

When put together, this terrain should have a sufficient footprint to cover between a quarter and a third of the surface of the playing area. A good rule of thumb here is five or six larger pieces of scenery (roughly 12" x 12" each) as well as three to six pieces of smaller 'scatter terrain', which can comprise a mixture of pieces roughly 6" x 6" or of larger miniatures bases made up as terrain, such as stacks of barrels, containers, sinkholes, small craters, small vehicles, scrap piles, etc.

### Placing Terrain

After you have determined what mission you are playing, you must then place terrain from your collection to set up the battlefield. Terrain may be placed by the simple expedient of each player taking turns to place an individual piece or so that they form an attractive battlefield, and can be themed in 'sets' (a power generator and industrial buildings, etc) or simply placed roughly evenly across the table and then randomised via the use of a Scatter dice and 2D6. For ease of play, try to leave a gap of at least 2" between each discreet area of terrain to allow the clear passage of infantry models.

Depending on which mission you are fighting, this may also have specific instructions on the terrain and its set-up. In addition, if you are playing through a particular campaign, you may have a particular style of terrain or special rules you can use to further theme your battlefield (such as the Isstvan III battlefield terrain rules found in *The Horus Heresy Book One – Betrayal*).

### Determine Deployment Map

After the terrain has been set up, you must determine each player's deployment zones.

First the deployment map is determined. This may be done either by mutual agreement or by randomly rolling on the deployment map table found below.

Once the deployment map has been decided on, the players should roll off. The winner of the roll-off selects one of the deployment zones to be theirs, and their opponent then takes the opposite deployment zone.

**Deployment Map Table**

| D6 | Deployment Map Type |
|---|---|
| 1 | Clash of the Line |
| 2 | Dawn of War |
| 3 | Search and Destroy |
| 4 | Hammer and Anvil |
| 5 | Ambush! |
| 6 | Vanguard Strike |

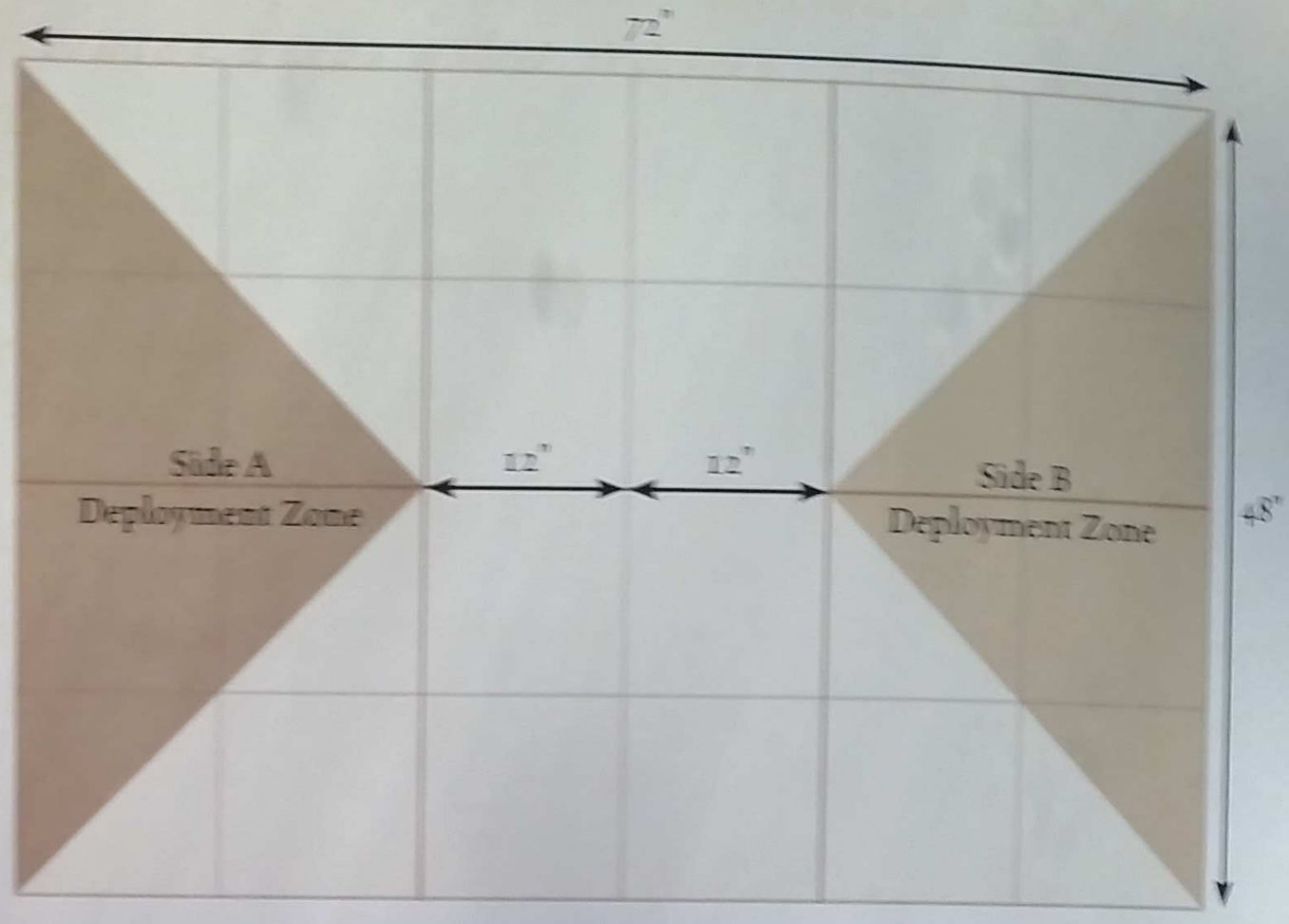
# Deployment Maps

### 1. Clash of the Line

Clash of the Line has two opposing arrowhead-shaped deployment zones. When deploying in either of these zones, no unit can be deployed within 12" of the centre of the table during standard deployment.

The player's own table edge is the narrow edge which forms the rear of their 'arrowhead'.

Clash of the Line




### 2. Dawn of War

If players are using the Dawn of War deployment map, the board is divided into two equal halves across its length.

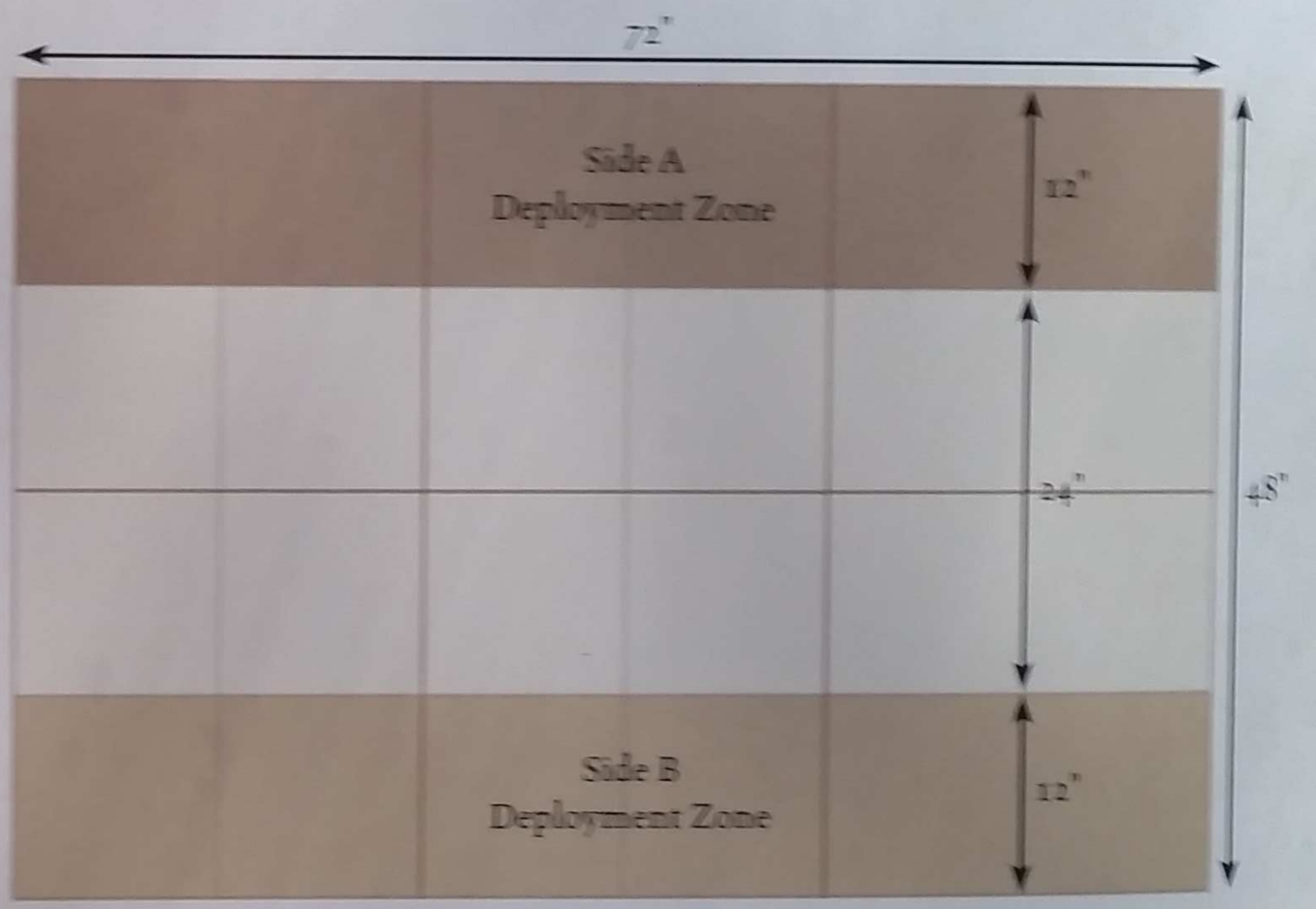
For Dawn of War battles, a player's table edge is the long table edge touching their own deployment zone.

