

Welcome to the rules section of Codex: Adeptus Mechanicus. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Adeptus Mechanicus collection to life on the tabletop.

These include Detachment rules that Adeptus Mechanicus armies can use, along with the Adeptus Mechanicus army rule - Doctrina Imperatives - which is common to many of your units. This section also includes datasheets for Adeptus Mechanicus units; you can find out more about how to use datasheets in [Core Rules](#).

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BOOKS

Book	Kind	Edition	Version	Last update
 Adeptus Mechanicus	Codex	10	1.1	October 2024
 Boarding Actions	Expansion	10	1.1	July 2025
 Munitorum Field Manual	Expansion	10	3.0	July 2025
 Balance Dataslate	Rulebook	10	July 2025	July 2025
 Servitor Battleclade	Datasheet	10		June 2025
 Legends Field Manual	Expansion	10	2.1	March 2025
 Grotmas Calendar: Adeptus Mechanicus	Expansion	10		January 2025
 - Haloscreed Battle Clade				
 Legends: Adeptus Mechanicus	Datasheet	10		September 2024
 Horus Heresy Legends: Adeptus Mechanicum	Datasheet	10		September 2024

FAQ

CODEx: ADEPTUS MECHANICUS

- Q:

If I target a unit with the *Auto-divinatory Targeting Stratagem* while the *Protector Imperative* is active for my army, in what order are the *Ballistic Skill* modifiers applied?
- A:

The *Ballistic Skill* characteristic of ranged weapons equipped by models in that unit is first changed to 3+ by the *Stratagem*, then improved by 1 by the *Protector Imperative*, for a final result of 2+ (assuming no other modifiers apply).

INTRODUCTION

On the following pages you will find several **ADEPTUS MECHANICUS** Detachments you can select from to use in games of Warhammer 40,000, as described in the Core Rules (see the [Select Detachment Rules](#) step) If you are playing a Crusade battle, see the equivalent step in the [Mustering a Crusade Army](#) section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by your chosen faction - the rules they include are as follows:

- 1

DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it.
- 2

ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the [Select Units](#) step). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.
- 3

STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the [Core Stratagems](#) listed in the Core Rules. During the battle, you can spend [Command points](#) (CP) to [use these Stratagems](#).

ARMY RULES

DOCTRINA IMPERATIVES

An Adeptus Mechanicus army marching to war is a sight both terrifying and glorious, each holy warrior a disturbing fusion of Human and machine. While the ruling Tech-Priests and their fanatical followers raise modified voices in praise of the Machine God, their Skitarii soldiery and Servitor creations are controlled by doctrina imperatives loaded by their masters to augment and adapt the warriors' abilities.

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

Protector Imperative

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the BATTLELINE keyword and/or it is within 6" of one or more friendly ADEPTUS MECHANICUS BATTLELINE units, subtract 1 from the Hit roll.

Conqueror Imperative

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the BATTLELINE keyword and/or it is within 6" of one or more friendly ADEPTUS MECHANICUS BATTLELINE units, improve the Armour Penetration characteristic of that attack by 1.

RAD-ZONE CORPS

DETACHMENT RULE

RAD-BOMBARDMENT

Whether as a result of natural phenomena, apocalyptic internecine strife or calamitous accidents, many forge worlds are heavily irradiated. When holy wars of requisition are unleashed, the Tech-Priests think nothing of turning this invisible curse upon their foes, bombarding the battlefield with deadly radiation prior to an assault.

BATTLE ROUND

BOMBARDMENT

At the start of the first battle round, for each enemy unit within your opponents deployment zone, your opponent must decide whether that unit will take cover or stand firm. You then roll one D6 for each of those enemy units and apply the relevant result below:

- Unit Standing Firm: On a 3+, that unit suffers D3 mortal wounds.
- Unit Taking Cover: Until the end of the battle round, that unit is Battle-shocked and, on a 5+, that unit suffers D3 mortal wounds.

BATTLE ROUND ONWARDS

FALLOUT

At the start of your Command phase during the second, third, fourth and fifth battle rounds, roll one D6 for each enemy unit within your opponent's deployment zone. On a 3+, that unit suffers 1 mortal wound and must take a Battle-shock test.

ENHANCEMENTS

Radial Suffusion 25 pts

By transmitting their precision battlefield observations, this servant of the Ommissiah ensures the saturation of the enemy position is a creeping curse, spreading a hazardous suffusion towards those foes seeking to outrun the vengeance of the Machine God.

