The High Altar of Technology

A Homebrew Wrath and Glory Supplement for the Adeptus Mechanicus

As a fan of the Mechanicum, both in lore and on the tabletop, it was a shame to me that very little information was given out at Wrath and Glory's release, a concern many I am sure share. While I'm sure that the rules we want will be given out eventually, I am personally unwilling to wait that long, and so…

The Adeptus Mechanicus

Of the many worlds in the Imperium of Man, few are as integral to the continued operation of its everyday life as the Forge World. Library, Factory, and Laboratory in one, these planet-sized production facilities guard closely the few scraps of Dark Age technology that exist still. Importantly, while all under the auspices of the Adeptus Mechanicus, there are few instances of different forge worlds sharing their technology with each other. A newly discovered STC will generally be kept for the purposes of the forge world that discovered it, and any modifications to existing technology (within the oversight of the Fabricator General) will not generally be shared.

As such, a plasma gun on one forge world may be slightly different than one produced on another, and so on. Lasguns are the most common offender, as they are exceedingly simple to craft, with the exception of the power pack that provides the energy to the weapon. Thousands, if not more variants of the lasgun exist, adding barrels, lengthening focusing chambers, adding extra features, and the like.

It would be wrong to say that the Adeptus Mechanicus refuses to innovate; it is more accurate to say that there is generally nothing gained by doing so with the almost reality-defying technology of the Dark Age, and much to lose if the experiment goes awry. If an overcharged lasgun can explode with the force to destroy a dreadnought (Gaunt's Ghosts) then "modifying" the containment field of a plasma gun could be several times worse. Simply put, modifying the barrel length of a lasgun will not generally be tech-heresy. Modifying the power pack would be.

In sum, play an Admech character how you want, there's a lore justification for everything. Hopefully, these rules help you out.

Forge Worlds

With the many different Forge Worlds in the Imperium comes as many different combat styles and doctrines. Each world has its own biases and beliefs, as well as unique combat modifications. A character with the <FORGE WORLD> keyword may choose a world from the list below, replacing <FORGE WORLD> with the chosen keyword and gaining the special abilities listed.

MARS

The warriors of the Red Planet are uniquely blessed and faithful, hailing from the holiest world in the Imperium, apart from Terra itself. Their knowledge of the Machine Spirit is second to none.

Glory to the Omnissiah

Mars' warriors are uniquely skilled in the ability to repair machines well, and without error. Characters from MARS may add +Rank to the number of wounds healed when repairing machines and vehicles.

Anger not the Machine Spirit

Improper use of technology is abhorred by the Priesthood of Mars, and to forget the proper use of ritual is tantamount to heresy. If a complication is rolled on a Tech skill test, the GM gains 1 Ruin.

LUCIUS

Famed for its unique alloy, Luciun, the priests and warriors of the Hollow Forge incorporate the metal into their robes and armor, adding a layer of protection beyond mere plasteel. Lucius is additionally home to the Legio Astorum, a Titan Legion that can teleport directly into battle.

The Solar Blessing

Luciun's protective qualities are highly prized, with good reason. A character from Luciun may treat any hits from enemy weapons as having 1 less AP (min AP 0) so long as the base AP does not meet or exceed the AV of their current armor.

Echoes of Inculcata

While still members of the Adeptus Mechanicus, the many achievements of Lucius' tech-priests often leads to a sense of pride that borders on hubris. When dealing with ADEPTUS MECHANICUS characters of other forge worlds, they suffer a -1DN penalty to all social tests (not counting Intimidate).

STYGIES VIII

Saved from Chaos invasion by an Eldar attack, the world of Stygies VIII has an obsession with xenotech that, according to many within the Ordo Xenos, crosses the line into heresy.

Shroud Protocols

Stygies warriors are stealth experts, and often employ strange jamming devices, whose existence they deny. A STYGIES VIII character receives +1 to defense against shooting attacks that are not within close range. Additionally, they receive +1d to any Stealth tests.

The Xenarite Schism

Though a cogitator virus automatically eliminates any mention of Stygies' history with Xenotech, many within the Inquisition still heavily distrust the forge world. Additionally, few xenos races appreciate their technology being harvested and studied. All STYGIES VIII characters suffer a -2d penalty to social tests apart from intimidate when dealing with Xenos or the Ordo Xenos.

GRAIA

A highly mechanized world, with a large array of space stations that ring the planet, containing a large portion of the forges the world uses. They have a long history of fighting, having been invaded by Orks and Tyranids in the past, and ultimately living to tell of it.

Refusal to Yield

Hardwired into every soldier under its banner is Graia's indomitable will and resolve, and holding the line is the ultimate expression of that will. GRAIA characters may reroll any failed dice on resolve tests.

Victory Prognostications

The simulations run by Graian soldiers often leads them to believe that they mathematically cannot lose any given battle, and therefore they will often hold the line beyond the point of reason. A character from GRAIA must pass a DN 3 Conviction test to fall back, retreat, or otherwise back down from an opponent. If they do choose to retreat, the GM gains 1 Ruin.

METALICA

Made almost entirely of metal, the forge world of Metalica is barren of all natural life, but instead is composed entirely of many thousands of manufactorums. War machines are produced en masse on a continual basis, and the crescendo of noise is as a hymn to the Omnissiah.

Relentless Advance

Those denizens of Metalica who make it to the front lines fight in a manner almost as mechanical as their world. METALICA characters may run and fire Assault weapons with no penalty to hit, and may treat any Rapid-Fire weapon as an Assault weapon on turns in which they ran.

Blaring Crescendo

Many of the pieces of equipment Metalica produces are purposely

designed to be especially loud, announcing the presence of the user. Tests made to detect a METALICA character by hearing gain a +2d bonus.

AGRIPINAA

Long on the edge of the Eye of Terror, Cadia's destruction has caused the world to become inundated with attacks from Chaotic forces. Ultimately, Agripinaa has chosen to undergo wars of attrition, converting refugees en masse into servitors in order to exterminate the invaders. Due to this, the world has a hatred of Chaos that few other planets can match.

Staunch Defenders

The combat stratagem of Agripinaa has become that of trenches and sieges, ultimately hoping to outlast the enemy. An AGRIPINAA character may add +1d to any ranged attack while in cover, and gains an additional +1d if the target has the CHAOS keyword.

The Baleful Eye

The destruction of Chaos has become Agripinaa's sole interest since the destruction of Cadia, and the corrupting nature of Chaos is of special concern. If an AGRIPINAA character fails a Corruption test, the GM gains 1 Ruin.

RYZA

Producer of some of the Imperium's most advanced weapons, Ryza has no qualms about turning the brutality of its forges on any and all that would seek to attack them, most commonly Orks. Their plasma weapons are widely famed for their quality.

Red in Cog and Claw

Ryza's warriors desire nothing more than to rip asunder any and all who would stand in their way, using any weapon available to do so. A RYZA character adds +1d to any melee attacks they make, and may reroll a single failed ED per melee attack.

Experimental Weaponry

Ryza is famous for fielding weapons that are not entirely tested to their fullest, and for tinkering more than some tech-priests would consider wise. If a RYZA character rolls a complication on an weapon with the ADEPTUS MECHANICUS keyword, roll another d6. On a roll of 1, the weapon malfunctions badly enough that it must be repaired (Tech test with the difficulty being the Value of the weapon, taking at least 1 hour) before it can be used again. On a roll of 6, however, it becomes overcharged. Ignore the original complication, and the attack is considered a critical hit (if it would have hit), but it similarly breaks after resolving the attack and must be repaired using the same rules.

Traditions of the Mechanicum

Talent	Cost	Prerequisites	Effect
Luminen Barrier	20	Luminen Capacitor cybernetic, Adeptus Mechanicus	Gain the ability to project bio-electricity as a force field.
Luminen Shock	20	Luminen Capacitor cybernetic, Adeptus Mechanicus	Gain the ability to fire bio-electricity at will.
Prosanguine	25	Cardioproxy cybernetic, Tech 4+	May regenerate wounds using artificial blood and improves rate of natural healing.
Weapon-Tech	30	Tech 4+; Adeptus Mechanicus	May increase the damage and AP of a single advanced weapon for one turn.