### 3. Search and Destroy

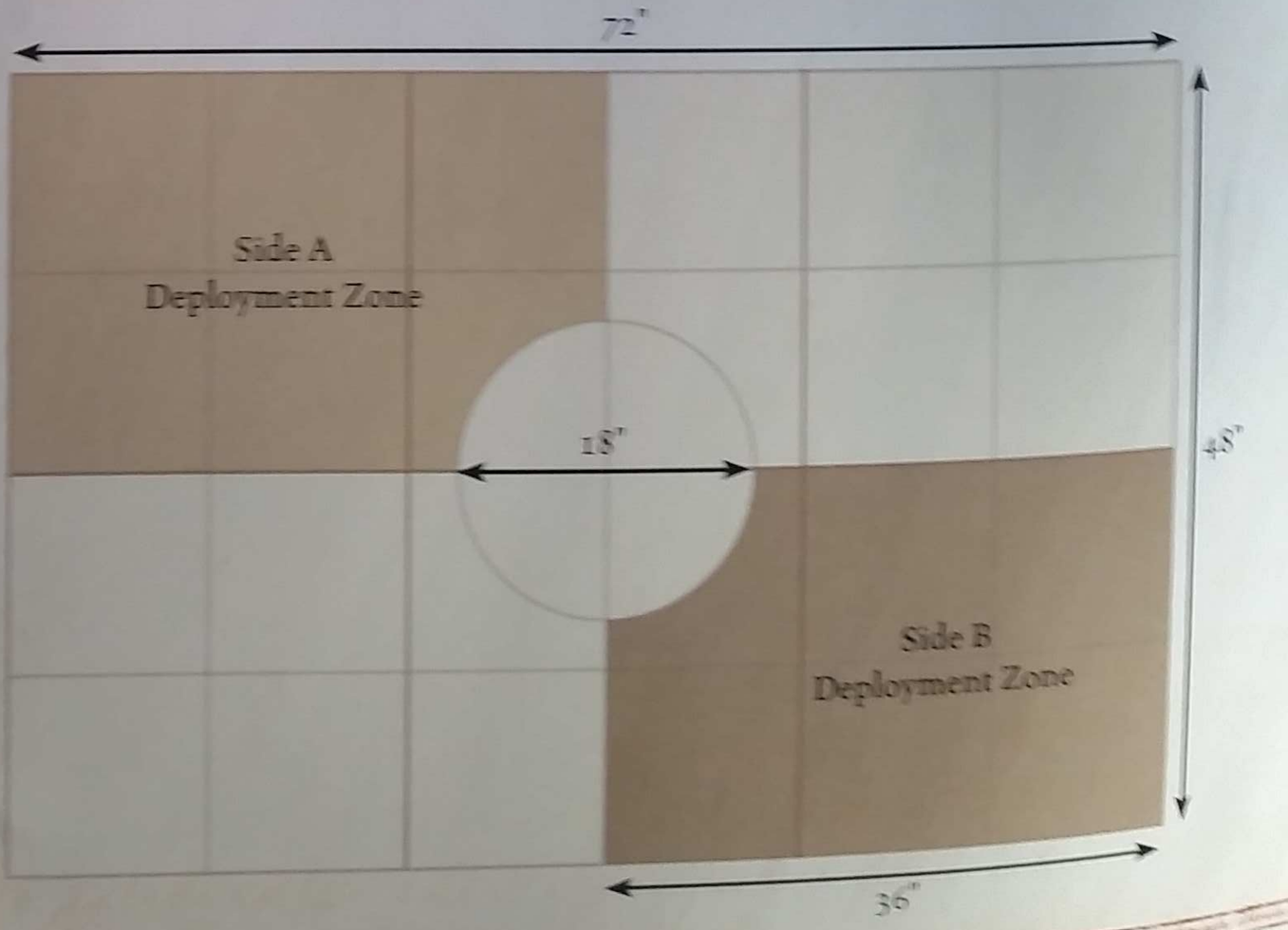
The Search and Destroy deployment map divides the table into four equal quarters. Each quarter constitutes a deployment zone. Units may not be deployed into the circular 18" diameter area at the centre of the table.

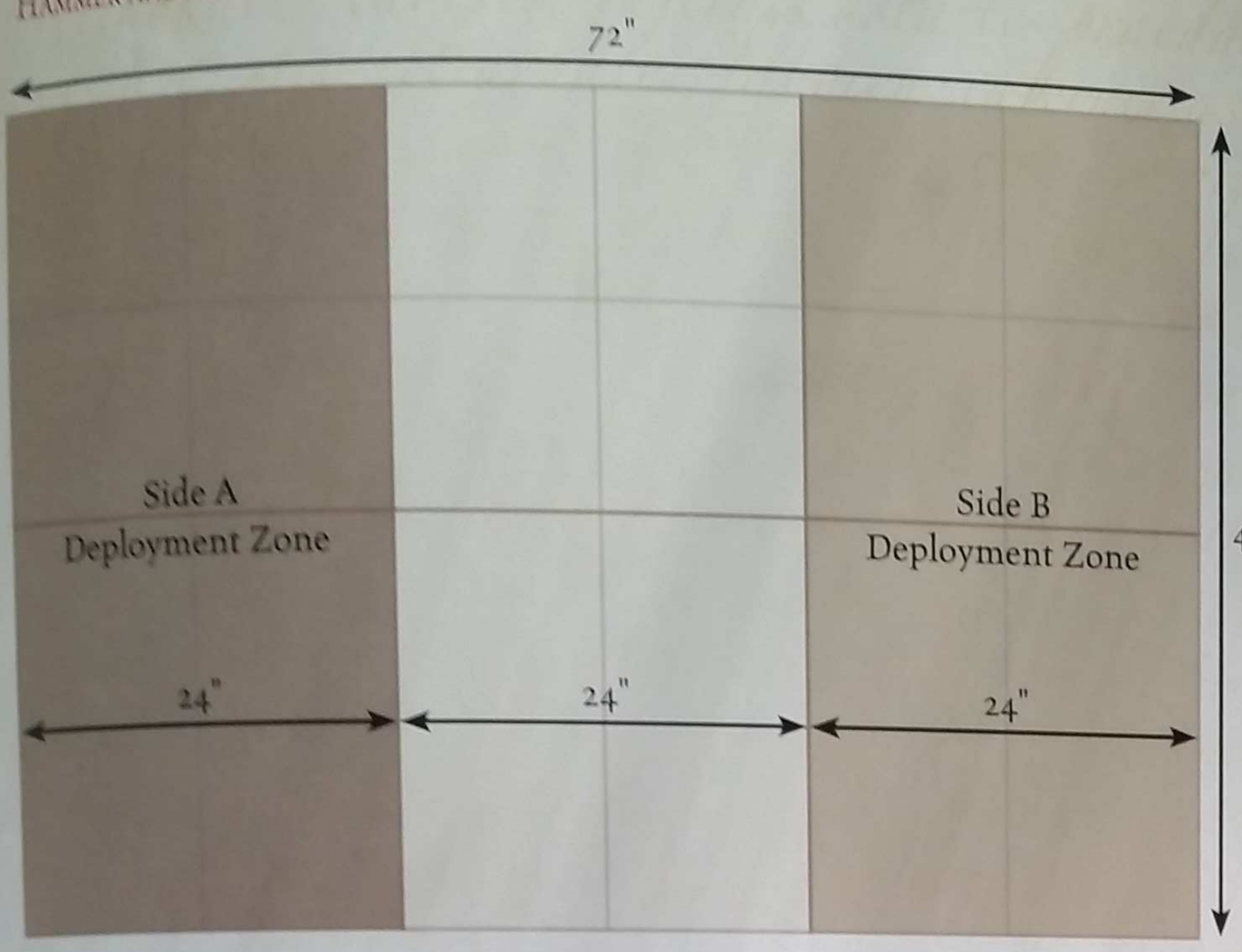
A player's table edges are any which form part of their deployment area.

Dawn of War




Search and Destroy

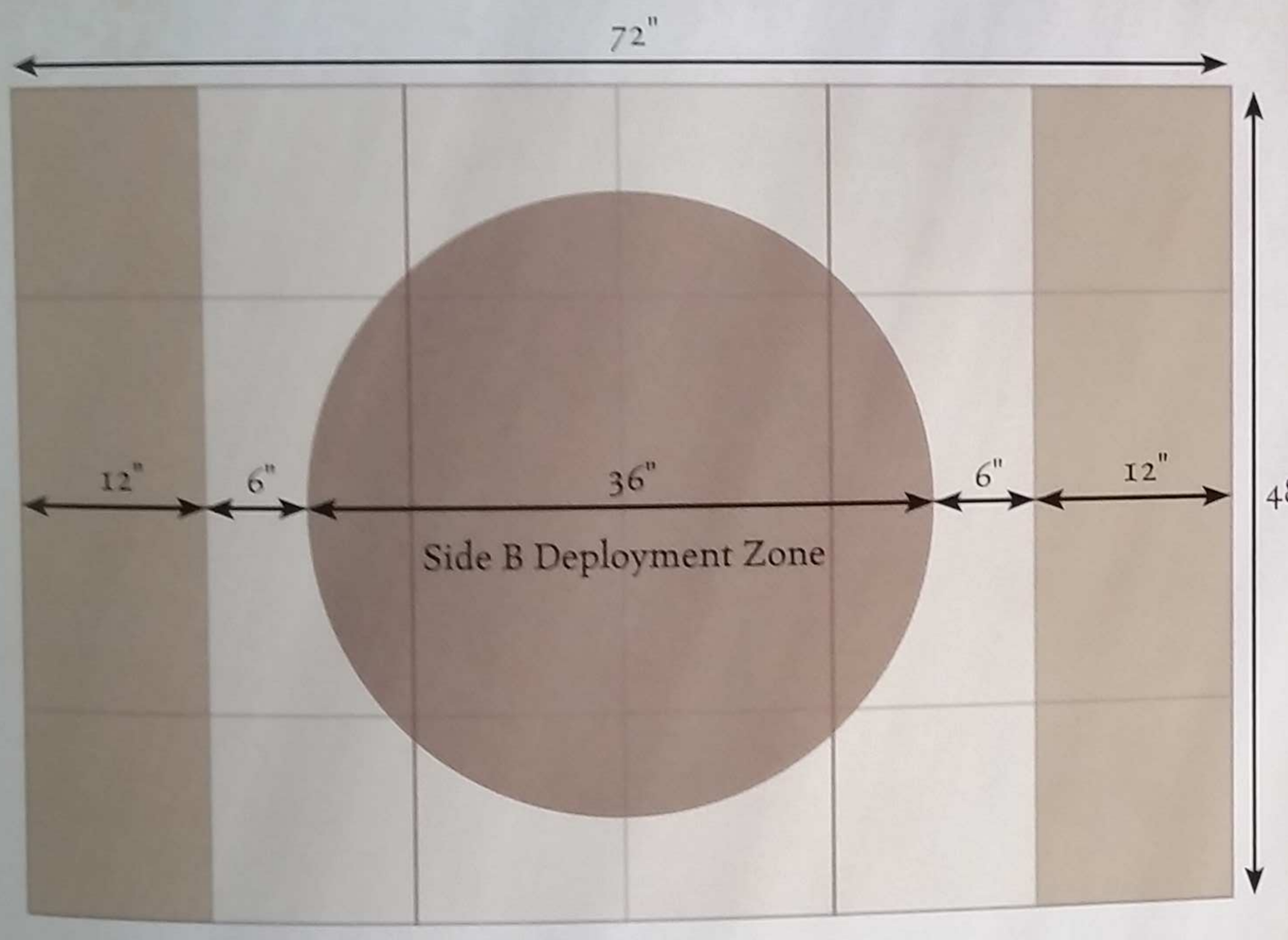





**4. Hammer and Anvil**
If players are using the Hammer and Anvil deployment map, the table is divided into two equal halves across its width.

For Hammer and Anvil battles, a player's table edge is the short table edge touching their own deployment zone.

Ambush!