ADEPTUS MECHANICUS model only. From the second battle round onwards, when resolving the Fallout effect of the Rad-bombardment Detachment rule, if the bearer is on the battlefield, roll one D6 for each enemy unit within 6" of your opponent's deployment zone, in addition to those that are within your opponent's deployment zone.

Malphonic Susurrrus 20 pts

This master of splintered choruses leads their followers in a projection of clashing frequencies. Scanners and sensoriums trained in their direction are befouled by the disruptive input.

ADEPTUS MECHANICUS model only. While the bearer is leading a unit, models in that unit have the Stealth ability.

Peerless Eradicator 20 pts

This perfectionist zealot directs their minions in the rapid and single-minded termination of all enemies of the Ommissiah.

ADEPTUS MECHANICUS model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.


Autoclavic Denunciation 15 pts

This devotee harbours a fanatical hatred of the biological. They have learned the secret weaknesses inherent in all flesh and do not hesitate to exploit them.

ADEPTUS MECHANICUS model only. Ranged weapons equipped by the bearer have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 4+] abilities.

STRATEGEMS

BALEFUL HALO



2CP

RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM


By briefly unshielding the most corrosive or irradiated components of their being, the warriors of a Rad-Zone Corps can exhale on isotopic fog, sapping the strength of those not inured to its effects.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS MECHANICUS** unit from your army (excluding **VEHICLE** units) that was selected as the target of one or more of that enemy unit's attacks. If that unit is **BATTLELINE**, you can also target one friendly **SKITARII** unit (excluding **BATTLELINE** units) within 6" of it.

EFFECT: Until the end of the turn, each time an attack is made that targets your unit, subtract 1 from the Wound roll.

EXTINCTION ORDER



1CP

RAD-ZONE CORPS – STRATEGIC PLOY STRATAGEM


As Tech-Priests order the purge of an area of the battlefield, rad-bombardments are redoubled in the hopes of turning it into a wasteland.

WHEN: Your Command phase.

TARGET: One **TECH-PRIEST** model from your army and one objective marker within 24" of that model.

EFFECT: Roll one D6 for each enemy unit within range of that objective marker. On a 4+, that unit suffers 1 mortal wound and it must take a Battle-shock test.

AGGRESSOR IMPERATIVE



1CP

RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM


The Skitarii feel the press of an invisible hand upon their minds as the Machine God drives them forward. Servos are pushed to their structural limits as fibre bundles fill with the boundless energy of the Motive Force and propel the faithful on an unstoppable crusade.

WHEN: Your Movement phase.

TARGET: One **SKITARII** unit from your army that has not been selected to move this phase. If that unit is **BATTLELINE**, you can also target one friendly **SKITARII** unit (excluding **BATTLELINE** units) within 6" of it.

EFFECT: Until the end of the phase, each time one of those units Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

PRE-CALIBRATED PURGE SOLUTION



1CP

RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM


Employing targeting data collated by a swarm of servo-skulls released over the enemy's battle lines, the Machine God's faithful purge the foe stumbling amidst rad-scoured positions.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase. If that unit is **BATTLELINE**, you can also target one friendly **SKITARII** unit (excluding **BATTLELINE** units) within 6" of it.

EFFECT: Until the end of the phase, each time a model in one of those units makes a ranged attack, if the target of that attack is within your opponent's deployment zone, you can re-roll the Hit roll.

LETHAL DOSAGE



1CP

RAD-ZONE CORPS – WARGEAR STRATAGEM


Tri-fold sanctified power cells, fuel canisters and solid slugs have spent a decade in the most irradiated forge temple to certify their lethality.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] ability.

BULWARK IMPERATIVE



2CP

RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM

With a pulse of force-loaded wisdom, microactuators lock into bracing positions, reserve power cells are brought online and the Ommissiah's holy crusaders are bestowed with a sensation of sacred invulnerability.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **SKITARII** unit from your army that was selected as the target of one or more of the attacking unit's attacks. If that unit is **BATTLELINE**, you can also target one friendly **SKITARII** unit (excluding **BATTLELINE** units) within 6" of it.

EFFECT: Until the end of the phase, models in those units from your army have a 4+ invulnerable save.

SKITARII HUNTER COHORT

DETACHMENT RULE

STEALTH OPTIMISATION

Hunter Cohorts combine a mastery of stealth warfare and cogitational analysis with stealth screen projectors and target-fouling apparatuses. They are elusive foes to face, and especially sinister to those they have designated as prey.