Luminen Barrier

Cost: 20; **Prerequisites**: Luminen Capacitor cybernetic, Adeptus Mechanicus

The character has installed special devices into his armor or flesh that project a field of crackling electricity, causing attacks to be deflected. The user gains the ability to project a force field (AV *4, Force Shield) that draws from the user's internal capacitor. Each time the character is hit, he may choose to activate the Barrier. If he does, he is considered to have used a use of his Luminen Capacitor.

Luminen Shock

Cost: 20; **Prerequisites**: Luminen Capacitor cybernetic, Adeptus Mechanicus

Gaining a portion of the power of the fabled Electro-Priests, the character gains the ability to attack with his own bio-electricity through electoos in his hands. The character gains access to the following weapons, which may be fired so long as at least one of his hands is empty. Each use of either weapon is considered a use of the Luminen Capacitor. Another use may be used in place of a Reload for the purposes of firing the ranged mode.

Luminen Blast (ranged): 10+2ED; AP 0; Range 12m; Salvo 2; Agonizing

Luminen Shock (melee): 5+2ED; AP 0;
Agonizing

Prosanguine

Cost: 25; **Prerequisites**:
Cardioproxy cybernetic, Tech 4+

Taking the augmentation of their
circulatory system to a new level,
the character's blood is replaced
with fluid containing microscopic
machines that repair damage far
more quickly than natural healing
would normally allow. The character
always heals as though he were
lightly wounded. By spending ten
minutes meditating, then succeeding
a DN 3 Tech test, the character
heals d3 wounds. If a complication
is rolled on this test, however,
the use of the talent is lost for
one week.

Weapon-Tech

Cost: 30; **Prerequisites**: Tech 4+,
Adeptus Mechanicus

The character offers up a prayer to
the Omnissiah to bless his weapon,
and gains the power to unlock the
full potential of the holy relic he
wields. Once per combat, a
character with this talent may add
their Intellect to the ED, and half
their Intellect to the AP of a
weapon they are wielding until the
end of the round. This weapon must
have the Plasma, Melta, Power Field
or Adeptus Mechanicus keyword, and
may not be a Xenos weapon.

Armory of the Adeptus Mechanicus

Many of the following traits are
common to multiple weapons, and are
so placed here for convenience. See
page 274 of the core rules for any
traits mentioned in the tables
below that are not in this list.
Certain weapons featured in the
core rules are featured here to
complete the list of each type of
weapon.

Cognis

A Cognis weapon may fire without a
human operator, being controlled
entirely by the machine spirit of
the vehicle that it is mounted
upon. If not fired by a crew member
of the vehicle, this weapon fires
automatically at the closest
available enemy every turn using an
effective total BS of 6, halving
any penalties to BS. If not
properly mounted on a vehicle, it
cannot be fired.

Eradication

Eradication weapons are destruction
incarnate, scorching enemies at
longer ranges and simply erasing
them from existence closer up. A

weapon with this trait increases its AP to -4 and gains +2 ED while within a third of its normal range, but cannot Salvo while firing at targets within this range.

Gamma

Gamma weapons fire blasts of ionizing radiation, leaving organic targets as blackened scorch marks and cutting a swath through harder targets. When attacking a vehicle, fortification, or building, these weapons may reroll any failed ED.

Grav

Grav weapons create a massive gravitational disturbance at the weapon's target, turning the enemy's heavy wargear against them as they buckle under their own increased weight. A weapon with this trait gains ED equal to the target's AV minus 3 (min. 0). When targeting vehicles, treat their resilience as their AV for the purposes of determining damage with this weapon.

Phosphor

A censured weapon only used by elements within the Mechanicum, Phosphor (called Phosphex during the Great Crusade) burns in nearly any condition and is not extinguished by water. Attacks with this weapon ignore any bonuses the target receives for being in cover, and agility tests to put out the flames caused by a Phosphor weapon

with the Blaze trait suffer a -2d penalty.

Taser

Weapons with this trait can send arcs of energy from their original target, quickly destroying massed infantry formations. When you shift one or more Exalted Icons when attacking with this weapon, select up to two additional targets within 4 meters of the original target. If your final attack result, after shifts, exceeds the defense of those targets, they also take damage. If the attack was a critical hit, only the main target suffers the effects of the critical hit.

Rending

Attacks with this weapon tear through armor like paper or bypass it entirely. When determining damage with this weapon, if you rolled any sixes for the weapon's ED, resolve the damage as if the target's AV was zero.

Volkite

A terrifying remnant of the Great Crusade, these guns scorch their targets with blasts of energy, melting armor and frying flesh. When this weapon rolls ED, each result of 6 deals a mortal wound to the target of the attack, in addition to any normal damage.

RANGED WEAPONS

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Arc Weapons							
Arc Pistol	14+1ED	-1	24m	1	Arc (2), Pistol	5 Rare	Arc, Adeptus Mechanicus
Arc Rifle	14+1ED	-1	48m	2	Arc (2), Rapid Fire (1)	6 Rare	Arc, Adeptus Mechanicus
Heavy Arc Rifle*	14+2ED	-2	72m	2	Arc (4), Heavy (6)	7 Very Rare	Arc, Adeptus Mechanicus
Flame and Phosphor Weapons							
Cognis Flamer*	10+1ED	0	16m	1	Assault, Blast (Medium), Blaze, Cognis, Spread	5 Rare	Fire, Adeptus Mechanicus
Incendine Combustor*	12+2ED	-1	24m	2	Heavy (6), Blast (Large), Blaze, Spread	5 Very Rare	Fire, Adeptus Mechanicus
Phosphor Blast Pistol	12+1ED	-1	24m	1	Blaze, Pistol, Phosphor	5 Very Rare	Fire, Adeptus Mechanicus
Phosphor Blaster	12+2ED	-1	48m	1	Blaze, Rapid Fire (1), Phosphor	6 Very Rare	Fire, Adeptus Mechanicus
Phosphor Serpenta	12+2ED	-1	36m	1	Blaze, Assault, Phosphor	6 Very Rare	Fire, Adeptus Mechanicus
Heavy Phosphor Blaster*	14+2ED	-2	72m	3	Blaze, Heavy (6), Phosphor	8 Very Rare	Fire, Adeptus Mechanicus

Weapon	Damage	AP	Range	Salvo	Traits	Availability	Categories
Twin Heavy Phosphor Blaster*	14+2ED	-2	72m	6	Blaze, Heavy (8), Phosphor	8 Very Rare	Fire, Adeptus Mechanicus
Solid Projectile Weapons							
Galvanic Rifle	10+1ED	0	120m	2	Rapid Fire (1), Penetrating (1)	5 Rare	Projectile, Adeptus Mechanicus
Cognis Heavy Stubber*	10+2ED	0	72m	3	Heavy (4), Cognis	5 Rare	Projectile, Adeptus Mechanicus
Flechette Blaster	7+1ED	0	24m	5	Pistol	5 Very Rare	Projectile, Adeptus Mechanicus
Macrostubber	10+2ED	0	24m	5	Pistol	7 Very Rare	Projectile, Adeptus Mechanicus
Stubcarbine	10+1ED	0	24m	3	Pistol	5 Very Rare	Projectile, Adeptus Mechanicus
Transuranic Arquebus^	16+1ED	-2	120m	0	Heavy (3), Special, Sniper (3)	6 Very Rare	Projectile, Adeptus Mechanicus
Icarus Array	Per individual profiles				Heavy (8)	10 Very Rare	Projectile, Adeptus Mechanicus
-Daedalus Missile Launcher	15+3ED	-3	96m	0	This weapon may fire all three of the listed modes when firing the weapon, resolving to-hit and damage rolls separately for each weapon but not receiving penalties for firing multiple weapons. All three modes must be fired at the same target unless used as a multi-attack. When firing the Icarus Array, all attacks gain +2d to hit if the target is an aircraft, a skimmer or can fly. All attacks suffer a -2d penalty instead if the target does not fall into those categories. When firing		
-Gatling Rocket Launcher	14+1ED	-2	96m	5			
-Twin Icarus Autocannon	16+2ED	-1	96m	6			