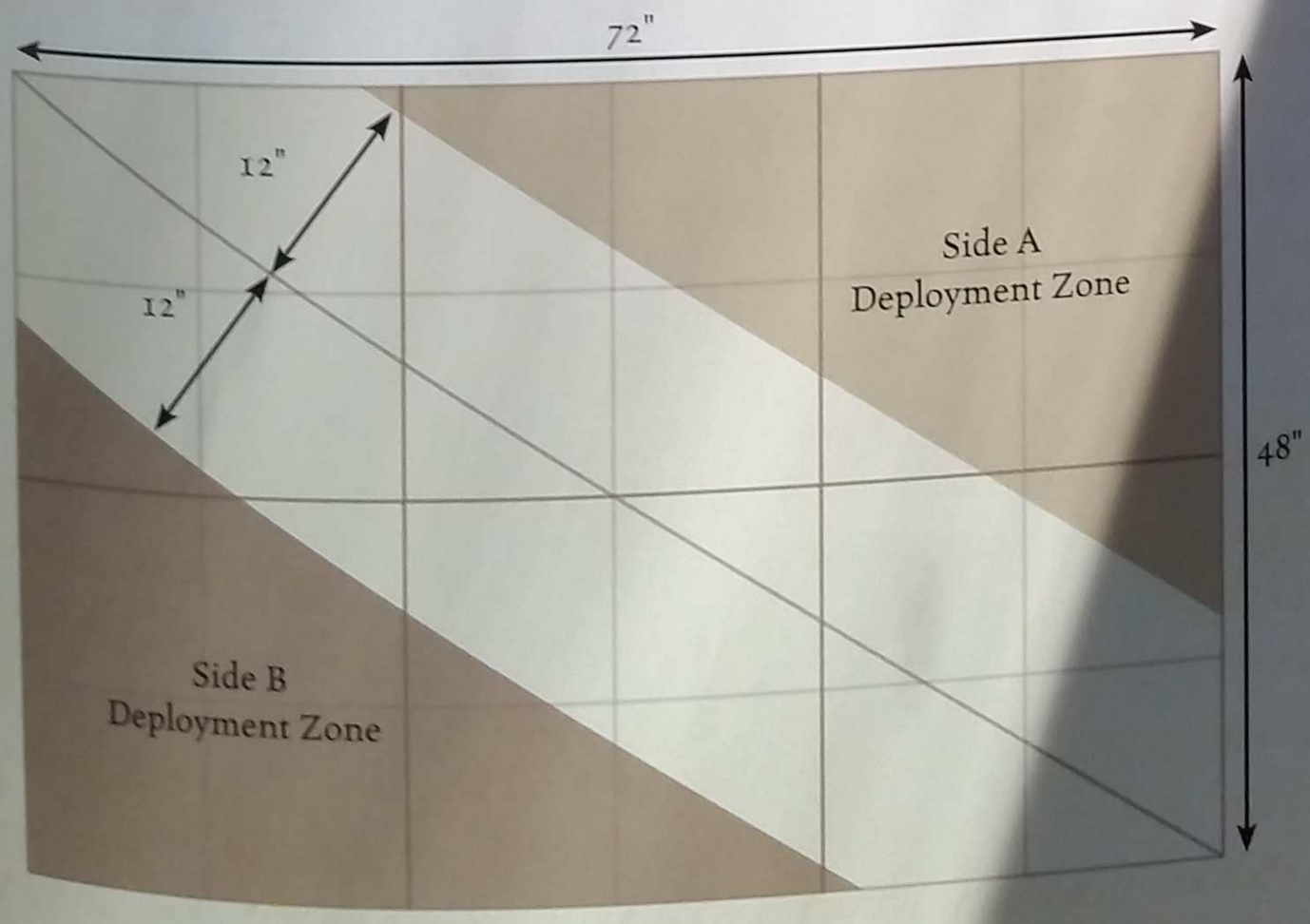



**5. Ambush!**
The Ambush! deployment map divides the table into three areas: a central defender's area (representing the force being ambushed) and two deployment areas on the narrow table edges which are both available to the opposing player, representing the 'attacking' forces that have set up the ambush.

The player winning the roll-off may opt to take the part of the Attacker or the Defender, and their opponent then takes the opposing deployment type.

The narrow table edges are the Attacking player's, while the long table edges are the Defending player's (with any of the Defender's Reserves entering by the long edges, representing reinforcements rushing to relieve the ambushed force).

Vanguard Strike




**6. Vanguard Strike**
If using the Vanguard Strike deployment map, the board is divided into two equal halves across its diagonal. The players then agree which diagonal deployment zone each will play or can instead randomise to decide.

For Vanguard Strike battles, a player's table edge is the long table edge that touches their own deployment zone.

# Mission 1 – Blood Feud

*"Blood will have Blood, Sorrow piles upon Sorrow, Vengeance breeds Vengeance."*

Ancient Terran Proverb

## The Armies

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

## Setting up the Game

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

## Deployment

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units placed in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.
- Each player should determine their Blood Feud target (see the Victory Conditions section).

## First Turn

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

## Game Length

This mission lasts for six turns.

## Victory Conditions

This mission's victory conditions are achieved by the destruction of the enemy's fighting strength, with a particular strategic target in mind whose loss will cripple their foe. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

**Primary Objectives**

**Death Toll**: At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

**Blood Feud**: After setting up and deploying the armies, but before play begins, each player should secretly note down a particular unit type from the list below. At the end of the game, the player's Blood Feud target is revealed. Each player gains an additional Victory point for each unit of the type they have chosen which has either been destroyed or is Falling Back at the end of the game.

**Blood Feud Targets**

- Infantry (all types except Independent Characters): +1 Victory point
- Independent Characters: +2 Victory points
- Vehicles with the Tank type: +1 Victory point
- Super-heavy Vehicles: +2 Victory points
- Vehicles with the Walker type: +1 Victory point
- Vehicles with the Super-heavy Walker type: +2 Victory points
- Vehicles with the Flyer or Super-heavy Flyer type: +2 Victory points
- Monstrous Creatures and Gargantuan Monstrous Creatures: +2 Victory points
- Bikes, Jetbikes and Skimmers: +1 Victory point

**Secondary Objectives**

**Slay the Warlord**: If a side destroyed the enemy Warlord, they gain an extra Victory point.*

**Note that this is in addition to any points gained via Blood Feud, etc.*

**Last Man Standing**: The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

## Mission Special Rules

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)

# Mission 2 – Onslaught

*"Victory is won by the precise application of superior force at the point of maximum vulnerability. All else —deft manoeuvre, honour, glory, skill-at-arms— all are worthless trivia in comparison, no matter what pretty lies my brothers may spout to the contrary."*

*Perturabo, Primarch of the Iron Warriors*

## The Armies

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

## Setting up the Game

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

## Deployment

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys first using the Staged Deployment special rule (see Mission Special Rules), followed by the second player.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.
- After both sides have deployed, including Infiltrators and after Scout redeployments have been made, each player places a single objective marker in their opponent's deployment zone and further than 6" away from any table edge, with the player that deployed first placing the first objective.

## First Turn

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

## Game Length

This mission lasts for six turns.

## Victory Conditions

The Onslaught mission represents an attempt to break the enemy line through shock and brute force. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

**Primary Objectives**

**Onslaught Attack:** Any enemy unit destroyed in the first game turn is worth 1 Victory point.

**Seize the Tactical Objectives:** If a player has control of the tactical objective in their opponent's deployment zone at the end of the game, that player gains 5 Victory points.

**Secondary Objectives**

**Slay the Warlord:** If a side destroyed the enemy Warlord, they gain an extra Victory point.

**Attrition:** The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

## Mission Special Rules

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- Staged Deployment

**Staged Deployment**

Rather than deploy their entire army at once, the player who deploys first deploys a single unit on to the table, then their opponent deploys a unit, in the staged deployment order shown below.

After this has been done, the two players continue to alternate deployment of their units until they have both fully deployed (except any units held in Reserve, etc).

It is entirely possible that one side will run out of units to deploy before the other. If this is the case, then the player with the larger number of units may deploy their remainder as they wish after their opponent has run out.

**Staged Deployment Order**

| | |
|---|---|
| 1st | Fortifications |
| 2nd | Lords of War units |
| 3rd | Heavy Support units |
| 4th | Troops units |
| 5th | Elites units |
| 6th | Headquarters units |
| 7th | Fast Attack units |

# Mission 3 – Shatter Strike

*"It is not enough to take from an enemy their life—rather take from them also their places of safety, their allies, their homes and their loved ones. Crush all those in their care, lay their chattels to waste and then drive them alone and naked into the darkness. Take everything they have and burn it for the mere pleasure of seeing the ash crackle between your fingers, and call it nothing more than a beginning."*

Jaghatai Khan

## The Armies

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

## Setting up the Game

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

## Deployment

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who deploys second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

## First Turn

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

## Game Length

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

## Victory Conditions

The victory conditions of this mission are tied to taking ground from the enemy. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

**Primary Objectives**

**Shatter Strike:** At the end of the game, each player scores 2 Victory points for every scoring unit in their opponent's deployment zone, and 1 Victory point for every denial unit in their opponent's deployment zone.

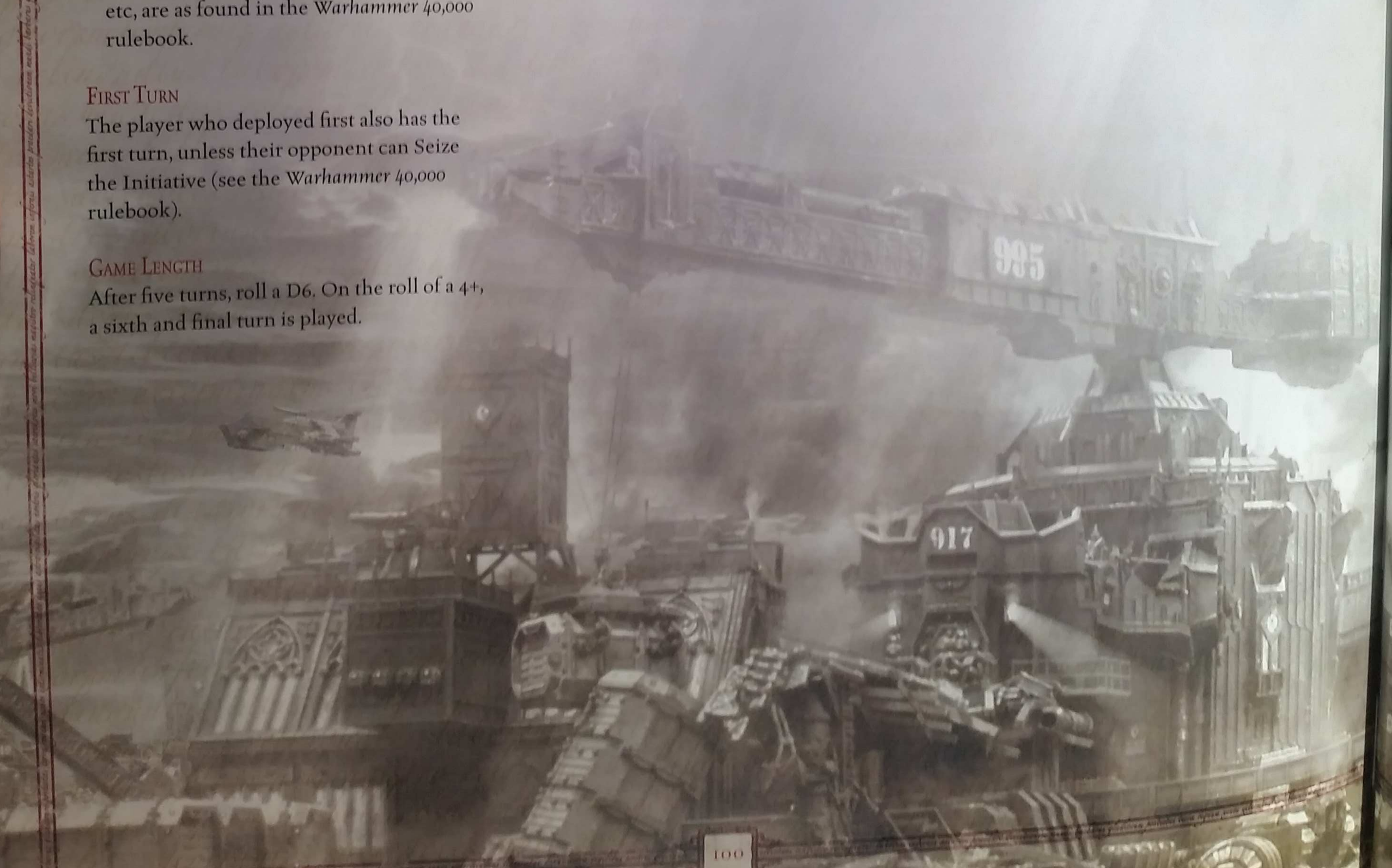
**Secondary Objectives**

**Slay the Warlord:** If a side destroyed the enemy Warlord, they gain an extra Victory point.

**Attrition:** The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

## Mission Special Rules

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- The Price of Failure (If Lords of War units are used)



# Mission 4 – Dominion

*"And where my hand shall strike, the foes of Mankind shall be laid waste; so shall I be the hammer of the Emperor, and I shall never tire."*
*Atrbt. Ferrus Manus before the Battle of Ke'ar Madoc*

### The Armies

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

### Setting up the Game

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- Place mission objectives in accordance with the Mission Special Rules section.

