

LEGACIES OF THE AGE OF DARKNESS

Mechanicum

VERSION 1.0

FOREWORD

This PDF supplements the army lists found in the *Warhammer: The Horus Heresy – Liber Mechanicum: Forces of the Omnissiah Army Book*, allowing players to include Expanded units in their battles.

This PDF is not a stand-alone product. In order to make full use of the rules provided, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* is required.

Additionally, certain specific units and special rules may require other Liber books for the use of that unit or rule only – in such cases it will be specifically noted as part of that rule which books are required.

'CORE' AND 'EXPANDED' ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core units and Expanded units. All of the units in this PDF are 'Expanded' units. These represent many of the little-known, rarified units that were part of the Mechanicum during the Great Crusade and the Horus Heresy that may not have official miniatures and instead offer the collector an opportunity to convert their own interpretations.

Both 'Core' and 'Expanded' types of unit may be freely used in any Horus Heresy battle, and this category does not affect their availability as part of an army or Detachment or the rules for their use during a battle.

As new units and models are released, their Army List Profiles will clearly state if those units are Core or Expanded units, and future publications may shift the category of a given unit, with any such changes clearly noted in the unit's Army List Profile.

HQ

One of the most infamous militant archmagi of the Great Crusade, there were those, even within the Mechanicum who labelled Satarael mad, but none that would gainsay his effectiveness in battle. Rising to a position of rule upon the horr-ravaged Forge World of Incaladion, his art was focussed entirely on the creation of engines of war and commanding them upon the field of battle, before disaster overreached him. In desperate battle against the unspeakable 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 locked within his body's damaged cogitator units. 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.

INAR SATARAEL185 POINTS

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

	M	WS	BS	S	T	W	I	A	Ld	Sv
Inar Satarael	6	4	5	5	6	5	3	2	10	2+

Unit Composition

- 1 Inar Satarael

Wargear

- Power axe
- Servo-arm
- Graviton imploder
- Twin-linked maxima bolter
- Repulsion shield
- Cortex controller
- Haemonculite cyber-corpus

Unit Type

- Infantry (Unique, Monstrous, Antigrav, Cybertheurgist, Character)

Special Rules

- Battlesmith (4+)
- Feudal Hierarchy
- Independent Character
- Master Cybertheurgist
- Pride of Place
- The Orders of High Techno-arcana: Archimandrite
- Stubborn
- Feel No Pain (5+)
- Traitor

The Orders of High Techno-arcana: Archimandrite

Inar Satarael has the Archimandrite High Techno-arcana and may not take any other. Additionally, if an army that contains Inar Satarael also contains one or more Archmagos Prime (with or without Abeyant), the Archmagos Prime (with or without Abeyant) may not select the Archimandrite High Techno-arcana.

Repulsion Shield

A model with a repulsion shield gains a 4+ Invulnerable Save.

Invulnerable Saves granted by a repulsion shield do not stack with other Invulnerable Saves, but can benefit from rules (such as cyber-familiar) that specifically increase existing Saves. If a model has another Invulnerable Save then the controlling player must choose which one to use.

Additionally, each time Inar Satarael makes a successful Invulnerable Save on a roll of a 6 against a Shooting Attack not made as part of a Reaction, the unit that made the Shooting Attack suffers a S6, AP- wound.

Haemonculite Cyber-corpus

When Inar Satarael loses his last Wound, but before he is removed as a casualty, all models both friendly and enemy within D6", suffer an automatic Hit at Str 6, AP -. In addition, in any battle in which Inar Satarael loses his last Wound, or is otherwise removed from play as a casualty, the controlling player must immediately roll a D6. On a result of 4+, the opposing player scores no Victory points for destroying Inar Satarael in applicable mission objectives or secondary objectives.

TROOPS

When the strategic needs of the magi of the Mechanicum demand it, tech-thralls can be retrofitted with chainblades and mitra-locks, primarily close-ranged weaponry, to form certus covenants. Such a requirement usually arises when battlefields are designated as ‘zones mortalis’ or areas within hive settlements, aboard void ships or in the confines of manufactorum.

When equipped with such weaponry, thrall covenants are commonly driven before the enemy in a direct assault, their mindless bodies used as a shield upon which the enemy must expend their ammunition reserves and dull their blades, before they can close with the more valuable heart of the force.

ADSECULARIS TECH-THRALL CERTUS COVENANT 45 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tech-thrall	6	2	2	3	3	1	2	1	6	6+

Unit Composition

- 10 Tech-thralls

Wargear

- Close combat weapon
- Mitra-lock

Unit Type

- Infantry (Heavy, Line)

Special Rules

- The Rite of Pure Thought
- Stubborn
- Feel No Pain (5+)
- Hatred (Everything)

Dedicated Transport

- An Adsecularis Tech-thrall Certus Covenant numbering no more than 20 models may take a Triaros Armoured Conveyor as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- The Adsecularis Tech-thralls Certus Covenant may include:
 - Up to an additional 20 Tech-thralls +3 points per model
- The entire unit may exchange its mitra-locks for the following option (all models in the unit must take the same option):
 - Chainswords Free

Mitra-lock

Designed to project a fanned spread of lasbolts, mitra-locks are devastating at short ranges and make for ideal corridor-clearing weapons.