					a salvo, you must spend a reload for each mode fired as a salvo, but you may choose which modes you do fire as a salvo.		
Rad Weapons							
Radium Pistol	7+1ED	0	24m	1	Pistol, Rad (2)	6 Rare	Projectile, Rad, Adeptus Mechanicus
Radium Carbine	7+1ED	0	36m	3	Assault, Rad (2)	6 Very Rare	Projectile, Rad, Adeptus Mechanicus
Radium Jezzail	12+1ED	0	60m	2	Heavy (3), Rad (2), Sniper (2)	7 Very Rare	Projectile, Rad, Adeptus Mechanicus
Gamma Pistol	14+2ED	-3	24m	1	Pistol, Gamma	7 Very Rare	Rad, Adeptus Mechanicus
Eradication Weapons							
Eradication Beamer*	16+2ED	-2	72m	3	Heavy (8), Eradication	8 Very Rare	Eradication, Adeptus Mechanicus
Eradication Ray	14+1ED	-2	48m	2	Heavy (4), Eradication	7 Very Rare	Eradication, Adeptus Mechanicus
Grav Weapons							
Grav Pistol	12+1ED	-3	24m	1	Pistol, Grav	6 Very Rare	Grav, Adeptus Astartes, Adeptus Mechanicus
Grav Gun	12+1ED	-3	36m	2	Rapid Fire (1), Grav	6 Very Rare	Grav, Adeptus Astartes, Adeptus Mechanicus

Weapon	Damage	AP	Range	Salvo	Traits	Value	Keywords
Heavy Grav Cannon*	12+2ED	-3	60m	5	Heavy (6), Grav	7 Very Rare	Grav, Adeptus Mechanicus
Torsion Cannon*	16+3ED	-4	48m	1	Heavy (6), Grav	9 Very Rare	Grav, Adeptus Mechanicus
Plasma Weapons							
Plasma Caliver	15+1ED	-3	36m	2	Assault, Supercharge	6 Very Rare	Plasma, Adeptus Mechanicus
Plasma Culverin*	15+3ED	-3	72m	3	Heavy (6), Supercharge	8 Very Rare	Plasma, Adeptus Mechanicus
Las Weapons							
Neutron Laser*	20+3ED	-4	96m	3	Heavy (8), Brutal	10 Very Rare	Las, Adeptus Mechanicus
Volkite Weapons							
Volkite Serpenta	14+1ED	0	24m	1	Pistol, Volkite	12 Unique	Volkite, Adeptus Astartes, Adeptus Mechanicus
Volkite Charger	14+2ED	0	36m	2	Rapid Fire (2), Volkite	12 Unique	Volkite, Adeptus Astartes, Adeptus Mechanicus
Volkite Caliver	14+2ED	0	48m	3	Heavy (4), Volkite	12 Unique	Volkite, Adeptus Astartes, Adeptus Mechanicus
Volkite Blaster	14+2ED	0	48m	3	Heavy (4), Volkite	12 Unique	Volkite, Adeptus Mechanicus

* These weapons are almost exclusively found on vehicles and are not normally available as personal weapons.

^ This weapon may not be fired unless it is braced. All arquebuses come with a monopod, which allows them to be braced anywhere with solid ground.

MELEE WEAPONS

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Electric Weapons							
Arc Claw*	6+1ED	-1			Arc (2)	6 Rare	Arc, Adeptus Mechanicus
Arc Maul	5+2ED	-1			Arc (2), Brutal	5 Rare	Arc, Adeptus Mechanicus
Electroleech Stave	6+2ED	-2	2m		Rending	6 Very Rare	Electric, Adeptus Mechanicus, Two-Handed
Electrostatic Gauntlets (shooting)	12+2ED	0	48m	3	Assault, Taser	6 Very Rare	Electric, Adeptus Mechanicus, Two-Handed
Electrostatic Gauntlets (melee)^	12+2ED	0			Taser	--	Electric, Adeptus Mechanicus, Two-Handed
Taser Goad	5+2ED	0			Taser, Parry	5 Rare	Electric, Adeptus Mechanicus
Taser Lance*	7+2ED	-1			Taser	7 Rare	Electric, Adeptus Mechanicus
Transonic Weapons							
Transonic Blade	5+2ED	0			Rending, Parry	6 Very Rare	Transonic, Adeptus

							Mechanicus
Transonic Razor	5+1ED	0			Rending	5 Very Rare	Transonic, Adeptus Mechanicus
Chordclaw	5+3ED	0			Rending	7 Very Rare	Transonic, Adeptus Mechanicus
Vehicle Weapons							
Kastelan Fist*	10+2ED	-3			Brutal	8 Very Rare	Power Field, Adeptus Mechanicus
Hydraulic Claw*	7+2ED	-1			Brutal, Unwieldy (2)	7 Rare	Adeptus Mechanicus

* These weapons are almost exclusively found on vehicles and are not normally available as personal weapons.
^ Do not add the user's strength to damage with this weapon, even in melee.

WARGEAR

Name	Value	Keywords
Data-Tether	4 Uncommon	Adeptus Mechanicus
Enhanced Data Tether	5 Rare	Adeptus Mechanicus
Broad Spectrum Data Tether	6 Rare	Adeptus Mechanicus
Omnispex	5 Very Rare	Adeptus Mechanicus

Data Tether
A small device usually mounted on the armor, this beacon allows skitarii and tech-priests to connect to the noosphere, a network of data that gives tactical information and allows the user to monitor others in the fight. A character with the ADEPTUS MECHANICUS keyword equipped with a Data-Tether automatically know the wounds, location, and status of any ally within visual range that is also connected to the Noosphere by

a data-tether, and may communicate with said individuals nonverbally. The connection can be broken by electrical interference or large amounts of shielding.

Enhanced Data Tether
A modified version of the Data Tether, the Enhanced Data Tether is a compact, personal device that allows an individual to connect with the Noosphere. A character with an Enhanced Data Tether is treated as also being equipped with a Data-Tether, but they may form a Noospheric connection with any other character on the same planet or in orbit, so long as they are also equipped with an Enhanced or Broad Spectrum Data Tether, or are connected to a character that is. While the connection between characters near the data tether itself is strong enough not to be interrupted easily, the connection to other data tethers can be broken by electrical interference or large amounts of shielding.

Broad Spectrum Data Tether
Mounted on certain vehicles, this beacon broadcasts a noospheric connection to all nearby allies. All friendly characters with the ADEPTUS MECHANICUS keyword within 6m of a vehicle equipped with a Broad Spectrum Data Tether are considered to be equipped with an Enhanced Data-Tether. While the connection between characters near the data tether itself is strong enough not to be interrupted easily, the connection to data tethers further away can be broken by electrical interference or large amounts of shielding.

Omnispex
An array of complicated scanners and targeters, the Omnispex is a modification of the Auspex designed explicitly for war. A character equipped with an Omnispex is considered to be equipped with an Auspex, and when making a ranged attack may make a Tech test with a DN equal to the target's Defense as a free action in order to ignore any bonuses granted to the target by cover.

CYBERNETICS

Name	Value	Keywords
Cybernetics		
Baleful Eye	6 Unique	Adeptus Mechanicus
Dataspike	6 Very Rare	Adeptus Mechanicus

Internal Reservoir	5 Rare	Adeptus Mechanicus
Locator Matrix	6 Rare	Adeptus Mechanicus
Luminen Capacitor	6 Very Rare	Adeptus Mechanicus
Mechadendrites	5 Very Rare	Adeptus Mechanicus
Medical Tines	4 Rare	Adeptus Mechanicus
Memorance Implant	5 Rare	Imperium, Adeptus Mechanicus
Scribe Tines	4 Rare	Imperium, Adeptus Mechanicus
Servo Harness	12 Very Rare	Adeptus Astartes, Adeptus Mechanicus
Vocal Implant	4 Uncommon	Imperium, Adeptus Mechanicus
Volitor Implant	4 Rare	Imperium, Adeptus Mechanicus

Baleful Eye
A deadly and surreptitious weapon, the Baleful Eye replaces an existing eye, allowing the user to fire a powerful laser from it. A Baleful Eye functions as a normal cybernetic eye with no special functions, but also contains a laser weapon that the user is always considered to be equipped with (7+1ED; AP -2; Range 12m; Salvo 1; Pistol). While the eye draws from the user's bio-electricity and therefore never runs out of ammunition, rolling a complication results in the eye losing sight (and the ability to fire) for d6 rounds.