### Deployment

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

### First Turn

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

### Game Length

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

### Victory Conditions

The victory conditions of this mission are achieved by first taking objectives in the heart of the war zone and then retaining control of them through the course of the battle. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

**Primary Objectives**

**Dominion Objectives:** At the start of each player's turn, they gain 1 Victory point for each tactical objective they control. These Victory points are kept even if that objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

**Secondary Objectives**

**Slay the Warlord***: If a side destroyed the enemy Warlord, they gain D3 extra Victory points.

**Attrition***: The army which has destroyed the highest number of enemy units at the end of the game gains D3 additional Victory points.

**Note that the rewards for these secondary objectives are higher than normal.*

### Mission Special Rules

- Reserves (see the *Warhammer 40,000* rulebook)
- Night Fighting (see the *Warhammer 40,000* rulebook)
- The Price of Failure (if Lords of War units are used)
- Dominion Objectives

**Dominion Objectives**

This mission uses five objective markers. During the game's set up, but before deployment has been determined, the players take turns in placing one objective each in the area of the table outside of the players' deployment zones until all of the objectives have been placed. These markers may not be placed within 6" of each other or a table edge.

**Alternative – Objective Terrain**

Rather than use objective markers, if both sides agree, individual pieces of terrain may instead be specified as the mission's objectives. It is suggested in this case that three pieces of objective terrain be used, which must be fully located outside of either player's deployment zones and suitably marked to identify them. Each should be distinct and easily identifiable, and have a suggested total size of no less than 6" on each side and no more than 12" on each side, and be substantial enough to provide cover to infantry models inside them. Suitable types of terrain include ruins, large shell craters, redoubts, derelict buildings, vehicle wrecks, etc.

In order to claim or deny a piece of objective terrain, a valid unit must have at least one model within 6" of the centre of the terrain's ground level. A unit may never claim or deny more than a single piece of objective terrain at once.

# Mission 5 – Tide of Carnage

*"All I wish to hear from your imperfect world is the silence of its dead."*

*Lord Commander Lothreal Sabine of the Emperor's Children,*
*Communiqué to the Judicator of Nalislarr*

## The Armies

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

## Setting up the Game

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

## Deployment

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

## First Turn

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

## Game Length

This mission lasts for five turns.

## Victory Conditions

The victory conditions of this mission are achieved by forcing the enemy back from the battlefield. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

**Primary Objectives**

**Tide of Carnage:** Each sector of the battlefield is worth a certain amount of Victory points for the side who controls it. In order to claim a sector, a side must have one or more scoring units in the sector and the enemy must have no scoring units left in that sector.

The sectors of the battlefield are defined as follows:

- Player's own deployment zone: 3 Victory points
- No Man's Land (the area of the battlefield which is not covered by either deployment zone): 5 Victory points
- Opposing player's deployment zone: 7 Victory points

**Secondary Objectives**

**Slay the Warlord:** If a side destroyed the enemy Warlord, they gain an extra Victory point.

**Last Man Standing:** The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

## Mission Special Rules

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- Heavy Armour

**Heavy Armour:** In addition to the usual scoring units, all vehicles with the Tank type, as well as Super-heavy ground vehicles and Super-heavy walkers, are also classed as scoring units in this mission.

# Mission 6 – War of Lies

*"In any battle, great or small, the most insignificant of terrain and the most worthless of ground can for minutes, or perhaps hours, become so valuable that the blood of heroes and the wealth of an army's supply does not outweigh it. The true general knows when such a price is worth spending, and when the butcher's bill is sheer folly to pay."*

*Roboute Guilliman, ext. 'On War'*

### The Armies

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

### Setting up the Game

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- A single objective marker is placed as close to the centre of the battlefield as possible. Each player then takes turn placing two objective markers each elsewhere on the battlefield, no closer than 12" from another objective marker, and no closer than 6" from any table edge.

### Deployment

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

### First Turn

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

### Game Length

This mission lasts for six turns.

### Victory Conditions

The victory conditions of this mission reflect the anarchy and uncertainty of civil war, where goals desperately fought over and bled for may ultimately prove worthless. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

**Primary Objectives**

**Death Toll**: At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

**War of Lies**: At the end of the game, roll a D6 on the following table to determine the worth —if any— of each objective controlled by the player at the end of game. Roll once for each objective.

| D6 | Result |
|---|---|
| 1 | No Victory points |
| 2-3 | 1 Victory point |
| 4 | 2 Victory points |
| 5 | 3 Victory points |
| 6 | Minus D3 Victory points |

**Secondary Objectives**

**Slay the Warlord**: If a side destroyed the enemy Warlord, they gain an extra Victory point.

### Mission Special Rules

- Reserves (See the *Warhammer 40,000* rulebook)

# MECHANICUM TAGHMATA WARGEAR & SPECIAL RULES

### Assault Weapons

**Battle-automata Power Blades**
Fitted to the primary weapon-limbs of some Battle-automata, these sabre-like bladed weapons use molecular disruption fields super-charged with power from the Battle-automata's core. They are a close combat weapon with the following profile:

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Power blades | - | User | 2 | Melee, Rending, Paired Weapons |

**Paired Weapons:** Battle-automata power blades are paired weapons and so add +1 to the model's attacks and count as being two-handed.

**Breacher Charge**
This is used to destroy armoured emplacements and shatter fortifications and barricades. Much like melta bombs, these powerful electrochemical explosive charges are too bulky and cumbersome to easily throw like a grenade and additionally pose some risk to their user at close range, but are extremely destructive in skilled hands.

A model equipped with a breacher charge may use it in an assault instead of using their normal attacks or weapons. The model makes a single attack. Place the Blast (3") template anywhere in base contact with the attacking model so that it covers the enemy. The template may not be placed so that it covers friendly models. Roll to hit against the majority Weapon Skill of the enemy (buildings, emplacements and stationary vehicles are hit automatically and no roll is needed). On a successful hit, the template remains where it is. On a miss, roll the Scatter dice and flip the template over in the direction shown if an arrow result is rolled (re-roll the Hit symbol until an arrow is shown).

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Breacher charge | Special | 8 | 2 | Melee, One Use, Blast (3"), Wrecker |

**Wrecker**
Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

**Corposant Stave**
A battle stave fitted with powerful shock charge generators, this weapon's origins lay with the secretive and seldom seen Corpuscarii sub-cult of the Mechanicum. It is also often seen in the hands of the militant adepts of the Prefecture Magisterium, as it is particularly useful in laying low renegade machines and heretek priests alike.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Corposant stave | - | User +1 | 4 | Melee, Two-handed, Concussive, Haywire* |

**For each successful hit against a target vehicle in close combat, roll once on the Haywire table (see the Warhammer 40,000 rulebook) instead of rolling for armour penetration normally.*

**Heavy Chainblade**
Designed to chew through dense materials, be they xenos flesh, armour plate or ferrocrete, heavy chainblades are part industrial tool, part weapon. Patterned on the chainswords and chainaxes wielded by the Imperium's armed forces, they are larger and more robust, designed to take advantage of the dull senses and tireless strength of the servitors and automata to which they are commonly fitted.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Heavy chainblade | - | +2 | 4 | Melee, Two-handed |

**Lascutter**
These are powerful, albeit extremely unwieldy, industrial tools used for cutting through armoured bulkheads and working otherwise impermeable ores that make use of a disruption field-assisted short range laser arc. They are utilised in siege warfare where they can make for a devastating if makeshift close-quarter weapon.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Lascutter | - | 9 | 2 | Melee, Unwieldy, Cumbersome |

**Cumbersome**
A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.

**Paragon Blade**
Weapons forged of consummate artistry or irreplaceable relics of the ancient might of the Dark Age of Technology, Paragon blades are few in number and may take many forms. The most common Paragon blades are two-handed power weapons of extraordinary balance and durability, although even more rarely unique chain weapons wrought from the teeth of terrifying xenos-beasts and certain night-black sickle swords found on remote death worlds on the edges of the Halo Stars have been known to hold similar phenomenal killing power. Regardless of their form, Paragon blades are valued beyond price by the Imperium's warriors.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Paragon blade | - | +1 | 2 | Melee, Murderous Strike, Specialist Weapon |

**Murderous Strike**
Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this instant death-causing wound separately to any other wounds the attack inflicts.

### Shock Chargers

Used to augment the combat power of Legio Cybernetica Battle-automata, these amplify the force of the Battle-automata's blows with powerful electrostatic discharges which detonate like thunderclaps when striking their target.

- A model equipped with shock chargers gains the Concussive special rule added to all of their close combat attacks regardless of type (including Hammer of Wrath, Smash, etc).
- Shock chargers are not a weapon as such in themselves and so do not have a profile of their own, nor do they add additional attacks in conjunction with other weapons.

### Siege Wrecker

This is a general term given to a specialised form of massive close combat weapons intended for Legion Dreadnoughts and Mechanicum battle-automata. Wreckers are designed to enable these heavy assault units to smash through fortifications and easily crush armoured barricades and defences in siege warfare. The most common form of this weapon is a hydraulic ram or massive disruption-field augmented hammer, although specialised forms of heavy claw or drill systems are also used.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Siege wrecker | - | 10 | 2 | Melee, Concussive, Wrecker, Specialist Weapon |

## Shooting Weapons

### Archaeotech Pistol

Despite the renaissance of human power in the galaxy that the Great Crusade has created, there remains much of Mankind's ancient might and arts that are lost to myth and legend, save for a few relics that have survived the stifling darkness of Old Night. One of the more common types of these relics found are sidearms of surpassing firepower and elegance. Be they bespoke slug throwers utilising micro-atomic munitions or searing kill-rays that draw power from a planet's ambient magnetosphere, such priceless artefacts of war find their way into the hands of the Emperor's chosen agents and the masters of the Space Marine Legions.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Archaeotech pistol | 12" | 6 | 3 | Pistol, Master-crafted |

### Avenger Bolt Cannon

The Avenger cannon fires a relentless stream of heavy, high velocity, mass reactive shells, making it highly effective against large concentrations of massed infantry. So heavy is this torrent of fire that even heavily armoured targets are in danger, their armour torn to ragged shreds under the relentless rain of explosive impacts.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Avenger bolt cannon | 36" | 6 | 3 | Heavy 7 |

### Conversion Beamer

These esoteric energy weapons fire a beam that induces a subatomic implosion in their target, with the beam itself gathering power over distance up to a terminal point of beam instability. Conversion beamers are both difficult to construct and highly complex to use, needing skilled calibration to operate as well as dedicated reactor core systems to power. As a result, they are primarily used for dedicated siege warfare or starship breaching assaults by specialised operators such as Techmarines and Mechanicum Myrmidon Destructors.