Mitra-locks are counted as ‘Las’ weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Mitra-lock	8"	4	6	Assault 2, Shred

FAST ATTACK

Although the indefatigable ranks of the Mechanicum march tirelessly into battle through conventional means, it is not unheard of for specialised troops to utilise vehicles or mechanised conveyance to insert specialist troops to disrupt enemy lines.

The Termite Assault Drill is one example of such a vehicle which, despite its proliferation through Imperial armies, can be argued is best used by Mechanicum troops, especially those incapable of feeling the emotions associated with travelling in the cramped and claustrophobic interiors of tunnelling vehicles.

MECHANICUM TERMITE ASSAULT DRILL80 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Termite	8	4	12	12	10	3	12

Unit Composition

- 1 Mechanicum Termite Assault Drill

Unit Type

- Vehicle (Transport)

Wargear

- Two Pintle Mounted twin-linked bolters
- Melta cutters

Special Rules

- Infantry Transport
- Subterranean Assault

Access Points

- A Mechanicum Termite Assault Drill has two Access Points, one on each side of the hull.

Options

- A Mechanicum Termite Assault Drill may exchange both its twin-linked bolters for one of the following options:

- Two Pintle Mounted twin-linked volkite chargers.....+5 points
- Two Pintle Mounted heavy flamers+5 points

Infantry Transport

No model with any version of the Bulky (X) special rule may Embark on a model that has this special rule.

All weapons listed here are counted as 'Melta' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Melta cutters	6"	8	1	Heavy 3, Armourbane (Melta)

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 Arachnkratus 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.

MECHANICUM TARANTULA SENTRY GUN BATTERY60 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	1	2	1	4	2	1	1	5	3+

Unit Composition

- 3 Tarantula Sentry Guns

Unit Type

- Infantry (Automated Artillery)

Wargear

- Two heavy bolters

Special Rules

- Sentry Protocols
- Bulky (4)

Options

- A Tarantula sentry gun battery may take:
 - Up to 2 additional Tarantula Sentry Guns.....+20 points each
- All Tarantula Sentry Guns in the unit may exchange both of their heavy bolters for:
 - Two lascannon.....+20 points each
 - One Hyperios missile launcher.....+5 points each
- All Tarantula Sentry Guns in the unit may have:
 - Augury scanners
 - Searchlights.....+5 points per unit

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Hyperios missile launcher	48"	7	3	Heavy 3, Skyfire

HEAVY SUPPORT

The most ubiquitous and widely utilised Imperial heavy tank of the Great Crusade, the Land Raider was the discovery and later product of the Forge Worlds of the Mechanicum. As a result the Land Raiders fielded by the Priests of Mars themselves are often masterwork constructs, highly customised in accordance with the needs and function of the magos or Tech-Priest faction that owns it.

MECHANICUM LAND RAIDER PHOBOS 220 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Mechanicum Land Raider Phobos	12	4	14	14	14	5	12

Unit Composition

- 1 Mechanicum Land Raider Phobos

Unit Type

- Vehicle (Transport, Reinforced)

Wargear

- Two Sponson Mounted lascannon
- Hull (Front) Mounted twin-linked heavy bolter
- Smoke launchers

Special Rules

- Power of the Machine Spirit
- Assault Vehicle

Access Points

- A Mechanicum Land Raider Phobos has one Access Point on each side of the hull and one at the front.

Options

- A Mechanicum Land Raider Phobos may exchange both of its Sponson Mounted lascannon for:
 - Two twin-linked heavy bolters.....Free
 - Two flamestorm cannon.....Free
 - Two plasma cannon.....+10 points
 - Two multi-meltas.....+20 points
- A Mechanicum Land Raider Phobos may exchange its Hull (Front) Mounted twin-linked heavy bolter for one of the following:
 - Hull (Front) Mounted twin-linked heavy flamer
 - Hull (Front) Mounted twin-linked lascannon
 - Hull (Front) Mounted twin-linked phased plasma-fusil.....+20 points
 - Hull (Front) Mounted graviton gun
 - Hull (Front) Mounted volkite culverin
 - Hull (Front) Mounted multi-melta.....+20 points
- A Mechanicum Land Raider Phobos may take one of the following options:
 - Pintle Mounted twin-linked bolter
 - Pintle Mounted combi-weapon (any type).....+10 points each
 - Pintle Mounted heavy bolter.....+10 points each
 - Pintle Mounted heavy flamer.....+5 points each
 - Pintle Mounted multi-melta
 - Pintle Mounted havoc launcher
- Any Mechanicum Land Raider Phobos may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile
 - Searchlight.....+5 points each

All weapons listed here are counted as 'Flame' or 'Flamer' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Flamestorm cannon	Template	6	4	Heavy 1, Torrent (18")

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 travelling 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 magi 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.