Dataspike
This piece of equipment is usually mounted on a tail-like mechadendrite, and is favoured by many agents of the Adeptus Mechanicus as it can stab into the cortex of enemy machines and steal their secrets within a couple of heartbeats. A character with a Dataspike is always considered to be equipped with a weapon with the following profile (2+1ED; AP 0). If a vehicle or machine is struck by the Dataspike, regardless of whether any damage is actually dealt, the user may attempt to either download all data available to the target or to scramble the target's circuits. This is an

opposed Tech test, with the DN being determined by the complexity of the device being attacked, on average DN 3. If the attempt is successful, the user gains access to all information held within the target, or instead they may cause the target vehicle/machine to suffer a random critical effect. If damage is dealt with a Dataspike to an organic target, the weapon can instead be used to disrupt the target's nerves. Make a Tech test opposed by the target's toughness; success causes the target to suffer d3 shock and a -2 to Intellect for the remainder of the combat. This effect does not stack with multiple attacks.

Internal Reservoir

This implant acts as a powerful battery, storing energy for various implants and (especially) for functions that require energy to be expended in rapid or violent fashions. When it is fully charged, the character no longer loses shock from using Luminen Capacitors, but the reservoir only functions for two "free" uses before it is drained. The battery fully recharges after one day of resting.

Locator Matrix

Micro-cogitators implanted at the base of the skull allow the user to be aware of the direction of the planetary poles, the character's present location to within a few metres, relative velocity, altitude, time of day, and other valuable information. The user must still have access to maps and other planetary data in order to benefit from this information, however; knowing one is at a specific location on a planetary surface has little meaning without knowing what is over the next rise, or what is the direction needed to reach a given destination.

Luminen Capacitor

This implanted energy source charges internal capacitors, allowing the character to recharge devices or even unleash powerful energy blasts. With a successful Toughness test, the character recharges or powers machinery. This requires one minute of mental focus and meditation. The difficulty of the Toughness test varies depending on the nature of the powered system.

- DN 1: Simple power cell, glow-globe
- DN 2: Lasgun charge pack, dataslate
- DN 3: Shuttle launch systems, servo-skull
- DN 4: Lascannon charge pack, servitor
- DN 5: Cogitator core, xenos technology

The device can also be used offensively, but requires talents to use properly as described in the Talents section of this supplement. Only a character with the Adeptus Mechanicus keyword can use Luminen Capacitors properly. Luminen Capacitors can be used safely up to 1/2 Toughness times per day. Each

use beyond this causes the user to take 1 shock.

Mechadendrites

Rules for Mechadendrites can be found on page 315 of the Core Rulebook.

Bladed Mechadendrite: This prehensile weapon lashes around its user like a protective tail, blocking melee strikes and retaliating in kind. The character is considered to always be equipped with a weapon with the following profile (3+2ED; AP -1, Parry, Penetrating (1)).

Medical Tines

Sharp blades that can extend or retract from the recipient's hand, these long, thin cutting tools are designed to assist in surgery, but can be used as a makeshift weapon or for less savory purposes. A character with Blade Tines gains +1d to Medicae tests that involve first aid or surgery, and is considered to be equipped with a Knife (2+1ED, AP 0) at all times. They also gain +1d to tests that involve threatening or performing "interrogations".

Memorance Implant

This implant is a neurally-linked datavault and pict-capture array, often incorporating augmetic replacement of one or both eyes, that records information on people or scenes viewed. It can then later replay that information, or overlay the present view with additional data on people and objects viewed. It is a tool of chroniclers, loremancers, and masters of ceremonies, as well as factors or nobles who like to see the secrets of their rivals overlaid upon their view of the negotiating table. The bearer of a Memorance Implant may record and play back anything he sees, and gains a +1d bonus to Scholar tests.

Scribe Tines

The hand and lower forearm are replaced with specialised and sensitive tools ideal for manipulating parchment, autoscribing, dataslate tuning, and other efforts to record and preserve information. While somewhat disquieting in appearance, they are viewed with favour by hive-world scholars and lexmechanics. This implant grants a +1d bonus to copy, forge, or alter documents, and halves the time it takes to complete such tests.

Servo Harness

Normally reserved for the highest-ranking Techmarines in a Space Marine chapter, the Servo Harness is an all-in-one item that replaces the Techmarine's servo-arm and their backpack, meaning they cannot wear a jump pack while using a servo-harness. The Servo Harness is comprised of two Servo-Arms, a Plasma Cutter ((15+1ED; AP -3; Range 24m; Salvo 1; Assault, Supercharge) and a Fyceline Torch (10+1ED; AP 0; Range 16m; Salvo 1; Assault, Blast [Medium], Blaze, Spread). The wearer of a Servo-Harness gains +3d to all Tech tests and may halve the time needed

to perform repairs, stacking with any other abilities.

Vocal Implant
This implant is usually found with those who use their voice to project commands or proclamations, such as Ecclesiarchy Preachers or Adeptus Arbites Crowd Dispersal Officers. This implant works to amplify the vocal cords to an inhuman range in order to shout commands over the noise of a raging battle, and grants a +1d bonus to Intimidate tests based on verbal intimidation.

Volitor Implant
The subject has cranial surgery to implant neural receptors and artificial nerve routing, and can be compelled not to reveal a certain item of information, remain within a set area, or perform a specific task. If the subject attempts—or is forced—to counter this compulsion, his brain shuts down into unconsciousness, or even death for some severe volitor patterns.

War Machines of the Mechanicum

The true power of the Mechanicum is found only in the vehicles they field. From the Ironstrider Balustarii to the Onager Dunecrawler, the Adeptus Mechanicus brings the full wrath of the Omnissiah to bear with every weapon they field. Those who see the red plating and gleaming weapons of an Adeptus Mechanicus battle maniple know well the folly of challenging the Machine God.

Ironstrider Ballistarii

The Ironstrider Engine is a miracle of the Mechanicum's engineering; a near-perfect perpetual motion engine that recharges the machine as it walks. Designed to never cease walking, lest the machine spirit run out of the Motive Force and go to sleep forever, the Ironstriders are armed with long range fire support in mind, laying waste to vehicles and infantry alike.

Crew: 1 Pilot (Use Monotask Servitor profile with Pilot as its chosen skill), 1 Rider (Defaults to Skitarii Ranger profile)

Cruising Speed 20m; **Defence** 4; **Wounds** 10; **Resilience** 15; Open Top, Walker

Weapons: Choose one:

- **Twin Cognis Autocannon** (16+2ED; AP-1; Range 96m; Salvo 6; Heavy (8))
- **Twin Cognis Lascannon** (18+3ED; AP-3; Range 150m; Salvo 2; Heavy (8), Steadfast)

An Ironstrider Ballistarii is also equipped with a Broad Spectrum Data Tether.

Perpetual Motion: The Ironstrider engine the Ballistarii is built upon cannot fully come to a stop without the systems shutting down. An Ironstrider Ballistarii must move

at least half its cruising speed each turn or shut down. When not ridden, the Ballistarii will walk in a circle by default.

Value: 11 (Very Rare)

Keywords: Imperium, Adeptus Mechanicus, <FORGE WORLD>

Sydonian Dragoon

Designed as the vanguard of a Skitarii Legion, the Sydonian Dragoon is based on the Ironstrider frame, with some modifications, mainly the absence of the heavy weapons mounted on the Ballistarii. Instead, the rider is free to carry whatever weapons are needed, usually a Radium Jezzail or a Phosphor Serpenta and a Taser Lance.

Crew: 1 Pilot (Use Monotask Servitor profile with Pilot as its chosen skill), 1 Rider (Defaults to Skitarii Vanguard profile)

Cruising Speed 20m; Defence 4; Wounds 10;

Resilience 15;, Open Top, Walker

Weapons: None, though the rider usually wields one of the following weapon packages:

- **Taser Lance** (13+2ED; AP-1; Taser) **Phosphor Serpenta** (12+2ED; AP-1; Range 36m; Salvo 1; Blaze, Assault, Phosphor)
- **Radium Jezzail** (12+1ED; AP 0; Range 60m, Salvo 2; Heavy (3), Rad (2), Sniper (2))

A Sydonian Dragoon is also equipped with a Broad Spectrum Data Tether.