A conversion beamer has a number of different profiles, the use of which depends upon how far the chosen target is from the firer up to the weapon's maximum range. When firing the weapon, measure the distance to the target, place the weapon's Blast template and scatter as normal for a blast weapon. Once the final location of the template has been determined, measure to the centre of the Blast marker and consult the weapon's chart to determine the effect.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Conversion beamer | | | | |
| | Up to 18" | 6 | - | Heavy 1, Blast (3") |
| | 18" to 42" | 8 | 4 | Heavy 1, Blast (3") |
| | 42" to 72" | 10 | 1 | Heavy 1, Blast (3") |

### Graviton Weapons

Little understood even by the Tech-Priests of Mars, the term 'graviton gun' refers to a group of gravity projector devices whose sophistication is such that the few that now remain are relics of a lost age. Such weapons prove extremely useful when fighting on a starship or in a null gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and crack bones even inside armour, but its primary use is to impede the enemy and damage machinery without the risk of secondary explosions.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Graviton gun | 18" | * | 4 | Heavy 1, Blast (3"), Concussive, Graviton Pulse*, Haywire |
| Graviton cannon | 36" | * | 4 | Heavy 1, Large Blast (5"), Concussive, Graviton Pulse*, Haywire |

**Graviton Pulse**
Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

### Graviton Imploder

The gravity manipulation weapons of the early Great Crusade had their origins —like much of the Mechanicum's arsenal— in the largely lost and ill-understood arts of bygone ages. The technology involved, while extremely powerful, was likely not meant to be weaponry at all, and was regardless extremely difficult to replicate and demand for it always outstripped supply. A solution to this was sought of the oft-besieged Forge World of Tigrus which produced a substitute in the shape of the graviton imploder (or more simply 'tank-crusher' as it was less formally known by the Imperialis Auxillia of the region). This used a concentrated beam to create a collapsing grav-field to bring down kinetic force proportionally to the density and mass of the material it struck, proving bloodily effective particularly against heavily armoured foes. Crude and power-hungry, the design was deemed blasphemy by some magos as a perversion of ancient patterns, although its unique capabilities would prove invaluable in the wars of the Horus Heresy. Its design would also provide the genesis of future weaponry to replace more arcane patterns which could no longer be made in the cataclysmic war's aftermath.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Graviton imploder | 18" | * | 2 | Salvo 2/4, Concussive, Graviton |

***Graviton**
The roll needed To Wound when firing this weapon is equal to the usual armour save of the target, to a minimum of 6+. When resolving a hit against a vehicle, roll a D6 for each hit rather than for armour penetration as normal. On each result of a 6, the target suffers an Immobilised result and loses a single Hull Point. This weapon has no effect on buildings.

### Irradiation Projectors

'Irad' or 'Rad' projectors are potent anti-personnel weapons and relics of the Dark Age of Technology used exclusively by the militant forces of the Mechanicum. They commonly comprise a bulky generator unit terminating in a dish-like projector that unleashes a powerful blast of deadly cross-spectrum radiations. Victims caught in the blast of such a weapon suffer an appalling death as they are boiled alive from within – their tissues blasted apart on a cellular level. Thick barriers of solid matter between the beam and the target provide some protection from this effect, though victims who survive the initial blast will often die later of extreme radioactive contamination.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Lucifex | 6" | 2 | 5 | Pistol, Flesh Bane, Rad-phage |
| Rad/Irad-cleanser | Template | 2 | 5 | Assault 1, Fleshbane, Rad-phage |
| Irradiation engine | Template | 4 | 3 | Heavy 1, Fleshbane, Rad-phage, Torrent |

**Rad-phage**
A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

### Lightning Gun

This aptly named weapon takes the form of a baroquely designed carbine connected to a micro-reactor core. It fires an ionizing las-beam, down which a powerful phased discharge of electromagnetic force is unleashed, and is equally effective at slaughtering the living and overloading machine targets.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Lightning gun | 18" | 7 | 5 | Heavy 1, Shred, Rending |

### Mechanicum Bolter Weaponry

The Mechanicum utilise a variety of bolter weaponry which, while operating on similar principles to the standardised weapons of the Legiones Astartes, are often more sophisticated and difficult to maintain. Such weapons include the Maxima, a relatively compact, short-chambered rotary boltgun capable of a high rate of fire, and the Mauler pattern bolt cannon, a fearsomely baroque and bulky automatic cannon using substantially larger and denser shells than a standard heavy bolter.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Maxima bolter | 12" | 4 | 5 | Assault 3 |
| Mauler bolt cannon | 24" | 6 | 3 | Heavy 3, Pinning |
| Scyllax bolter | 30" | 4 | 4 | Rapid Fire |

### Mechanicum Las & Melta Weapons

Although they favour more esoteric and powerful weapons for their personal arms, Taghmata magos rely on more elementary and reliable las and melta weapons to equip their subordinates and lesser creations.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Laspistol | 12" | 3 | - | Pistol |
| Las-lock | 18" | 4 | 6 | Assault 1 |
| Mitralock | 8" | 4 | 6 | Assault 1, Shred |
| Multi-laser | 36" | 6 | 6 | Heavy 3 |
| Lascannon | 48" | 9 | 2 | Heavy 1 |
| Inferno pistol | 6" | 8 | 1 | Pistol, Melta |
| Meltagun | 12" | 8 | 1 | Assault 1, Melta |
| Multi-melta | 24" | 8 | 1 | Heavy 1, Melta |
| Melta cannon | 24" | 8 | 1 | Heavy 1, Melta, Blast (3") |

### Phosphex Bombs & Medusa Shells

Phosphex is a rare corrosive toxic and incendiary compound utterly inimical to life, deployed both as large canister bombs and heavy shells. It expands on contact with air into a seething, liquid mist that burns with an eerie white-green flame that is attracted to movement. This gelid flame ignites metal and eats relentlessly into living tissue, and cannot be extinguished short of exposure to vacuum. As effective as this horrific weapon is, its use is not widespread as it has a tainting effect beyond even rad weapons, but remains within the arsenals of the Space Marine Legions as a weapon of dire resort.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Phosphex bomb | 6" | 5 | 2 | Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death |
| Phosphex shell (Medusa) | 36" | 5 | 2 | Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death |

**Lingering Death**
When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles. Note: It is advisable to have multiple spare blast markers when using this rule!

**Crawling Fire**
After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

### Photon Thruster Weapons

The arcane secrets of these deadly but unstable beam weapons are jealously guarded by the adepts who hold them, leading some to believe the technology is xenos in origin. When fired they unleash howling, needle-thin beams of utter blackness able to pierce the densest matter, slashing and slicing armoured men and machinery apart like razors, leaving pulsing waves of darkness in their wake. The exotic power sources of these unearthly weapons are extremely unstable, and catastrophic failure can lead to its firer being consumed by raging black flames until only dust remains.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Photon gauntlet | 12" | 5 | 2 | Assault 2, Blind, Gets Hot |
| Photon thruster | 48" | 6 | 2 | Heavy 2, Lance, Blind, Gets Hot |
| Darkfire cannon | 60" | 7 | 2 | Heavy 2, Lance, Blind, Gets Hot |

### Rad Grenades & Rad Missiles

Special issue weapons commonly only employed against the most dangerous of xenoforms, rad grenades and warheads detonate with a short, intense burst of radiation and shower the immediate area with highly contaminated fallout. As well as direct damage, these can be used to bombard an area, and have the effect of debilitating rather than slaying outright, rendering a target vulnerable to further injury.

**Rad Grenades:** These are special grenades that count neither as assault or defensive grenades, but have their own unique effect. During a turn in which a unit equipped with rad grenades launches an assault, or is themselves assaulted, the enemy unit(s) suffer a -1 penalty to their Toughness until the end of the Assault phase. Note: This does affect the victims' instant death thresholds.

**Rad Missiles:** These Terran-devised missiles, a horror of the gene-war anarchy of Old Night, use custom-loaded warheads which combine high explosive charges with inner fragmentation cases made from highly radioactive isotopes, usually harvested from decommissioned fission reactor shells. The effect is to create an intensely toxic weapon that inflicts a hideous death on its victims, and that can poison and lay low the most resilient organism.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Rad missile | 48" | 4 | 3 | Heavy 1, Blast (3"), Fleshbane, Rad-phage |

### Rotor Cannon

Rotor cannon are multi-barrelled stubbers, using electric motors to maintain an extraordinary rate of fire from their spinning barrels. The simple, medium calibre solid slug projectiles they fire lack the power of bolt shells, but the hail of shot they unleash can be particularly useful against unarmoured hordes of foes and fleshy xenoforms.

The Magos Explorator first augmented these weapons with bio-corrosives for use against the deadly xenoforms their order encountered on the fringes of the Great Crusade's expansion. Impregnated with costly and arcane bio-corrosive agents, these shells were heavier and less balistically stable than common stubber rounds, but considerably more lethal, if somewhat wasted on mere human targets.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Rotor cannon | 30" | 3 | 6 | Salvo 3/4 |
| (bio-corrosive rounds) | 15" | * | 6 | Salvo 3/4 , Poison (4+) |

### Volkite Weapons

'Volkite' is an arcane Martian term for a variety of powerful ray weapons whose origins date back to the Age of Strife. Possessed of considerable killing power surpassing most armaments of their size, volkites were difficult to manufacture, even for the most able of the Mechanicum's forges, and the demands of the expanding Great Crusade swiftly overwhelmed supply of these relic guns. Once relatively common within the fledgling Legions, they had fallen largely from favour by the time of the Horus Heresy, and had been superseded in the Space Marine Legions by the far more flexible and utilitarian Terran bolter. Those few that remained in service were the purview of only a few specialised units at the outbreak of the conflict that rent the Imperium asunder.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Volkite serpenta | 10" | 5 | 5 | Pistol, Deflagrate |
| Volkite charger | 15" | 5 | 5 | Assault 2, Deflagrate |
| Volkite caliver | 30" | 6 | 5 | Heavy 2, Deflagrate |
| Volkite culverin | 45" | 6 | 5 | Heavy 4, Deflagrate |

**Deflagrate**
Deflagrating attacks have a devastating effect on organic matter, explosively burning flesh into ash and jetting fire. After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

WARGEAR

**Abeyant**
Considered in part as a symbol of status as well as a functional tool by many high-ranking magos of the Mechanicum, an Abeyant is a name given to a general class of hovering conveyances into which the rider's augmetics and life support systems are directly connected through bionic linkage, so that the machine-vehicle becomes an extension of their own body.

- A model mounted on an Abeyant gains +1 Wound, and the Move Through Cover, Very Bulky, Hardened Armour and It Will Not Die special rules.

**Atomantic Shielding**
Certain Battle-automata designs feature particularly powerful atomantic reactor cores designed to energise defensive field generators built into the Battle-automata's exterior armour plating, as well as power its combat systems.

- A model with Atomantic shielding has a 5+ invulnerable save against shooting attacks and explosions, and a 6+ invulnerable save against attacks suffered in close combat. In addition, if the Battle-automata suffers a Reactor Blast explosion, add +1" to the radius of the blast caused.

**Augury Scanner**
This energy scanning device has the effect of alerting the user to the concealed presence or imminent arrival of enemy troops in the vicinity, even if concealed, and can even detect the tell-tale electro-gravitic disruption effect on local space that presages teleport transfers.

Models cannot be deployed using the Infiltrate special rule within 18" of a model with an augury scanner. Enemy models deployed using deep strike within this range can also be attacked by a unit carrying an augury scanner in the Shooting phase as if their Rapid Fire and Heavy weapons (if they have any) had the Interceptor special rule.