SKITARII INFANTRY, **SKITARII MOUNTED** and **IRONSTRIDER BALLISTARII** units from your army have the Stealth ability, and each time a ranged attack targets a **SICARIAN** unit from your army, unless the attacking model is within 12", the target has the Benefit of Cover against that attack.

ENHANCEMENTS

Cantic Thrallnet 25 pts

Proclaimed to be a direct data-link to the will of the Omnissiah himself, this neuro-entanglement matrix allows for hyper-optimised combat cogitation.

SKITARIII MARSHAL model only. At the start of the [battle round](#), you can select one friendly **SKITARIII** unit within 12" of the bearer. Until the start of the next battle round, the [Protector Imperative](#) and the [Conqueror Imperative](#) are both active for that unit.

Clandestine Infiltrator 20 pts

Under cover of auspex scramblers, this holy soldier leads their fellows in a stealthy advance.

SKITARIII model only. The bearer, and models in any unit they are leading, have the [Infiltrators](#) and [Scouts 6"](#) abilities.

Veiled Hunter 10 pts

In silent supplication, a concentrated burst of noospheric negation manifests as a heavy band of shadow. Under this shroud, this commanders warriors obfuscate the foe's sensors and confuse their strategy.

SKITARIII MARSHAL model only. After both players have deployed their armies, you can select up to three **SKITARIII INFANTRY** units from your army and redeploy all of those units. When doing so, any of those units can be placed into [Strategic Reserves](#), regardless of how many units are already in Strategic Reserves.

Battle-sphere Uplink 30 pts

Tapping into infostacks of data emanating from across the wider battle-sphere, this experienced Skitarius synchronises with the flow of wisdom, drawing upon data that enables near-prophetic reactions.

SKITARIII model only. In your [Shooting phase](#), after the bearer's unit has shot, if it is not within Engagement Range of one or more enemy units, that unit can make a [Normal](#) move of up to 6". If it does, until the end of the turn, that unit is not eligible to [declare a charge](#).

STRATAGEMS

BIONIC ENDURANCE

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

Between their multi-layered bionics and their fanatical faith in the indomitability of these machine-blessings, the most augmented of Skitarii are nigh-impossible to lay low.

WHEN: Your opponent's [Shooting phase](#) or the [Fight phase](#), just after an enemy unit has selected its targets.

1CP

TARGET: One [SICARIAN](#), [PTERAXII](#) or [SYDONIAN](#) unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the [Feel No Pain 5+](#) ability.

BINHARIC OFFENCE

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

Employing directed binharic entanglement to coordinate their motions, paired squads of Skitarii attack with eerie and lethal synchronicity.

WHEN: The start of your [Shooting phase](#) or the start of the [Fight phase](#).

2CP

TARGET: Two [SKITARII](#) units from your army that have not been selected to shoot or fight this phase, and one enemy unit.

EFFECT: Until the end of the phase, improve the [Armour Penetration](#) characteristic of weapons equipped by models in both of your units by 1.

RESTRICTIONS: Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target).

EXPEDITED PURGE PROTOCOL

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

Binharic imperatives flash through neural architecture, driving augmetic muscle-bundles and auto-actuators into overdrive to propel the Skitarii more swiftly into the fray.

WHEN: Your [Charge phase](#).

1CP

TARGET: One [SKITARII](#) unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to [declare a charge](#) in a turn in which it [Advanced](#).

ISOLATE AND DESTROY

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

The swiftest hunters seek to engage foes with the equations of war in their favour, isolating their quarry and dispatching it with ruthless efficiency.

WHEN: Your [Shooting phase](#).

1CP

TARGET: One [SICARIAN](#), [PTERAXII](#), [SYDONIAN](#), [IRONSTRIDER](#) [BALLISTARII](#) or [SKITARII MOUNTED](#) unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, if there are no other enemy units within 6" of the unit targeted by that attack, add 1 to the [Wound](#) roll.

SHROUD PROTOCOLS

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

When Skitarii Hunter Cohorts march to war, they do so beneath a shrouding squall of cyber-static and filament-heavy banks of sacred incense.

WHEN: Your opponent's [Shooting phase](#), just after an enemy unit has selected its targets.

1CP

TARGET: One [SKITARII INFANTRY](#) unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

PROGRAMMED WITHDRAWAL

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM

Taking direct control of their cybernetic soldiers' manoeuvres, the cohort's commander sees their withdrawal carried out with such precision that they can be pressed back into service from the most efficacious of attack vectors.