Perpetual Motion: The Ironstrider engine the Dragoon is built upon cannot fully come to a stop without the systems shutting down. A Sydonian Dragoon must move at least half its cruising speed each turn or shut down. When not ridden, the Dragoon will walk in a circle by default.

Cavalry Strider: The momentum of the Dragoon's movement allows the rider to attack from its back with enhanced power. While attacking with a melee weapon, double the rider's strength for the purposes of dealing damage.

Incense Cloud: A Sydonian Dragoon emits a thick cloud of fog that obscures it from view. All ranged attacks at a Sydonian Dragoon suffer a -1d penalty.

Value: 11 (Very Rare)

Keywords: Imperium, Adeptus Mechanicus, <FORGE WORLD>

Onager Dunecrawler

Designed to march relentlessly over the sands of the Red Planet, the Dunecrawler is designed as a heavy weapons support platform, keeping even the most powerful weapons stable while continuing its advance. Often deployed in groups, each Onager's Emanatus Force Field is reinforced by the others, granting protection against most small arms fire and some larger caliber attacks.

While the vehicle technically has a pilot, a Skitarii Vanguard, he is permanently wired into an electro-aminotic tank, slowly being used up as a living battery. When a pilot dies, a new one is simply placed into the tank, renewing the walker's lease on life.

Crew: 1 Pilot (Use Skitarii Vanguard profile), 1 Gunner (Defaults to Skitarii Ranger profile)

Cruising Speed 16m; Defence 3; Wounds 17; Resilience 15; Sealed, Walker

Weapons: **Cognis Heavy Stubber** (10+2ED; AP 0; Range 72m; Salvo 3; Heavy (4), Cognis)

One of the following:

- **Eradication Beamer**
- **Neutron Laser** and **Cognis Heavy Stubber**
- **Twin Heavy Phosphor Blaster**
- **Icarus Array**

An Onager Dunecrawler is also equipped with a Broad Spectrum Data Tether.

Emanatus Force Field: Each Dunecrawler emits a field that blocks large portions of incoming fire. The vehicle has a force shield with AV *5, and the pilot may attempt to soak mortal wounds. If there is a friendly <FORGE WORLD> Onager Dunecrawler within 12m of this unit, unmodified dice results of 1 may be rerolled when soaking wounds.

Value: 18 (Very Rare)

Keywords: Imperium, Adeptus Mechanicus, <FORGE WORLD>

Kastelan Robot

An echoing remnant of the once-great Legio Cybernetica, the Kastelan is a true robot, capable of making combat decisions without the input of a human operator. Edging dangerously close to the Silica Animus the Mechanicum fears, every Kastelan Robot is programmed with special data-chips, sanctified and warded against what the Adeptus Mechanicus fears above all else: another uprising of Artificial Intelligence. To help prevent this, Kastelan robots are usually fielded alongside Cybernetica Datasmiths, tech-priests who dedicate themselves to monitoring and feeding combat data to these walking automatons.

While the Kastelan Robot is technically classed as a vehicle and is treated as such for most purposes, it operates on its own will without a human intelligence, and therefore much in common with a normal enemy as well. For all purposes that involve the vehicle's pilot, consider the profile below to represent both the Kastelan itself and its "pilot".

Threat Classification: Adversary to Tier 1-3, Elite to Tier 4-5

Strength	8	Intellect	2
Agility	4	Willpower	--
Toughness	--	Fellowship	--
Initiative	4	Defense	4
Speed	8	Wounds	10
Shock	--	Soak	8
Resolve	--	Conviction	--
Passive Awareness	3		
Skills	Ballistic Skill 6, Weapon Skill 6, Default 5		
Size	Large		
Keywords	Robot, Imperium, Adeptus Mechanicus, <FORGE WORLD>		

Resilience 17; Walker

Weapons: A Kastelan Robot is generally found in one of two configurations:

- **Kastelan Fists** (18+2ED; AP-3; Brutal)
  Incendine Combustor (12+2ED; AP-1; Range 16m; Salvo 2; Blast (Large), Blaze, Heavy (6), Spread)
- **3x Heavy Phosphor Blaster** (14+2ED; AP-2; 72m; Salvo 3; Blaze, Heavy (6), Phosphor). All three Phosphor Blasters may be fired individually each turn.

Repulsor Grid: A Kastelan Robot has a Force Shield with AV *5. When attempting to soak wounds, if two or more 6s are rolled on the soak roll, the enemy that made the attack suffers a mortal wound.

Battle Protocols: Kastelan Robots can have one of three battle protocols active at a

time. A Kastelan Robot begins combat with Aegis Protocol active and cannot change to another except by the actions of a Cybernetica Datasmith.

- *Aegis Protocol*: The Kastelan robot adds 2 to its resilience and increases the AV of its Repulsor Grid force shield to 7.
- *Conqueror Protocol*: The Kastelan cannot fire any ranged weapons it has equipped, but may ignore up to 2DN penalty for making a melee Multi-Attack.
- *Protector Protocol*: The Kastelan cannot use any melee weapons it has equipped and cannot move, but doubles the Salvo rating for all its ranged weapons.

Battle-Automata: A Robot is not alive, and therefore ignores any effects that would affect the mind or physiology, such as poisons, radiation, disease, or mind-affecting psychic powers. A Robot does not have a toughness, willpower, fellowship resolve or conviction score and is considered to automatically pass those tests if it is required to make them, except where the GM determines otherwise.

Value: 14 (Unique)

Keywords: Battle-Automata, Imperium, Adeptus Mechanicus, <FORGE WORLD>

Forging Your Own Wargear

Every tech-priest is an artisan, capable of assembling from basic components even the most impressive wargear. With STC data in hand, any servant of the Omnissiah can produce any piece of technology known to man, with the only constraints being time, tools, and materials.

Crafting is a time-consuming endeavour. While a forge can produce weapons and armor by the millions per day, an individual tech-priest may take weeks or months to complete a single weapon. However, with a little persistence, and a lot of hard work, you too can be producing your own wargear on the side.

The first thing to consider is which skill to use. Survival is most commonly used when crafting primitive objects, or makeshift structures. A bone knife would require survival to construct, as would a cabin in the woods. Medicae can be used to produce chemicals and other medical supplies, such as medical kits and drugs. Tech is the most common, being required to produce nearly any item more complicated than a kitchen knife. Practically all weapons, armor, and equipment requires Tech to produce.

Second, you must determine if you know how to produce an item. STCs are often difficult to come by, and are highly treasured, each one representing a possible advancement for humanity's technological

knowledge. Therefore, when crafting using Tech, you must have the appropriate STC in hand. Adeptus Mechanicus characters are considered to start with the STCs for most items with a rarity of uncommon or more available that have the IMPERIUM or ADEPTUS MECHANICUS keywords, in addition to items that may be considered the specialty of their forge world. A character with Tech trained up to level 2 or higher may make a Scholar test, with the difficulty being the rarity of the item, to determine if they can know the STC for the item. If the test is failed, they do not know and must seek out the STC before they can produce the item.

There are two more factors to consider when producing an object. First, the item's Value; second, its Rarity. Rarity does not just mean the weapon is hard to find, but also that its components are valuable and often not commonly found. Finding the proper components may be hard, if not impossible on many primitive worlds. It is ultimately up to the GM whether or not parts can be acquired.

Acquiring components is done in the same way as acquiring anything else; simply treat the components as an item with rarity equal to the desired object's rarity and a value of 1. For example, parts for a plasma pistol would be Rare (+3DN),

meaning the total acquisition test has a DN of 4.

Once the components are in hand, the construction may begin. Crafting an item is a Tech skill test with a DN equal to the item's Value; in the example from before, a Plasma Pistol, it would be DN 6.