**Cognis-signum**
An advanced array of sensory devices, cogitator-assisted communications and telemetry arrays built into a purpose-modified suit of power armour, these enable the wearer to co-ordinate battlefield data with blinding speed.

A model with this wargear automatically counts as being equipped with an augury scanner and has the Night Vision special rule.

In addition, in lieu of the model equipped with the Cognis-signum firing a weapon in the Shooting phase, a single designated unit of the controlling player's choice within 6" of the signum-equipped model (other than Independent Characters or Super-heavies) gains a bonus of +1 to their BS for that Shooting phase.

**Cybernetica Cortex**
Comprising a synthetic 'brain' of sorts of the most advanced Battle-automata, a Cybernetica Cortex consists of an armoured casing containing a complex bio-plastic mass which extrudes nerve-like grey tendrils into the body of the robotic frame into which it is housed, invigorating it with strange false-life. Far beyond a simple cogitator in capacity, it is neither truly alive nor sapient like the dread and inhuman 'Silica Animus' feared of old. Instead, it is akin to a primal web of bellicose instinct, guided not by self-awareness and reason, but by a programmed framework of encoded behaviour, comprising simple and exacting instructions and commands. The result is a superior, self-guided weapon; a machine-predator that will actively and instinctively pursue its foes as well as act with a degree of tactical sense and self-preservation beyond anything a servitor is capable of, but without the dangers of revolt and the development of blasphemous intelligence—or so the Legio Cybernetica claim.

**Special Rules**
Models with a Cybernetica Cortex all have the following special rules:

**Fearless:** Units containing one or more models with this special rule automatically pass Fear and Regroup tests and Morale checks, but cannot Go to Ground due to the 'Our Weapons are Useless' special rule (see page 53 of the *Warhammer 40,000* rulebook).

**Adamantium Will:** Units containing one or more models with this special rule gain +1 to their Deny the Witch tests.

**Fire Protocols:** A model with this special rule may fire up to three of its weapons once each in the Shooting phase – this must be against the same target.

**Machine Creature:** Units made up of models with a Cybernetica Cortex can never count as scoring units, no matter the Force Organisation chart being used or the particular rules of the mission involved. However, they do count as Denial units in Age of Darkness games see page 17 for more on this.

**Cybernetic Resilience:** Successful wounds scored by attacks with the Poisoned or Fleshbane special rules must be re-rolled against this model. In addition to any other effects they cause, attacks with the Haywire special rule will cause an additional wound on a D6 result of a 6 against the model. Roll for this wound separately – saves may be taken as normal.

**Programmed Behaviour:** Unless within range of a model from the same detachment equipped with a Cortex Controller at the start of the owning player's turn, the following restrictions are placed on the unit's use in that turn of the game. These do not apply if the chosen model is already locked in an assault:

- **Methodical:** The Battle-automata may not make Sweeping Advances or Run moves.
- **Target Priority:** If enemy models are within 12" and within line of sight during their Shooting phase, the Battle-automata Maniple must fire all its weapons against the closest enemy unit it is able to harm. If this is not the case, they are free to select targets as normal.
- **Onslaught:** If enemy units are within 12" during their Assault phase, the Battle-automata must attempt to charge the closest enemy unit if able. Note that the Battle-automata may still only charge the same unit it fired at if it fired in the Shooting phase. If consolidating after combat, they must do so towards the nearest enemy model if one is present within 12".

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Cyber-occularis** | 2 | 3 | 2 | 3 | 1 | 4 | 1 | 9 | 3+ |

**Unit Composition:** 1 Cyber-occularis

**Unit Type:** Jet Pack Infantry

**Special Rules:** Stealth, Fearless, Warning Relay, Augur-sweep

**Wargear:** Twin-linked laspistol

**Warning Relay:** A Cyber-occularis confers the Interceptor special rule to all friendly models within the same detachment within 3".

**Auger-sweep:** Enemy units within 12" reduce their cover saves by -1 when fired at by units from the same detachment as the Cyber-occularis.

### Cortex Controller

This control and signalling device uses data-djinn to command Battle-automata fitted with Cybernetica cortex systems, allowing the wielder to witness the battlefield through the automata's own senses as well as monitor their status and exact precise control over their actions. Only the most highly experienced and specifically augmented adepts of the Mechanicum and the Forge Lords of the Legiones Astartes can hope to fathom the use of these fractious devices and successfully interpret the storm of data streaming from their un-living minions.

- The presence of a Cortex Controller within 12" of part of a unit of friendly models with the Programmed Behaviour special rule at the start of any phase means that special rule is negated for that phase and their controlling player is free to use them as any other unit.

### Cyber-familiar

This is a term that encompasses a variety of semi-autonomous devices such as servo-skulls, mek-spiders and other smaller drone units and lesser haemonculites tied into the direct neural control of their operator. These minion-drones are an extension of their master's will and provide them with a host of additional senses and capabilities.

- A Cyber-familiar adds +1 to its owning model's invulnerable save (to a maximum of 3+) or an invulnerable save of 6+ if they do not already possess one.
- They allow their owning model to re-roll failed characteristic tests other than Leadership tests and failed Dangerous Terrain tests.

The Cyber-familiar may be either modelled as part of the character equipped with them, or on separate bases and kept in coherency. However, they are discounted as models, have no separate profile, make no attacks, need not be transported, etc, and are simply moved out of the way in combat or if they interfere with the game.

### Cyber-occularis

A form of task-dedicated servo-automata designed foremost to be an extension of its master's senses on the wider battlefield, the Cyber-occularis is more robustly constructed than a standard cyber-familiar, often resembling an artificial raptor or strange deathly hybrid creature of corpse and machine.

- Cyber-occularis are treated as individual units on the tabletop (except where listed below), and have their own profile and equipment, but are never scoring or contesting units, can never join or be joined by other models, and do not block line of sight.
- During deployment, Cyber-occularis must be deployed at the same time as the model who purchased them as part of their wargear, and within 6" of them at the start of the game (or held within the same transport vehicle).
- Cyber-occularis may be carried inside a transport vehicle with their master, but not otherwise, and do not count as separate units for this purpose.

### Djinn-skein (Warlord only)

An Archmagos Prime operating as a battlefield commander is not simply a general whose orders are carried out, but the governing will of the Taghmata; a spider at the centre of a web of data-djinn and stolen perceptions from across the battlefield who enables them to make tactical predictions based on inhumanly swift calculation and accuracy. In order to use the abilities of the Djinn-skein, the Archmagos Prime must be present on the table and not currently taking part in an assault. The Djinn-skein provides the following abilities:

- At the beginning of their Shooting phase, the Archmagos Prime may nominate a single unit which is a part of their primary detachment (including themselves) within 6" of them or any Cyber-occularis purchased as part of their wargear to benefit for +1 BS.
- Deep Striking units which are part of their primary detachment choosing to arrive within 6" of the Archmagos Prime do not scatter.
- Barrage weapons in the same detachment may use the Archmagos Prime and any Cyber-occularis purchased as part of their wargear to draw a line of sight from for their attacks. Note that direction of fire, range, etc, is still drawn from the firing weapon.

### Enhanced Targeting Array

Certain Battle-automata are fitted with additional slaved cogitators and sub-incunabula machine-spirits devoted to relentlessly tracking and targeting any and all potential threats in range.

- A model with this upgrade has its Ballistic Skill increased by +1 and the cover saves of enemy targets are reduced by -1.

### Infravisor

A model equipped with an infravisor has the Night Vision special rule. However, a unit that contains one or more models with an infravisor counts as Initiative 1 when taking Blind tests.

### Lorica Thallax

A divergent form of power armour technology developed by the Ordo Reductor of the Mechanicum. Permanently surgically bonded to the body of the wearer, it uses linked mechanical armatures to replace the primary limbs and a compact reactor core to generate power for the Thallax's weaponry. The armour is fused directly to the spinal column and nervous system of the Thallax and marks them both as warriors of the Mechanicum and serves as a symbol of their servitude.

Lorica Thallax armour provides a 4+ Armour save and the Feel No Pain (6+) special rule. However, a model equipped with this armour may not make Sweeping Advances.

### Machinator Array

This is a complex and intricate system of manipulators, augmetic body replacements, inbuilt tools, sensors and energy arc-projectors utilised by the most able magos of the Machine Cult.

- A machinator array adds +1 to its user's Toughness value and provides the Night Vision special rule. It also incorporates a flamer and an inferno pistol, and the user can either opt to fire both of these weapons in the Shooting phase, or one of them and another ranged weapon the model is carrying.
- A model with the Battlesmith special rule may add +2 to their Repair roll result if they are also equipped with a machinator array.
- A model equipped with a machinator array may make two additional attacks per turn in close combat as well as any they would normally be eligible to make. This is done using the profile shown below:

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Machinator array | - | +1 | 2 | Melee, Unwieldy, Shred, Armourbane |

### Mechanicum Protectiva

This term covers a variety of energy field and defensive shield projectors devised by Mechanicum magos to protect themselves both on the battlefield and from assassination by their rivals.

- A model equipped with this gains a 4+ invulnerable save.

### Nuncio-vox

A nuncio-vox is a beacon and communications array that allows precisely targeted reinforcements to be deployed nearby and strikes to be targeted with deadly accuracy.

If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped with a nuncio-vox, it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a nuncio-vox as well as the firing model itself (range is still drawn from the firing model, etc). Note: The nuncio-vox model must already be on the table at the start of the turn for it to be used (and cannot be used from inside a vehicle).

### Rad Furnace

All models locked in combat with one or more units with a rad furnace suffer -1 to their Toughness value for the duration of the combat. Models with rad furnaces are immune to this effect as well as those of rad grenades. Any weapon with the Poison or Rad-phage special rule only wounds a model equipped with a rad furnace on a D6 roll of a 6.

### Servo-arm

This is a heavy industrial claw-limb and manipulator array often directly spliced into a Techmarine's or Magos Adept's nervous system. As well as making for a powerful tool, they can also be wielded in battle as a clumsy but savagely powerful weapon.

- A model with the Battlesmith special rule may add +1 to their Repair roll result if they are also equipped with a servo-arm.
- A model equipped with a servo-arm may make an additional single attack per turn as well as any they would normally be eligible to make. This is done using the weapon profile as follows:

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Servo-arm | - | 8 | 2 | Melee, Unwieldy |

## Special Rules

### Battlesmith

Those versed in the secret arts and teachings of the Mechanicum, whether Techmarine, Forge Lord or Magos, have the skill and ability to reconstruct and effect field repairs to war machinery in battle.

If a Battlesmith is in base contact with, or embarked upon, one or more damaged vehicles during the Shooting phase, they can attempt to repair one of them instead of firing a weapon. Roll a D6. If the result is 5 or more, you may do one of the following:

- Restore a lost Hull Point.
- Repair a Weapon Destroyed result.
- Repair an Immobilised result to the attendant vehicle.

If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Battlesmith cannot use this ability if they have Gone to Ground or are Falling Back. Models with Battlesmith that also possess a Cortex Controller may instead of the above restore a single lost wound to a Battle-automata as a use of this ability.

### Djinn-sight

The sinister blank-faced helms of the Thallaxii conceal an array of inhuman sensory apparatus through which they experience the battlefield as a raging storm of electromagnetic turmoil, blood-heat and seismic percussion. However, for the organic brain to handle this hurricane of data, it must be surgically mutilated, removing the mere human senses such as sight and hearing.