WHEN: End of your opponent's [Fight phase](#).

1CP

TARGET: Up to two [SICARIAN](#) units from your army, or one [SKITARII INFANTRY](#) or [SKITARII MOUNTED](#) unit from your army.

EFFECT: Remove those units from the battlefield and place them into [Strategic Reserves](#).

RESTRICTIONS: Each unit targeted with this Stratagem must be more than 3" away from all enemy units.

DATA-PSALM CONCLAVE

DETACHMENT RULE

BENEDICTIONS OF THE OMNISSIAH

The Tech-Priests of the Ommissiah lead their disciples in a cortege of war. The buzz of static psalms chanted in synchronicity unites all in the stately eradication of the heretic and blasphemer.

At the start of the first [battle round](#), select one of the following Benedictions of the Ommissiah to be active for [CULT MECHANICUS](#) units from your army until the end of the battle:

Panegyric Procession

Each time a [CULT MECHANICUS](#) model from your army makes a ranged attack that targets a unit within half range, improve the [Armour Penetration](#) characteristic of that attack by 1.

Citation in Savagery

Each time a [CULT MECHANICUS](#) unit from your army is selected to fight, if that unit made a [Charge](#) move this turn, until the end of the phase, add 1 to the [Strength](#) and [Attacks](#) characteristics of melee weapons equipped by models in that unit.

ENHANCEMENTS

Mechanicus Locum

10 pts

Amongst every congregation of Tech-Priests are masters of arcane knowledge - inspirational leaders of the cybernetic and the mechanical.

TECH-PRIEST model only. The bearer has a Leadership characteristic of 6+ and, once per battle, at the start of any phase, you can select one friendly **CULT MECHANICUS** unit that is Battle-shocked and within 12" of the bearer. That unit is no longer Battle-shocked.

Mantle of the Gnosticarch

15 pts

The toughened weave of this hooded robe includes hypo-ceramic threads, thermoplastics and terranic polymers that create a holy shroud capable of resisting the infernos of plasma reactors.

TECH-PRIEST model only. Each time an attack is allocated to the bearer, change the Damage characteristic of that attack to 1.

Data-blessed Auto sermon

20 pts

Struck with an infoload of revelation, truly blessed Tech-Priests will override the sacred canticles to deliver the Machine God's adaptive wisdom.

TECH-PRIEST model only. Once per battle, at the start of your **Command phase**, you can select the Benediction of the Omnissiah you did not select at the start of the first **battle round**. Until the start of your next Command phase, that Benediction of the Omnissiah is active for the bearer's unit in addition to the one that is currently active for your army.

Temporcopia

25 pts

The Temporcopia is a relic from the Dark Age of Technology that releases a swarm of nano-engineered machines. These invisible devices seek out nearby prey, briefly draining electro-chemical potential before their power expires. Enemy warriors slow and stumble, at the mercy of the Tech-Priest's bodyguard.

TECH-PRIEST model only. The bearer's unit has the **Fights First** ability.

STRATAGEMS

INCANTATION OF THE IRON SOUL

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM

1CP

Raising their voices in binharic praise, the Machine God's disciples bolster their spirits - as well as those that inhabit their augmentations - with iron surety.

WHEN: Any phase, just after you allocate a mortal wound to a **CULT MECHANICUS** model from your army.

TARGET: That **CULT MECHANICUS** model's unit.

EFFECT: Until the end of the phase, **CULT MECHANICUS** models in your unit have the Feel No Pain 4+ ability against mortal wounds.

CHANT OF THE REMORSELESS FIST

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM

1CP

In spitting out a staccato chant to the Motive Force, the faithful warriors of the Cult Mechanicus are filled with merciless surety as well as intent.

WHEN: Fight phase.

TARGET: One **CULT MECHANICUS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a **CULT MECHANICUS** model in your unit makes a melee attack, add 1 to the Wound roll.

VERSE OF VENGEANCE

DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

Rousing code in binharic duometer incites fury for the lost fragments of technological lore. In the grip of vengeance, the devoted extend their remaining functions for one last act of retribution.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **CULT MECHANICUS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a **CULT MECHANICUS** model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

TRIBUTE OF EMPHATIC VENERATION

DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

A cacophonous chorale pours from the emitters and augmented throats of the Cult Mechanicus' faithful, venerating the Omnissiah in deafening and disconcerting frequencies of praise.