Scale/Complexity	Interval
Machining a bayonet lug, assembling a lasgun from parts	1 Hour
Building a power sword, crafting a power armor helmet	8 Hours
Crafting a full suit of power armor, assembling an attack bike	1 Day
Building a Chimera from scratch, assembling a force weapon	1 Week
Fabricating a Land Raider, repairing a totaled macrocannon	1 Month

The speed of completion is based on the scale and complexity of the undertaking. The number of tests required to craft the item is also equal to the item's Value. Once you have determined the time required, you may begin crafting. Remember that the times given are for uninterrupted crafting. While the crafter may spend time eating,

drinking, and sleeping, said crafter cannot go on adventures and expect to make serious progress on his work. While it is possible to work in smaller divisions of an interval; for instance, working two 4 hours shifts instead of 8 straight hours, the interval is only considered complete when the crafter has devoted, in total, the full amount of time needed, discounting the time of any distractions.

At the end of each interval of time, the crafter must make the appropriate skill test (Tech for most items). If the DN is met, the interval is productive, and considered complete. If the test is passed with any extra Exalted Icons, 2 icons may be shifted to reduce the intervals remaining by 1. The rest should be placed in the glory pool. If there are more intervals left, repeat this process. If there are no intervals left, then the item is complete.

If you wish to craft an item with a built-in modification, you may do so. Simply treat it as crafting two separate items, with the modification crafted second. Once both are completed, the item with the modification is completed.

If an item is left unfinished for more than your rank in Intervals, it may begin to degrade. Roll a d6 at the end of the interval. On a 1 or 2, you lose a single interval's worth of progress. If you have no more progress remaining due to

degradation, the raw materials are lost and must be reacquired should you wish to try again.

Crafting may be attempted as a Combined Action, which is necessary for especially large and/or complicated objects, such as heavy vehicles or intricate weapons.

TECHMARINE

As with any Imperial organization, the warriors of the Adeptus Astartes require maintenance on their vehicles and wargear. While generally this can be accomplished by tech-priests living within the chapter's Fortress-Monastery, there are those Astartes that choose to serve the chapter by taking up the mantle of the Techmarine. Warriors and scholars in one, they study for years with the tech-priests of Mars (or with whatever forge world is most convenient for the chapter), learning the mysteries of the Machine. Upon the end of their training, they become a bridge between the Chapter and the servants of the Omnissiah, part of both worlds at once. Often seen repairing vehicles in the heat of battle, piloting predators and land raiders or performing maintenance on the chapter's relics and wargear, every Astartes owes at least a portion of his success to the Techmarines.

Build Point Cost: 70

Prerequisites

Tier: 3
Species: Adeptus Astartes
Attribute: Strength 4, Agility 4, Toughness 4, Intellect 4
Skill: Ballistic Skill (3), Weapon Skill (3), Tech (3), Pilot (2)

Benefits

Keywords: Imperium, Adeptus Astartes, Adeptus Mechanicus, <Chapter>
Influence Bonus: +2
Master of the Forge: A Techmarine gains +Rank to all Scholar, Pilot and Tech tests involving vehicles, weapons, armor, and wargear with the ADEPTUS ASTARTES keyword.
Wargear: Aquila power armour, bolt pistol or boltgun, Omnissian Axe, 3 frag and krak grenades, augmetic Servo Arm, choice of one bionic reconstruction.

Ascension Package

Chosen by the Omnissiah

Not all those who join the ranks of the Mechanicum do so from a young age. Sometimes, an individual has already obtained fame and glory, as well as a special touch with machines. Such individuals may be determined to be of use to the Adeptus Mechanicus in their current form, with the added advantages the True Flesh brings. Alternatively, a heavily damaged warrior may choose to undergo augmentation to survive otherwise life-threatening injuries. Either way, they are

brought into the fold of the Machine God, granted new perspectives, and trained to follow the Omnissiah's will.

Build Point Cost: (New Tier x 10)

Prerequisites

Minimum Campaign Tier: 3+

Attribute: Intellect 3

Skill: Tech (2)

Benefits

Keywords: Adeptus Mechanicus, if they wish to abandon any other ability-granting variable keywords, they make take the <FORGE WORLD> keyword for the world where they are ascended.

Influence Bonus: +1 per Tier ascended

Story Element: The Character may replace any damaged parts of their body with bionic reconstructions, or may take a single bionic reconstruction.

Wargear: Select either two items of Rare Wargear or one item of Very Rare Wargear with a value equal or lesser than 3 + the new Tier. This wargear must have the Adeptus Mechanicus keyword. This may include cybernetics.

Legions of the Omnissiah

Servitors

A gruesome necessity that the Imperium of Man would crumble without, a Servitor is a human; sometimes vat grown, sometimes condemned to a fate worse than death. Either way, their memories are (usually) wiped, their bodies augmented with the tools needed to perform their new tasks, and their wills overridden by machine code. Barely alive, the humble servitor fulfills many roles, from simply operating doors and equipment to fighting on the front lines.

Monotask Servitor

As the name would imply, a Monotask servitor is designed to perform a single task, often a simple one, for the rest of its existence. Often found simply built into the device whose functions they govern, they are the most numerous of all servitors. While a full range of stats are given, for mobile monotask servitors, a servitor that is built into a structure or the like will not usually be able to use one or more of its characteristics.

Threat Classification: Troops at all tiers

Strength	4	Intellect	1
Agility	2	Willpower	1
Toughness	3	Fellowship	1
Initiative	3	Defense	3
Speed	5	Wounds	3
Shock	2	Soak	4

Resolve	1	Conviction	2
Passive Awareness	3		
Resilience	6 (Augmetic Implants 1)		
Skills	Default 4		
Size	Average		
Keywords	Imperial, Adeptus Mechanicus, Servitor		

Attacks: A monotask servitor is not programmed for combat, and generally cannot attack. Use the Combat Servitor profile for a servitor that is built for warfare.

Monotask: Choose a single non-combat/social skill. The servitor is considered to have a total value of 5 in that skill.

Incantation of the Iron Soul: Servitors are unaffected by powers and abilities that affect the mind.

Wargear: A servitor is often equipped with a single tool appropriate to its task, such as a combi-tool for a repair servitor or a diagnostor for a medical servitor. This tool is integrated into the servitor's body and neither needs power nor can be removed without killing the servitor.

Kataphron Battle Servitor

When simply attaching a heavy weapon to a basic servitor isn't enough, the Adeptus Mechanicus brings out the Kataphrons. So heavily augmented that one can wonder if the servitor is anything more than the CPU for a fully formed battle engine, the Kataphrons are traditionally broken down into two types: the longer ranged Destroyers and the Breachers, designed to destroy vehicles and fortifications.

Threat Classification: Adversary for Tiers 1-2, Elites for tiers 3+

Strength	7	Intellect	1
Agility	2	Willpower	1
Toughness	7	Fellowship	1
Initiative	3	Defense	4
Speed	6	Wounds	8
Shock	2	Soak	6
Resolve	1	Conviction	2
Passive Awareness		3	

Resilience	12 (Battle Plate 5)
Skills	Ballistic Skill 6, Weapon Skill 6, Default 5
Size	Average
Keywords	Imperial, Adeptus Mechanicus, Servitor

Attacks: A Kataphron Battle Servitor can be loaded out in either Breacher or Destroyer configuration, which allows different weapons to be equipped. Choose one of the four profiles below.

Breacher

- **Hydraulic Claw**: 14+2ED; AP-1; Brutal, Unwieldy (2)
  Torsion Cannon: 16+3ED; AP-4; Range 48m; Salvo 1; Heavy (6), Grav
- **Arc Claw**: 13+1ED; AP-1; Arc (2)
  Heavy Arc Rifle: 14+2ED; AP-2; Range 72m; Salvo 2; Arc (4), Heavy (6)

Destroyer

- **Plasma Culverin**: 15+3ED; AP-3; Range 72m; Salvo 3; Heavy (6), Supercharge
  Phosphor Blaster: 12+2ED; AP-1; Range 48m; Salvo 1; Blaze, Rapid Fire (1), Phosphor
- **Heavy Grav-Cannon**: 12+2ED; AP-3; 60m; Salvo 5; Heavy (6), Grav
  Cognis Flamer: 10+1ED; AP 0; Range

16m; Salvo 1; Assault, Blast(Medium), Blaze, Cognis, Spread

Special Abilities

Heavy Tracks: A Kataphron Battle Servitor's immense weight and wide frame causes its movement to be slow but relentless. A Kataphron cannot move more than its base movement in a turn, but is always considered to be braced, and ignores any penalties to movement from rough terrain.