The Djinn-sight means that a Thallax reduces the benefits of any cover save its opponent has by -2 (a 4+ becoming a 6, a 5+ being ignored entirely, and so on). Additionally, Infiltrators may not be set up within 24" of Thallax units, regardless of line of sight.

### Fusillade Attack

The model may fire two ranged weapons in the Shooting phase, so long as they are both fired at the same target.

### Haywire

For each successful hit against a target vehicle in close combat, roll once on the Haywire table (see the *Warhammer 40,000* rulebook) instead of rolling for armour penetration normally.

### Lumbering Advance

The model may not make Run moves or Sweeping Advances.

### Prisoned

This attack may only be used in close combat against models with the Infantry, Jump Infantry or Jet Pack Infantry types. In doing so, the model makes only a single attack (regardless of any other factors).

### Reactor Blast

Most Battle-automata are powered by compact reactor cores that pulse like living hearts within them, pumping the electrically charged vitae fluids from their cortex around their frames and affording them the ability to self-repair and react more in the manner of living creatures than inert machines. Should these reactors be breached at last, they can detonate, consuming the Battle-automata's remains in a fiery explosion.

- When a Battle-automata loses its last wound, roll a D6. On the result of a 6, it explodes, inflicting a Str 4 AP - hit on all models within D6".

**Plasma Wave**
Successful cover saves against this weapon must be re-rolled.

**Swift Strike**
The weapon gains a +1 bonus to Initiative on any turn it charges into close combat.

**Sunder**
Attacks with this rule may re-roll failed Armour Penetration rolls.

**The Paragon of Metal**
While each Battle-automata of the Legio Cybernetica is in itself a creation of a near lost age of human power; a miracle of technological artifice and the product of arcane secrets without number, there remains among them war machines whose powers and capabilities are far beyond their peers. Whether somehow blessed by the Omnissiah, the product of a single magos' unmatched genius or the darker influence of the forbidden, a Paragon of Metal is a near-unstoppable engine of war, albeit one perhaps not to be trusted, even by its master.

- A Paragon of Metal is not subject to the Programmed Behaviour special rule and has the It Will Not Die and Rampage special rules.
- A Paragon of Metal may never count as a scoring unit regardless of the mission being played.
- In the case of a failed Cybertheurgy attempt, always apply Malifica on the Cybertheurgy Mishap table, rather than rolling randomly.

### Vehicle Rules

**Anbaric Claw**
This is a defensive system mounted on war machinery utilised by the Mechanicum Taghmata Omnissiah. Using a battery of electro-chem capacitors to generate a massive pulse shock of electromagnetic force through a vehicle's hull, it is able to electrocute and incinerate nearby living creatures as well as disrupt and burn out enemy machinery.

- A vehicle may trigger its Anbaric claw in any turn in which it is being attacked in the Assault phase, and at any point when it is either being rammed by another vehicle or is ramming an enemy vehicle itself, with the limitation that the Anbaric claw can only be used once per player turn.
- When the claw is triggered, it automatically strikes all units within 1" of the carrying vehicle's main hull, whether friend or foe (although models being transported inside vehicles are unaffected). If triggered during a Ram, it affects any other vehicles the carrier contacts, to the facing where contact takes place.
- The Anbaric claw inflicts D6 hits on any unit it strikes. If being used in the Assault phase, the Anbaric claw's effects are worked out at Initiative 10. If being used while a Ram is being conducted, its effects are simultaneous with working out damage caused by ramming.

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Anbaric claw | - | 5 | 4 | Melee, Rending |

**Armoured Ceramite**
Additional heavy ceramite plating fitted to a vehicle allows it to withstand extremes of heat and radiation. Plating of this kind is fitted to orbital strike craft to enable them to withstand the rigours of re-entry from space, and also to certain siege vehicles to protect them from thermal energy weapons.

A vehicle with this wargear is not subject to the additional D6 armour penetration caused by weapons with the Melta special rule.

**Armoured Cockpit (Flyers)**
A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken and Crew Stunned on a roll of 4+.

**Battle Servitor Control**
A Flyer may replace their human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Flyer the Tank Hunters special rule.

**Blessed Autosimulacra**
Many Mechanicum war machines are fitted with extensive automatic repair systems. These range from self-healing alloys sourced from irreplaceable relic-stockpiles, to on-board servitor-simulacrum to shore up hull breaches and re-route severed fuel and circuit lines while chanting rites of revivification.

- If the vehicle has suffered Hull Point damage, at the end of the controlling player's turn roll a D6. On a result of a 6, one lost Hull Point is restored.

**Explorator Augury Web**
These sophisticated scanners and cognis-interpreters built into the structure of Explorator vehicles are all but unreplicable devices that likely far pre-date the Age of the Imperium. When under the control of an experienced Tech-Priest, these augurs can be used in battle to scan enemy positions in extraordinary detail, allowing enemy movements to be thwarted or reinforcements to be called in with uncanny accuracy.

A vehicle with an Explorator Augury Web gains the Scout special rule.

While a vehicle with this upgrade is on the table, at the start of any of the controlling player's turn, before any Reserve rolls are made, they may declare that the vehicle' auguries are being used in Disruption or Relay modes, their effect lasting until their next player turn.

- **Disruption Mode**: The opposing force suffers -1 to their Reserve rolls.
- **Relay Mode**: The owning player's Reserve rolls may be re-rolled (whether failed or successful!) if they wish.

Note that the presence of multiple Explorator Augury Web-equipped vehicles have no additional effect and only one mode may be chosen a turn. If a vehicle is fitted with an Explorator Augury Web, its Transport capacity is reduced to 8.

**Flare or Chaff Launchers (Flyers)**
These are a single use item. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by missile weapons.

**Flare Shield**
Another of the Mechanicum's specialised systems that only their high adepts truly understand, a flare shield is a directional electromagnetic flux field generator rumoured by some to be a product of the Dark Age of Technology from a source best left forgotten. Flare shields lack anything like the defensive power of a Titan's void shields, but are able to deflect and disperse glancing or diffuse impacts and shrapnel, and can reduce the power of more focused strikes with great reliability.

- A flare shield operates against shooting attacks that strike the vehicle's front arc. It reduces the strength of attacks by weapons with the Template or Blast type by -2, and other shooting attacks' Strength by -1.
- A flare shield has no effect on close combat attacks or attacks inflicted with the Destroyer special rule.

**Ground-tracking Auguries (Flyers)**
Utilising similar systems to those carried by the Proteus pattern Land Raider, ground tracking auguries are jealously guarded by the Mechanicum. They are fitted to sub-orbital craft operating as scouts at the leading edge of the Great Crusade, sophisticated scanners and advanced cognis-interpreters allowing for the detection and analysis of even the most well concealed ground target.

A Flyer equipped with this system gains the Strafing Run special rule.

**Illum Flares (Flyers)**
A vehicle equipped with Illum Flares may drop a single flare per turn. They are fired in the same manner as Bombs (see the *Warhammer* 40,000 rulebook), a marker being placed where the flare lands after it has scattered. Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision special rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

**Infra-red Targeting (Flyers)**
A vehicle equipped with Infra-red Targeting gains the Night Vision special rule.

**Occular Augmetics**
The Knight has the Night Vision special rule and may re-roll results of a 1 on the Vehicle Damage table and Destroyer Weapon Attack table which are inflicted by their shooting attacks at a range of 12" or less.

**Ramjet Diffraction Grid**
Using similar technology to the flare shield, this system channels the plasma heat and radiated waste of the vehicle's powerful engines into a scattering superheated plasma field in the aircraft's wake, leaving a fiery, comet-like trail. This reduces the Strength value of incoming shooting attacks from its side and rear arcs by -1, but means that the model cannot benefit from cover saves thanks to the Night Fighting special rule.

**Volkite Sentinels**
Slaved weapons systems controlled independently by their own servitor-brain, Volkite Sentinels are defensive weapons found on a number of larger Mechanicum war engines, most commonly the Triaros Armoured Conveyer.

Each Volkite Sentinel is a pintle-mounted Volkite charger which can be fired in addition to any other weapons the vehicle is carrying without penalty and may target units separately from the vehicle's main armaments.

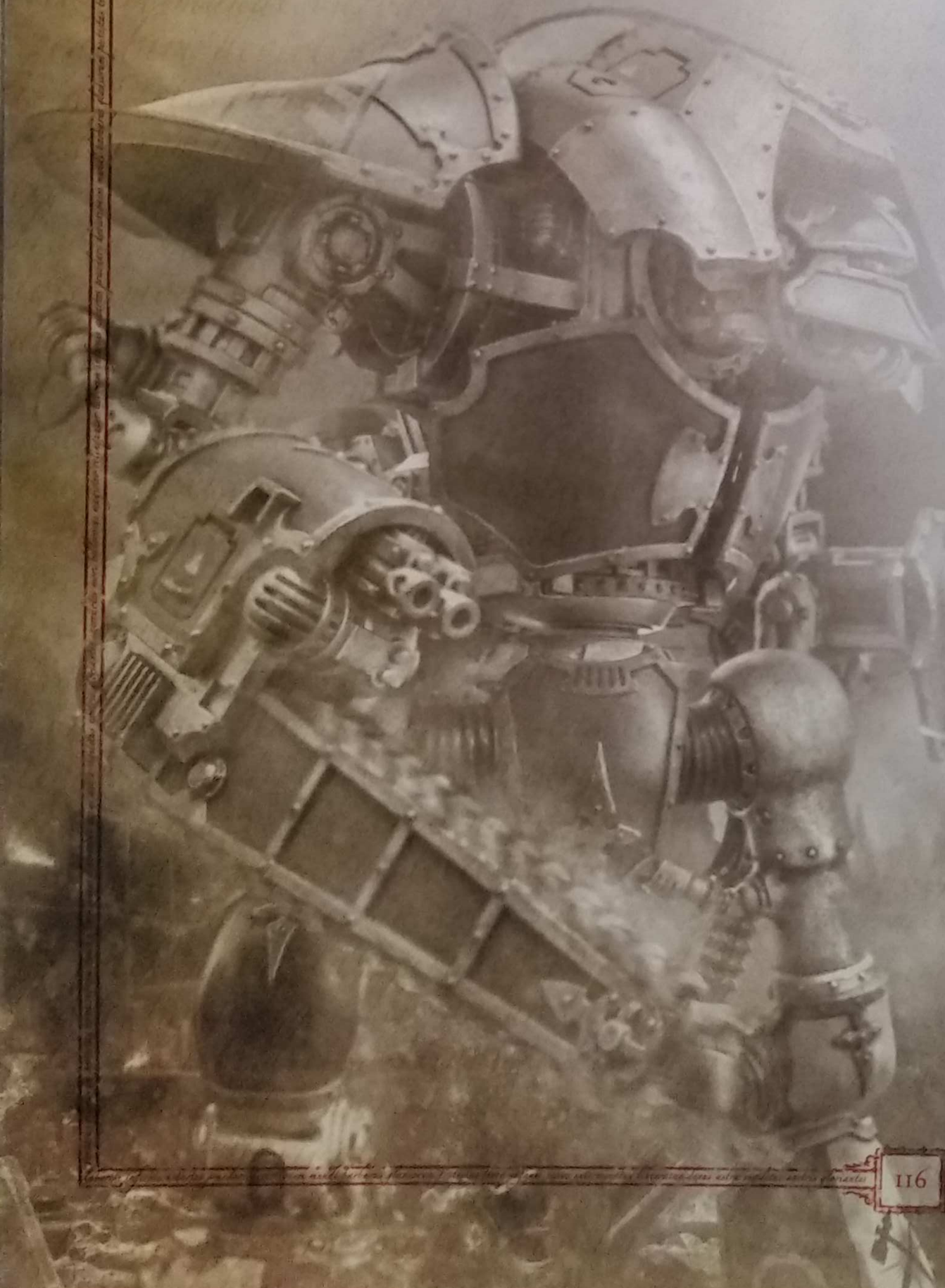
# Battles in the Age of Darkness: Weapons of the Mechanicum