MACROCARID EXPLORATOR.....320 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Macrocarid Explorator	10	4	14	14	14	5	26

Unit Composition

- 1 Macrocarid Explorator

Unit Type

- Vehicle (Transport)

Wargear

- Two Hull (Front) Mounted lascannon
- Hull (Front) Mounted mauler bolt cannon
- Smoke launchers

Special Rules

- Power of the Machine Spirit
- Assault Vehicle

Access Points

- A Macrocarid Explorator has one Access Point on each side of the hull.

Options

- A Macrocarid Explorator may exchange its Hull (Front) Mounted mauler bolt cannon for one of the following:
 - Volkite culverin.....Free
 - Multi-melta
 - Twin-linked phased plasma-fusil.....+10 points
 - Twin-linked irad-cleanser.....+20 points
 - Lascannon
 - Conversion beamer
 - Graviton imploder.....+20 points
- A Macrocarid Explorator may exchange its Two Hull (Front) Mounted lascannon for one of the following:
 - Two Hull (Front) Mounted twin-linked mauler bolt cannon.....Free
 - Two Hull (Front) Mounted twin-linked lascannon.....+20 points
 - Two Hull (Front) Mounted irradiation engines
- Any Macrocarid Explorator may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile
 - Searchlight.....+5 points each

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 Omnisiah'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..... 150 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Artillery Tank	10	4	11	11	10	3	-

Unit Composition

- 1 Artillery Tank

Unit Type

- Vehicle

Wargear

- Turret Mounted Whirlwind missile launcher
- Pintle Mounted twin-linked bolter
- Smoke launchers

Special Rules

- None

Options

- An Ordo Reductor Artillery Tank Battery may take:
 - Up to 2 additional Artillery Tanks +125 points each
- All models in a Ordo Reductor Artillery Tank Battery may exchange their Turret Mounted Whirlwind missile launcher for one of the following options (all models in the unit must select the same option):
 - Centreline Mounted demolisher cannon +10 points
 - Centreline Mounted magna laser destroyer +10 points
 - Turret Mounted Gravis melta cannon array +20 points
 - Centreline Mounted Earthshaker cannon +50 points
 - Centreline Mounted Medusa siege mortar +50 points
 - Centreline Mounted Mars-Colossus bombard +50 points
- Any Ordo Reductor Artillery Tank may take one of the following:
 - Hull-mounted heavy bolter +10 points
 - Hull-mounted heavy flamer +5 points
- Any Ordo Reductor Artillery Tank may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile +5 points each
 - Dozer blade +5 points each
 - Searchlight +5 points each

Whirlwind missile launcher

The Whirlwind missile launcher is equipped with three types of missile; the controlling player must declare which type of missile is being used, before firing, each time the weapon fires.

All weapons listed here are counted as ‘Missile’ weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Talonis HE missile	48"	6	4	Ordnance 1, Barrage, Large Blast (5")
Thermios AP missile	48"	7	4	Ordnance 1, Barrage, Blast (3"), Breaching (4+)
Icarios AA missile	48"	7	3	Ordnance 1, Twin-linked. Skyfire
Weapon	Range	Str	AP	Type
Demolisher cannon	24"	12	3	Ordnance 1, Blast (3"), Sunder, Rending (6+), Brutal (3)
Earthshaker cannon	240"	9	4	Ordnance 1, Barrage, Large Blast (5"), Shred, Pinning
Medusa mortar	36"	9	4	Ordnance 1, Barrage, Large Blast (5"), Pinning, (Rending 6+)
Mars-Colossus bombard	12"-72"	7	4	Ordnance 1, Barrage, Large Blast (5"), Pinning, Ignores Cover

All weapons listed here are counted as ‘Las’ weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Magna laser destroyer	36"	9	1	Ordnance 3, Twin-linked, Exoshock (6+)

All weapons listed here are counted as ‘Melta’ weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Melta cannon array	24"	8	1	Heavy 4, Armourbane (Melta), 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 their 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.

ORDO REDUCTOR MINOTAUR BATTERY280 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Minotaur	8	4	13	12	13	4	-

Unit Composition

- 1 Minotaur

Wargear

- Centerline (Rear) Mounted twin-linked Earthshaker cannon
- Smoke launchers

Options

- An Ordo Reductor Minotaur Battery may include:
 - An additional Minotaur+235 points
- Any Ordo Reductor Minotaur may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile+5 points each
 - Searchlight+5 points

Open Crew Compartment

Any Hits scored against a Vehicle with this special rule in close combat (including as part of a Death or Glory Advanced Reaction) are resolved against the Vehicle's Armour Facing with the lowest value.

Earthshaker Cannon

Weapon	Range	Str	AP	Type
Earthshaker cannon	240"	9	4	Ordnance 1, Barrage, Large Blast (5"), Shred, Pinning