WHEN: Start of your Movement phase.

TARGET: One **CULT MECHANICUS** unit from your army and one enemy unit within 18" of it.

EFFECT: That enemy unit must take a Battle-shock test. If that test is failed, until the start of your next Command phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

LITANY OF THE ELECTROMANCER

DATA-PSALM CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

Summoning the spark of the Machine God's divinity that burns within them, the Omnissiah's faithful manifest blazing auras of energy that lay low the unbeliever.

WHEN: Your Shooting phase.

TARGET: One **CULT MECHANICUS** unit from your army.

EFFECT: Roll one D6 for each enemy unit within 6" of one or more **CULT MECHANICUS** models in your unit, adding 1 to the result if that model is an **ELECTRO-PRIEST**. On a 5+, that enemy unit suffers D3 mortal wounds.

LUMINESCENT BLESSING

DATA-PSALM CONCLAVE – BATTLE TACTIC STRATAGEM

1CP

As the cohorts of the Omnissiah recite their dazzling consecration, energy is redirected to infuse masterwork bionics and even the lambent glow of protective fields ignites in a halo of divine defence.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **CULT MECHANICUS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, **CULT MECHANICUS** models in your unit have a 4+ invulnerable save.

EXPLORATOR MANIPLE

DETACHMENT RULE

ACQUISITION AT ANY COST

In their eternal quest for the acquisition of knowledge and technology, Tech-Priests require superhuman efforts from the troops under their command.

At the start of your Command phase, select one objective marker. Until the start of your next Command phase, that objective marker is your Acquisition objective marker. Each time an **ADEPTUS MECHANICUS** model from your army makes an attack, if that model's unit is within range of your Acquisition objective marker, or if the target of that attack is within range of your Acquisition objective marker, re-roll a Wound roll of 1.

ENHANCEMENTS

Magos 15 pts

Magi are masters of fiercely guarded knowledge, pursuing esoteric agendas at all costs. No risk is too great and no gambit too unwise in their ceaseless and predatory acquisition of ancient lore.

TECH-PRIEST model only. At the end of your Command phase, if the bearer is within range of your Acquisition objective marker, roll one D6: on a 4+, you gain 1CP.

Genetor 25 pts

Cyborg interfaces, genetic manipulation and alchemical behavioural modification are all avenues of interest to Genetors, and their enhanced creations are formidable in protecting their master's divine work.

TECH-PRIEST model only. While the bearer is leading a unit that is within range of your Acquisition objective marker, models in that unit have a 4+ invulnerable save.

Logis 20 pts

Data-vores and biocogitators, logi amass huge stores of information. They analyse data from thousands of sources, rationalising every weak point the foe has. It is a fool indeed that stands before a logi and their prize.

TECH-PRIEST model only. While the bearer is leading a unit, each time a model in that unit makes an attack that targets a unit within range of your Acquisition objective marker, add 1 to the Hit roll.

Artisan 15 pts

Artisans create wondrous artefacts of war. They install circuits of such beauty, and capacitor-nodes of such fine calibration, that their machine spirits respond with divine gratitude.

TECH-PRIEST model only. While the bearer is leading a unit that is within range of your Acquisition objective marker, once per phase, you can change the result of one Hit roll, one Wound roll or one saving throw made for that unit to an unmodified 6.

STRATAGEMS

CACHED ACQUISITION



EXPLORATOR MANIPLE – EPIC DEED STRATAGEM

Death is irrelevant compared to the hallowed duty of securing the Omnissiah's knowledge for future retrieval.

WHEN: Any phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

PRIORITY RECLAMATION



EXPLORATOR MANIPLE – BATTLE TACTIC STRATAGEM

Retrieval of the most sacred and ancient fragments of technology is embedded in loops of alpha-logic.

WHEN: Fight phase, just before an **ADEPTUS MECHANICUS** unit from your army Consolidates.

TARGET: That **ADEPTUS MECHANICUS** unit.

EFFECT: Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3", provided your unit ends that Consolidation move within range of your Acquisition objective marker.

RESTRICTIONS: You cannot target a unit with this Stratagem if it is within 3" of one or more enemy units.

INFOSLAVE SKULL



EXPLORATOR MANIPLE – WARGEAR STRATAGEM

Mono-task infoslave skulls range ahead to assess potential sites that must be investigated.

WHEN: Your Command phase.