### Taghmata Weapons

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Anbaric claw | - | 5 | 4 | Melee, Rending |
| Archaeotech pistol | 12" | 6 | 3 | Pistol, Master-crafted |
| Avenger bolt cannon | 36" | 6 | 3 | Heavy 7 |
| Breacher charge | Special | 8 | 2 | Melee, One Use, Blast (3"), Wrecker |
| Conversion beamer | | | | |
| | Up to 18" | 6 | - | Heavy 1, Blast (3") |
| | 18" to 42" | 8 | 4 | Heavy 1, Blast (3") |
| | 42" to 72" | 10 | 1 | Heavy 1, Blast (3") |
| Corposant stave | - | User +1 | 4 | Melee, Two-handed, Concussive, Haywire |
| Darkfire cannon | 60" | 7 | 2 | Heavy 2, Lance, Blind, Gets Hot |
| Graviton cannon | 36" | * | 4 | Heavy 1, Large Blast (5"), Concussive, Graviton Pulse*, Haywire |
| Graviton gun | 18" | * | 4 | Heavy 1, Blast (3"), Concussive, Graviton Pulse*, Haywire |
| Graviton imploder | 18" | * | 2 | Salvo 2/4, Concussive, *Graviton |
| Heavy chainblade | - | +2 | 4 | Melee, Two-handed |
| Heavy stubber | 36" | 4 | 6 | Heavy 3 |
| Hellex plasma mortar | | | | |
| (Stationary) | 12"-48" | 8 | 2 | Ordnance 1, Barrage, Large Blast (5"), Plasma Wave |
| (Fired on the move) | 12"-24" | 8 | 2 | Ordnance 1, Barrage, Large Blast (5"), Plasma Wave |
| Irradiation engine | Template | 4 | 3 | Heavy 1, Fleshbane, Rad-phage, Torrent |
| Lascutter | - | 9 | 2 | Melee, Unwieldy, Cumbersome |
| Las-lock | 18" | 4 | 6 | Assault 1 |
| Lightning cannon | 48" | 7 | 3 | Heavy 1, Rending, Shred, Large Blast (5") |
| Lightning gun | 18" | 7 | 5 | Heavy 1, Shred, Rending |
| Lucifex | 6" | 2 | 5 | Pistol, Fleshbane, Rad-phage |
| Machinator array | - | +1 | 2 | Melee, Unwieldy, Shred, Armourbane |
| Mauler bolt cannon | 24" | 6 | 3 | Heavy 3, Pinning |
| Maxima bolter | 12" | 4 | 5 | Assault 3 |
| Mitralock | 8" | 4 | 6 | Assault 1, Shred |
| Rad missile | 48" | 4 | 3 | Heavy 1, Blast (3"), Fleshbane, Rad-phage |
| Rotor cannon (bio-corrosive rounds) | 30" | 3 | 6 | Salvo 3/4 |
| | 15" | * | 6 | Salvo 3/4 , Poison (4+) |
| Ordinator bombardment | Unlimited | 8 | 3 | Ordnance D3, Pinning, Large Blast (5") |
| Paragon blade | - | +1 | 2 | Melee, Murderous Strike, Specialist Weapon |
| Phosphex bomb | 6" | 5 | 2 | Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death |
| Phosphex shell (Medusa) | 36" | 5 | 2 | Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death |
| Photon gauntlet | 12" | 5 | 2 | Assault 2, Blind, Gets Hot |
| Photon thruster | 48" | 6 | 2 | Heavy 2, Lance, Blind, Gets Hot |
| Pulsar-fusil | 36" | 9 | 2 | Ordnance 4, Pinning |
| Power blades | - | User | 2 | Melee, Rending, Paired Weapons |
| Rad/irad-cleanser | Template | 2 | 5 | Assault 1, Fleshbane, Rad-phage |
| Rapid fire battlecannon | 72" | 6 | 3 | Ordnance 3, Large Blast (5") |
| Reaper chainsword | - | D | 2 | Melee |
| Scyllax bolter | 30" | 4 | 4 | Rapid Fire |
| Servo-arm | - | 8 | 2 | Melee, Unwieldy |
| Shock lance | | | | |
| (Melee) | - | D | 2 | Melee, Swift Strike |
| (Blast) | 18" | 7 | 2 | Heavy 6, Concussive |
| Siege wrecker | - | 10 | 2 | Melee, Concussive, Wrecker, Specialist Weapon |
| Thermal cannon | 36" | 9 | 1 | Heavy 1, Melta, Large Blast (5") |
| Volkite caliver | 30" | 6 | 5 | Heavy 2, Deflagrate |
| Volkite charger | 15" | 5 | 5 | Assault 2, Deflagrate |
| Volkite culverin | 45" | 6 | 5 | Heavy 4, Deflagrate |
| Volkite incinerator | | | | |
| (Beam) | 10" | 5 | 5 | Assault 2, Deflagrate |
| (Blast) | - | 6 | 2 | Melee, Instant Death, Prisoned |
| Volkite serpenta | 10" | 5 | 5 | Pistol, Deflagrate |

## Questoris Knights Weapons Summary

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Acheron pattern flame cannon | Hellstorm | 7 | 3 | Ordnance 1 |
| Castigator pattern bolt cannon | 36" | 7 | 3 | Heavy 8 |
| Graviton gun | 18" | * | 4 | Heavy 1, Blast (3"), Concussive, *Graviton Pulse[1], Haywire |
| Heavy bolter | 36" | 5 | 4 | Heavy 3 |
| Heavy stubber | 36" | 4 | 6 | Heavy 3 |
| (Bio-corrosive rounds) | 30" | 2 | 6 | Heavy 3, Poisoned (4+) |
| Hekaton siege claw | - | D | 2 | Melee, Wrecker[2] |
| Lightning cannon | 48" | 7 | 3 | Heavy 1, Rending, Large Blast (5"), Shred |
| Phased plasma-fusil | 24" | 6 | 3 | Salvo 2/3 |
| Questoris battlecannon | 72" | 6 | 3 | Ordnance 3, Large Blast (5") |
| Rad cleanser | Template | 2 | 5 | Assault 1, Fleshbane, Rad-phage[3] |
| Rapid-fire battlecannon | 72" | 8 | 3 | Ordnance 2, Large Blast (5") |
| Reaper chainfist | - | D | 2 | Melee, Machine Destroyer[4] |
| Reaper chainsword | - | D | 2 | Melee |
| Shock lance | | | | |
| (Melee) | - | D | 2 | Melee, Swift Strike[5] |
| (Shock blast) | 18" | 7 | 2 | Heavy 6, Concussive |
| Tempest warblade | - | 10 | 2 | Melee, Sunder[6], Tempest Attack[7] |
| Thermal cannon | 36" | 9 | 1 | Heavy 1, Melta, Large Blast (5") |
| Volkite chieorovile | 45" | 8 | 3 | Heavy 5, Deflagrate[8] |



[1]***Graviton Pulse:*** *Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.*

[2]***Wrecker:*** *Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.*

[3]***Rad-phage:*** *A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.*

[4]***Machine Destroyer:*** *When attacking any target with an Armour value, rolls of 1 on the Destroyer Damage table may be re-rolled.*

[5]***Swift Strike:*** *The weapon gains a +1 bonus to Initiative on any turn it charges into close combat.*

[6]***Sunder:*** *Attacks with this special rule may re-roll failed Armour Penetration rolls.*

[7]***Tempest Attack:*** *Rather than attacking normally, the Knight may make a special attack at Initiative Step 2. This automatically inflicts a single hit against each model in base contact with it using the weapon's listed profile.*

[8]***Deflagrate:*** *After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!*

| Weapon | Range | Str | AP | Type |
|---|---|---|---|---|
| Apocalypse missile launcher | 24"-360" | 7 | 3 | Primary Weapon 5, Apocalyptic Barrage |
| Vortex support missile | 12"-960" | D | 1 | Primary Weapon 1, Large Blast (5"), Vortex, One Use |
| Vortex missile bank | 12"-360" | D | 1 | Primary Weapon 1, Large Blast (5"), Vortex, 2 x One Use |
| Incinerator missile bank | 12"-360" | 6 | 3 | Primary Weapon 10, Apocalyptic Barrage, No Cover Saves, One Use |
| Turbo laser destructor | 96" | D | 2 | Primary Weapon 2, Large Blast (5") |
| Reaver laser blaster | 96" | D | 2 | Primary Weapon 3, Large Blast (5") |
| Reaver volcano cannon | 180" | D | 2 | Primary Weapon 1, Massive Blast (7") |
| Belicosa pattern volcano cannon | 180" | D | 1 | Primary Weapon 1, Apocalyptic Blast (10"), Machine Destroyer' |
| Titan plasma blastgun (Rapid) | 72" | 8 | 2 | Primary Weapon 2, Massive Blast (7") |
| (Overload) | 96" | 10 | 2 | Primary Weapon 1, Apocalyptic Blast (9") |
| Sunfury plasma annihilator | 72" | 9 | 2 | Primary Weapon 4, Apocalyptic Barrage, Plasma Wave' |
| Vulcan mega-bolter | 60" | 6 | 3 | Heavy 15 |
| Mori quake cannon | 24"-360" | D/9/6 | 3 | Primary Weapon 1, Apocalyptic Blast, Seismic Shock', Concussive, Strikedown |
| Reaver gatling blaster | 72" | 8 | 3 | Primary Weapon 6, Large Blast (5"), Pinning |
| Macro gatling blaster | 72" | 10 | 3 | Primary Weapon 6, Large Blast (5"), Pinning |
| Warhound inferno gun Hellstorm | 7 | 3 | | Primary Weapon 1 |
| Reaver melta cannon | 72" | 10 | 1 | Primary Weapon 1, Apocalyptic Blast (10"), Melta |
| Ardex-defensor mauler bolt cannon | 36" | 6 | 3 | Heavy 6, Twin-linked, Ardex Machina' |
| Ardex-defensor lascannon | 48" | 9 | 2 | Heavy 1, Ardex Machina' |
| Reaver Titan power fist | - | D | 1 | Melee |
| Reaver Titan chainfist | - | D | 1 | Melee, Machine Destroyer' |
| Arioch Titan power claw | - | D | 1 | Melee, +1 Attack, Machine Destroyer' |
| Saturnyne lascutter (Assault) | - | D | 1 | Melee, Machine Destroyer', Instant Death |
| (Shooting) | Hellstorm | 9 | 2 | Primary Weapon 1, Instant Death |

*'**Machine Destroyer**: When attacking any target with an Armour value, rolls of 1 on the Destroyer Damage table may be re-rolled.*

*'**Plasma Wave**: Successful cover saves against this weapon's attacks must be re-rolled.*

*'**Seismic Shock**: Units which suffer wounds or Hull Points lost from this attack may only move at half their usual maximum movement, may not Run, Charge or go Flat Out, and count as being in dangerous terrain on their next turn.*

*'**Ardex Machina**: This weapon may fire Overwatch attacks even though the model to which it is attached to may usually not do so, so long as it is within the firing arc of the charging models and, in addition, carries out all Snap Shots at BS 2.*