Incantation of the Iron Soul: Servitors are unaffected by powers and abilities that affect the mind. They never need to make Conviction tests to continue fighting.

Skitarii

The tech-guard of the Omnissiah fight are divided into multiple specialities, representing different types of battlefield roles.

Skitarii Vanguard

Entering battle with the deadly Rad weapons, the Vanguard of the Skitarii bring death with their mere presence. Their rad-soaked armor and bodies ravage the bodies of organics who get too close, including the Vanguard themselves. This price, however, is gladly paid to bring death to the Machine God's enemies.

Threat Classification: Elites for Tier 1, Troops for Tier 2+

Strength	3	Intellect	3
Agility	4	Willpower	3
Toughness	4	Fellowship	3
Initiative	3	Defense	3
Speed	6	Wounds	4

Shock	4	Soak	4
Resolve	4	Conviction	4
Passive Awareness		3	
Resilience		9 (Auto-Cuirass 3)	
Skills		Ballistic Skill 7, Weapon Skill 6, Default 5, Tech 6	
Size		Average	
Keywords		Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>	

Attacks

Radium Carbine: Damage 7+1ED; AP 0; Range 36m; Salvo 3; Assault, Rad (2)

Special Abilities

Heavily Augmented: A Skitarius' body is designed to withstand the rigours of war. Skitarii do not bleed and they gain +3d to toughness rolls made to resist radiation, corrosion, and environmental energy hazards.

Rad-Saturation: The continual leaking of radiation from the Vanguard's weapons and armor is a silent killer, inflicting invisible damage to those it engages in close range. When a character without this ability first comes within 2 meters of a Vanguard in combat, they must make a DN 3 Toughness test. Those wearing environmentally sealed armor gain a +1/2d per AV bonus to the Toughness test. If failed, the affected character suffers a -1 to toughness (reducing resilience as well) as long as he remains within 2 meters. Only make one test per combat; if the test is passed or failed, it is passed or failed for the rest of the combat, for all Skitarii Vanguards present in the combat.

Skitarii Ranger

Stealthy and relentless, the Skitarii Rangers are expert trackers, running prey to ground with their tireless cybernetic legs and galvanic rifles. Those pursued by these cold-hearted warriors find shaking them an ultimately fruitless effort, as is bargaining or pleading for mercy.

Threat Classification: Elites for Tier 1, Troops for Tier 2+

Strength	3	Intellect	3
Agility	4	Willpower	3
Toughness	4	Fellowship	3
Initiative	3	Defense	3
Speed	6	Wounds	4
Shock	4	Soak	4
Resolve	4	Conviction	4
Passive Awareness		3	
Resilience		9 (Auto-Cuirass 3)	
Skills		Ballistic Skill 7, Weapon Skill 6, Default 5, Tech 6	
Size		Average	
Keywords		Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>	

Attacks

Galvanic Rifle: Damage 10+1ED; AP 0; Range 120m; Salvo 2; Rapid Fire (1), Penetrating (1)

Special Abilities

Heavily Augmented: A Skitarius' body is designed to withstand the rigours of war. Skitarii do not bleed and they gain +3d to toughness rolls made to resist radiation, corrosion, and environmental energy hazards.

Relentless Trackers: Those finding themselves hunted down by a Skitarii Ranger will find evading their pursuers harder than suspected, due to the advanced sensors equipped on their armor and their

specialized training. If a Ranger is using Survival or Stealth to track or hide from a target, they gain +1d to said tests.

Skitarii Alphas and Special Weapons

Those who have gained the Crux Mechanicus and replaced more than 50% of their body with cybernetic reconstructions are often awarded the title of Alpha. If the combat includes 5 or more Skitarii, it is appropriate to replace one with an Alpha.

All Skitarii Alphas gain a +1 to fellowship and increase the AV of their Auto-Cuirass to 4, bringing total resilience to 10. They also gain an Enhanced Data Tether or an Omnispex.

A Skitarii Alpha may replace their weapon with one melee weapon and one pistol from the following:

Radium Pistol: Damage 7+1ED; AP 0; Range 24m; Salvo 1; Pistol, Rad (2)
Arc Pistol: Damage 14+1ED; AP-1; Range 24m; Salvo 1; Pistol, Arc (2)
Phosphor Blast Pistol: Damage 12+1ED; AP-1; Range 24m; Salvo 1; Blaze, Pistol, Phosphor

Arc Maul: Damage 9+2ED; AP-1; Arc (2), Brutal
Power Sword: Damage 8+1ED; AP-3; Parry
Taser Goad: Damage 8+2ED; AP 0; Taser, Parry

In mobs of 5 or more, up to two Rangers/Vanguard may replace their regular weapon with one of the following: Arc Rifle, Plasma Caliver, Transuranic Arquebus. For each 5 additional Skitarii in the mob, you may replace another standard weapon with one of these special weapons.

Sicaran Ruststalker

Brutally effective killing machines, in the most literal sense, the Sicaran Ruststalkers wield terrifying Transonic weapons, bounding across the battlefield

with augmented speed until they can isolate the frequency required to all but ignore the target's armor.

Threat Classification: Adversary for tiers 1-2, Elites for Tier 3-4, Troops for Tier 5

Strength	4	Intellect	4
Agility	5	Willpower	4
Toughness	4	Fellowship	4
Initiative	4	Defense	4
Speed	8	Wounds	7
Shock	4	Soak	4
Resolve	5	Conviction	5
Passive Awareness	4		
Resilience	10 (Augmetic Plating 4)		
Skills	Weapon Skill 8, Default 7		
Size	Average		
Keywords	Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>		

Attacks

Each Sicaran Ruststalker will either have two Transonic Blades or a Transonic Razor and a Chordclaw:

- **2x Transonic Blade**: Damage 9+2ED; AP 0; Rending, Parry
- **Transonic Razor:** Damage 9+1ED; AP 0; Rending
  Chordclaw: Damage 9+3ED; AP 0; Rending

Special Abilities

Heavily Augmented: A Skitarius' body is designed to withstand the rigours of war. Skitarii do not bleed and they gain +3d to toughness rolls made to resist radiation, corrosion, and environmental energy hazards.

Sicaran Infiltrator

Rebuilt from the ground up for stealth and sowing chaos amongst the enemy ranks, each Infiltrator wields

Threat Classification: Adversary for tiers 1-2, Elites for Tier 3-4, Troops for Tier 5

Strength	4	Intellect	4
Agility	5	Willpower	4
Toughness	4	Fellowship	4
Initiative	4	Defense	4
Speed	8	Wounds	7
Shock	4	Soak	4
Resolve	5	Conviction	5
Passive Awareness		4	
Resilience		10 (Augmetic Plating 4)	
Skills		Weapon Skill 8, Default 7, Stealth 8	
Size		Average	
Keywords		Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>	

Attacks

Each Sicaran Infiltrator will either have a Stubcarbine and a Power Sword or a Flechette Blaster and a Taser Goad:

Stubcarbine: Damage 10+1ED; AP 0; Range 24m; Salvo 3; Pistol
Power Sword: Damage 9+1ED; AP-3; Parry

Flechette Blaster: Damage 7+1ED; AP 0; Range 24m; Salvo 5; Pistol
Taser Goad: Damage 9+2ED; AP 0; Taser, Parry

Special Abilities

Heavily Augmented: A Skitarius' body is designed to withstand the rigours of war. Skitarii do not bleed and they gain +3d to toughness rolls made to resist radiation, corrosion, and environmental energy hazards.

Neurostatic Aura: In effect a jamming device for the brain, Neurostatic confuses and disrupts the workings of those nearby. Those within 6m of any Sicaran Infiltrators take a -1d penalty to any tests based on Willpower, including Conviction and Resolve.

Sicaran Princeps

A Princeps functions much in the way of an Alpha or Sergeant, directing the activities of a squad of Ruststalkers and infiltrators. If there are at least 5 Sicarans involved in the combat, you may want to replace one with a Princeps.

All Sicaran Princeps gain a +1 to fellowship and increase the AV of their Augmetic Plating by 1, to a total resilience of 11.

A Sicaran Ruststalker Princeps has two Transonic Blades and may additionally take either a Chorclaw or a Transonic Razor.