TARGET: One **TECH-PRIEST** model from your army and one objective marker within 24" of that model (excluding your Acquisition objective marker).

EFFECT: Until the start of your next Command phase, that objective marker is also considered to be one of your Acquisition objective markers for all rules purposes.

AUTO-ORACULAR RETRIEVAL



EXPLORATOR MANIPLE – BATTLE TACTIC STRATAGEM

With a surge of targeting data from the war engine as its hatches slam open, the warriors inside pour out with weapons already trained unerringly on the foe.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that disembarked from a **TRANSPORT** this turn.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within range of your Acquisition objective marker, add 1 to the Wound roll.

INCENSE EXHAUSTS



EXPLORATOR MANIPLE – WARGEAR STRATAGEM

The machine spirits of sanctified war engines can be entreated to release clouds of incense laced with radioactive particles, veiling the faithful from the foe.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS MECHANICUS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks, and one friendly **ADEPTUS MECHANICUS SMOKE** unit within 6" of it.

EFFECT: Until the end of the phase, both of those units have the Stealth ability and the Benefit of Cover.

REACTIVE SAFEGUARD



EXPLORATOR MANIPLE – STRATEGIC PLOY STRATAGEM

Holy data must be hoarded at all costs, and thickly armoured war engines offer swift and secure vaults.

WHEN: Your opponent's Charge phase, just after an enemy unit has declared a charge.

TARGET: One **ADEPTUS MECHANICUS INFANTRY** unit from your army within range of your Acquisition objective marker that was selected as a target of that charge, and one friendly **ADEPTUS MECHANICUS TRANSPORT**.

EFFECT: Your unit can embark within that **TRANSPORT**.

RESTRICTIONS: Every model in your unit must be within 3" of that **TRANSPORT** and there must be sufficient transport capacity to embark the entire unit.

COHORT CYBERNETICA

DETACHMENT RULE

CYBER-PSALM PROGRAMMING

In advance of a Cohort Cybernetica's battles, the Legios most talented Datasmiths will feed dogmatic auto-scripture into the programming cores of their robotic charges, as well as oracular schematics and tactical hymnals that delineate the strategy to come. So blessed, the Cohorts robots add their own grinding chants of static to a systematic chorus of praise in the Omnissiah's name.

Add 2" to the Move characteristic of models in **LEGIO CYBERNETICA** units from your army. In addition, unless that unit is Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.

ENHANCEMENTS

Necromechanic 25 pts

The blessed healing of machinery is the sign of a true shepherd of the Ommissiah's flock.

TECH-PRIEST model only. Once per **battle round**, when a saving throw made for a friendly **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** model within 12" of the bearer is failed, the bearer can use this Enhancement. If they do, change the Damage characteristic of that attack to 0.

Lord of Machines 20 pts

An intense burst of viral static can overload those machine spirits yoked to the service of the enemy.

TECH-PRIEST model only. Once per turn, at the start of your opponent's **Shooting phase**, select one enemy VEHICLE unit within 12" of and visible to the bearer. That unit must take a **Leadership** test; if that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the **Hit** roll; if that test is failed, that unit is not eligible to shoot this phase.

Emotionless Clarity 15 pts

With a mind unsullied by the passions common to the flesh, a Tech-Priest can entreat the machine spirit of a dying war engine to enact one final triumph.

TECH-PRIEST model only. Once per turn, when a friendly **LEGIO CYBERNETICA** or **ADEPTUS MECHANICUS VEHICLE** model with the **Deadly Demise** ability that is within 12" of the bearer is destroyed, the bearer can use this Enhancement. If it does, do not roll to determine whether any mortal wounds are inflicted as a result of that model's **Deadly Demise** ability. Instead, mortal wounds are automatically inflicted.

Arch-negator 10 pts

Feeding magneto-voltaic arcs and deadly frequencies into their weapons, the Tech-Priest is death incarnate to blasphemies against the Machine God.

TECH-PRIEST model only. Ranged weapons equipped by the bearer have the **[ANTI-VEHICLE 4+]** ability.

STRATAGEMS



MOTIVE IMPERATIVE

COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM

Intensifying the locomotive protocols of a war engine - while not dishonouring its machine spirit - is a millennia-proven method to hasten the foe's demise.

WHEN: Your [Command phase](#).

TARGET: One [ADEPTUS MECHANICUS VEHICLE](#) unit from your army.

EFFECT: Until the start of your next Command phase, add 3" to the Move characteristic of models in your unit and add 1 to Advance and Charge rolls made for it.