A Sicaran Infiltrator Princeps may choose between the two standard loadouts for Infiltrators.

Tech-Priests

Believing themselves the only ones worthy to hold dominion over technology, the Tech-Priests of the Adeptus Mechanicus are engineer and missionary in one, soothing machine spirits and bringing the enlightenment of the Omnissiah with a religious zeal.

Tech-Priest Enginseer

Usually attached to regiments of Imperial Guard troops, these low-ranking priests spend their time performing maintenance on

and repairing the wargear and vehicles of the Astra Militarum. This profile may also be used to represent a "basic" tech-priest, one with no particular specialization.

Threat Classification: Adversary for Tier 1, Elite for Tier 2-3, Troop for Tier 4-5

Strength	4	Intellect	5
Agility	4	Willpower	4
Toughness	4	Fellowship	4
Initiative	4	Defense	3
Speed	6	Wounds	7
Shock	4	Soak	4
Resolve	4	Conviction	4
Passive Awareness		4	
Resilience	8 (Light Power Armor 4)		
Skills	Weapon Skill 8, Ballistic Skill 8, Tech 8, Default 7		
Size	Average		
Keywords	Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>, Astra Militarum (if attached to a regiment)		

Attacks

Omnissian Axe: 9+2ED; AP-2; Range 2m (M)

Servo-Arm: 10+2ED; AP -3; Range 1m (M); Unwieldy (2)

Laspistol: 7+1ED; AP 0; Range 24m; Pistol, Steadfast

Wargear: 3 vials Sacred Machine Oil, Auspex, Combi-tool

Special Abilities

Rite of Repair: Tech-Priests automatically reduce the time by half for any Tech test.

They add +1d on Tech tests made to fix or repair a damaged machine.

Cybernetica Datasmith

A member of the once-legendary Legio Cybernetica, the Datasmiths are mainly tasked with overseeing the operations of Battle-Automata, normally Kastelan Robots.

Threat Classification: Adversary for Tier 1-3, Elite for Tier 4+

Strength	5	Intellect	6
Agility	5	Willpower	5
Toughness	5	Fellowship	4
Initiative	5	Defense	4
Speed	6	Wounds	10
Shock	4	Soak	5
Resolve	5	Conviction	5
Passive Awareness		5	
Resilience	11 (Power Armor 5)		
Skills	Weapon Skill 9, Ballistic Skill 9, Tech 9, Default 8		
Size	Average		
Keywords	Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>		

Attacks

Power Fist: 12 +2ED; AP-3; Brutal, Unwieldy (2)

Gamma Pistol: 14+2ED; AP-3; 24m; Salvo 1; Pistol, Gamma

Wargear: Refractor Field (AV *3, Force Shield)

Special Abilities

Datasmith: As a free action, at the beginning of his turn, a Cybernetica Datasmith may make a DN 2 Tech test. If

successful, he may change the battle protocols of any Kastelan Robots within 12m. He may individually select which protocol each robot changes to.

Automata Mechanic: Cybernetica Datasmiths automatically reduce the time by half for any Tech test. They add +1d on Tech tests made to fix or repair a damaged machine and +3d on Tech tests made to repair a damaged Battle-Automata.

Corpuscarii Electro-Priest

Worshippers of the Motive Force, the divine spark that gives all life motion, the Electro-Priests are electricity incarnate. Tattooed with subdermal electoo implants, their bodies release blasts of sparks and energy. Believing that their duty is to spread the Motive Force throughout the Galaxy, the Corpuscarii blast their foes with massive amounts of electricity.

Threat Classification: Elite for Tier 1, Troop for Tier 2+

Strength	3	Intellect	4
Agility	3	Willpower	3
Toughness	3	Fellowship	4
Initiative	3	Defense	2
Speed	6	Wounds	5
Shock	4	Soak	3
Resolve	4	Conviction	4
Passive Awareness		4	
Resilience		4	
Skills		Weapon Skill 6, Ballistic Skill 7, Tech 6, Default 5	
Size		Average	
Keywords		Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>	

Attacks

Electrostatic Gauntlets (shooting): 12+2ED; AP 0; Range 48m; Salvo 3; Assault, Taser

Electrostatic Gauntlets (melee): 12+2ED; AP 0; Taser

Special Abilities

Voltagheist Field: Shrouded in electricity, Electro-Priests throw themselves into battle, bringing their shared arcs of electricity with them. All Electro-Priests are considered to have a Force Shield with AV *3. When making a Charge, roll a d6. On a roll of 6, the target of the charge suffers a Mortal Wound.

Fanatical Devotion: The intense faith of the Electro-Priests allows them to fight on in the face of fatal injuries. An Electro-Priest may soak wounds without having to spend Ruin.

Fulgurite Electro-Priest

Knowing in their hearts that the Motive Force is a finite resource, the Fulgurite faction of Electro-Priests seeks to hoard as much as they can, draining the bio-electricity from their enemies and sucking vehicles dry in their quest to preserve the energies of creation for even a second more.

Threat Classification: Elite for Tier 1, Troop for Tier 2+

Strength	4	Intellect	4
Agility	3	Willpower	3
Toughness	3	Fellowship	3
Initiative	3	Defense	2
Speed	6	Wounds	5
Shock	4	Soak	3
Resolve	4	Conviction	4
Passive Awareness		4	

Resilience	4
Skills	Weapon Skill 7, Ballistic Skill 6, Tech 6, Default 5
Size	Average
Keywords	Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>

Attacks

Electroleech Stave: 9+2ED; AP-2; Range 2m (M); Rending

Special Abilities

Voltagheist Field: Shrouded in electricity, Electro-Priests throw themselves into battle, bringing their shared arcs of electricity with them. All Electro-Priests are considered to have a Force Shield with AV *3. When making a Charge, roll a d6. On a roll of 6, the target of the charge suffers a Mortal Wound.

Siphoned Vigor: A Fulgurite Electro-Priest that reduces an enemy to zero wounds with its Electroleech Stave increases the AV of its Voltagheist Field to *4 for the remainder of the combat.

Fanatical Devotion: The intense faith of the Electro-Priests allows them to fight on in the face of fatal injuries. An Electro-Priest may soak wounds without having to spend Ruin.

Tech-Priest Dominus

Placed in charge of a battle force of the machine god's Warriors, this cunning Magos is a tactician and fighter with few equals, capable of monitoring the entirety of a battlefield using his noospheric link and issuing directives to all the forces under his command.

Threat Classification: Adversary for Tier 1-4, Elite for Tier 5

Strength	7	Intellect	9
Agility	6	Willpower	7
Toughness	7	Fellowship	7
Initiative	7	Defense	6
Speed	6	Wounds	7
Shock	7	Soak	7
Resolve	8	Conviction	8
Passive Awareness	6		
Resilience	15 (Masterwork Bionics 7)		
Skills	Weapon Skill 13, Ballistic Skill 14, Tech 14, Default 12		
Size	Average		
Keywords	Human, Imperial, Adeptus Mechanicus, <FORGE WORLD>		

Attacks

Omnissian Axe: 12+2ED; AP-2; Range 2m (M)

A Tech-priest Dominus may take one of these weapon packages:

- **Eradication Ray:** 14+1ED; AP-2; Range 48m; Salvo 2; Heavy (4), Eradication **Macrostubber:** 10+2ED; AP 0; Range 24m; Salvo 5; Pistol
- **Volkite Blaster:** 14+2ED; AP 0; Range 48m; Salvo 3; Heavy (4), Volkite **Phosphor Serpenta:** 12+2ED; AP-1; Range 36m; Salvo 1; Blaze, Assault, Phosphor

Wargear: 3 vials Sacred Machine Oil, Auspex, Combi-tool, Refractor Field (AV *3, Force Shield)

Special Abilities

Master of Machines: A Tech-Priest Dominus automatically reduces the time by half for any Tech test. They add +4d on Tech tests made to fix or repair a damaged machine.

Masterwork Bionics: At the beginning of each of the Dominus' turns, its advanced auto-repair systems restore d3 lost wounds.

Lord of the Machine Cult: The Dominus is considered to have an Enhanced Data Tether. All friendly <FORGE WORLD> units that have a Noospheric connection with the Dominus may reroll any 1s on a single attack test each turn.