AUTO-DIVINARY TARGETING

COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM

Encoded with the schemata of the enemy's fortified battle lines and auto-codified vectors of attack, the Cohort's war engines are perfectly aligned to deliver the Machine God's wrath.

WHEN: Your [Command phase](#).

TARGET: One [LEGIO CYBERNETICA](#) or [ADEPTUS MECHANICUS VEHICLE](#) unit from your army, and one objective marker.

EFFECT: Until the start of your next Command phase, ranged weapons equipped by models in your unit have a Ballistic Skill characteristic of 3+ and the [\[IGNORES COVER\]](#) ability, but they can only target units within range of the selected objective marker.



MACHINE SPIRIT RESURGENT

COHORT CYBERNETICA – EPIC DEED STRATAGEM

To invigorate the failing machine spirit of a damaged vehicle is a sacred task, greatly aided by certain data-hymns transmitted in the correct sequence.

WHEN: Your [Command phase](#).

TARGET: One [LEGIO CYBERNETICA](#) or [ADEPTUS MECHANICUS VEHICLE](#) unit from your army that is below its Starting Strength.

EFFECT: Until the start of your next Command phase, each time a model in your unit makes an attack, you can re-roll the Hit roll. If your unit is Below Half-strength, you can re-roll the Wound roll as well.



MACHINE SUPERIORITY

COHORT CYBERNETICA – EPIC DEED STRATAGEM

Let the unenlightened be cast down! Let all feel the fire of the Motive Force, and may the sacred engines crunch over their weak bones without impediment!

WHEN: Your [Command phase](#).

TARGET: One [LEGIO CYBERNETICA](#) or [ADEPTUS MECHANICUS VEHICLE](#) unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back and you can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to [saving throws](#)).



TRANSCENDENT COGITATION

COHORT CYBERNETICA – STRATEGIC PLOY STRATAGEM

Enhanced static chants can briefly raise a war engine's machine spirits to exultant heights of cogitation and multi-tactical capacity.

WHEN: Your [Command phase](#).

TARGET: One [LEGIO CYBERNETICA](#) or [ADEPTUS MECHANICUS VEHICLE](#) unit from your army.

EFFECT: Until the start of your next Command phase, the Conqueror Imperative and Protector Imperative are both active for your unit.



BENEVOLENCE OF THE OMNISIAH

COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM

A protective blessing chanted in pentakairic Novabyte moves machine spirits to defy the most esoteric of assaults.

WHEN: Your [Command phase](#).

TARGET: One [LEGIO CYBERNETICA](#) or [ADEPTUS MECHANICUS VEHICLE](#) unit from your army.

EFFECT: Until the start of your next Command phase, models in your unit have the [Feel No Pain 6+](#) ability, which is improved to [Feel No Pain 5+](#) against mortal wounds.



HALOSCREED BATTLE CLADE

Tech-Priests often monitor their forces remotely, but those who lead battle clades take this intervention to an extreme, exerting even finer control over their thralls. Projecting fragments of their consciousness through the noospheric battle-sphere, they override the autonomy of their soldiery and inload tactical information, target coordinates and vector directives into cybernetic minds. Such assistance is gratefully received by the Machine God's faithful, who feel blessed by the rush of divine wisdom and implanted knowledge.

DETACHMENT RULE

NOOSPHERIC TRANSFERENCE

Tech-Priests can override the will of their thralls and project martial data inloads into the minds of their warriors, blessing the soldiery with endless streams of precisely tailored binharic code.

In your **Command phase**, select one or more **ADEPTUS MECHANICUS** units from your army (including units that are embarked within **TRANSPORTS**). The maximum number of units you can select depends on the battle size, as follows:

INCURSION:	1 UNIT
STRIKE FORCE	2 UNITS
ONSLAUGHT	3 UNITS

Until the start of your next Command phase, those units gain the **HALO OVERRIDE** keyword. Then, select one of the Override abilities below. Until the start of your next Command phase, units from your army with the **HALO OVERRIDE** keyword have the selected Override ability:

Electromotive Energisation

Add 2" to the Move characteristic of models in this unit.

Microactuator Bracing

Add 1 to the Toughness characteristic of models in this unit.

Predation Protocols

This unit is eligible to **declare a charge** in a turn in which it **Advanced**.

Muted Servomotors

Models in this unit have the **Stealth** ability.

ENHANCEMENTS

Transoracular Dyad Wafers 15 pts

Inloaded with advanced combat protocols, tactical hymnals and holy autoscryption, these doctrina wafers grant greater autonomy and destructive might to the constructs of the Legio Cybernetica.

CYBERNETICA DATASMITH model only. When the bearer is attached to a **KASTELAN ROBOTS** unit, until the end of the battle, models in that unit gain the **HALO OVERRIDE** keyword. That unit cannot be selected when selecting units as part of the **Noospheric Transference Detachment** rule.

Cognitive Reinforcement 35 pts

From afar, the guiding hand of the Ommissian priesthood allows this warrior to process streams of sensory input and encoded imperatives simultaneously.

ADEPTUS MECHANICUS model only (excluding **CYBERNETICA DATASMITH** models). The **Conqueror Imperative** and **Protector Imperative** are both active for the bearer's unit.

Sanctified Ordnance 10 pts

The ammunition borne to battle by this disciple of the Machine God and those at their command has been subjected to ritual anointings and autosermonic blessings, lending it far greater stability.

ADEPTUS MECHANICUS model only. Add 6" to the range characteristic of ranged weapons equipped by models in the bearer's unit and, each time a **Hazardous** test is taken for that unit, you can re-roll the result.

Inloaded Lethality 15 pts

The ancient noospheric receptors implanted into this field commander enable them to receive constant streams of binharic kill code and static prayer chants, lending them greater strength and martial prowess.

TECH-PRIEST DOMINUS or **TECH-PRIEST MANIPULUS** model only. Add 3 to the Attacks characteristic of the bearer's melee weapons and add 1 to the Damage characteristic of the bearer's melee weapons.

STRATAGEMS

ERADICATION PROTOCOLS

HALOSCREED BATTLE CLADE – BATTLE TACTIC STRATAGEM

Fresh imperatives flow down from on high. The orders are simple: eliminate the foe.

WHEN: Your [Shooting phase](#) or the [Fight phase](#).

1CP

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1, and, if it is a **HALO OVERRIDE** unit, re-roll a Hit roll of 1.

TARGETING OVERRIDE

HALOSCREED BATTLE CLADE – BATTLE TACTIC STRATAGEM

Experienced Tech-Priests rapidly analyse the foe's weaknesses and feed the resultant data to their soldiers, who exploit these flaws to destroy their targets.

WHEN: Your [Shooting phase](#) or the [Fight phase](#).

1CP

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a **Critical Hit**.

NEURAL OVERLOAD

HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM

By projecting their consciousness into the minds of tech thralls, a Tech-Priest may significantly enhance their warriors' lethality. However, doing so risks overloading their combat units' more limited neural networks. Such hazards are seen as an opportunity to give one's life in the name of the Omnissiah.

WHEN: Your [Movement phase](#).

1CP

TARGET: One **ADEPTUS MECHANICUS** unit from your army.

EFFECT: If your unit is a **HALO OVERRIDE** unit, it suffers D3 mortal wounds. Select one [Override ability](#). Until the start of your next [Command phase](#), that ability is active for your unit.

Designer's Note: This means that if the targeted unit already has the **HALO OVERRIDE** keyword, it can be affected by multiple [Override abilities](#) at the same time, but suffers mortal wounds to do so. Alternatively, if your unit does not have the **HALO OVERRIDE** keyword, it instead has the chosen [Override ability](#) until the start of your next [Command phase](#), but does not benefit from any other [Override abilities](#) that are active.

AGGRESSIVE IMPULSE

HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM

Urgent imperatives flood into the crew thralls of Skitarii transport units, urging them to deploy their cargo of cybernetic soldiers into the heart of the fight.

WHEN: Your [Movement phase](#).

1CP

TARGET: One **SKORPIUS DUNERIDER** model from your army that has not been selected to move this phase.

EFFECT: Until the end of the turn, each time an **ADEPTUS MECHANICUS** unit disembarks from that model after it has made a [Normal move](#), that unit is still eligible to [declare a charge](#) this turn.

GUIDED RETREAT

HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM

From their distant strategium pulpit, the Tech-Priest commander's guiding hand descends, seizing control of allied minds, steering their troops carefully away from harm whilst maintaining a hail of killing fire.

WHEN: Your [Movement phase](#), just after an **ADEPTUS MECHANICUS** unit from your army makes a [Fall Back](#) move.

1CP

TARGET: That **ADEPTUS MECHANICUS** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it [Fall Back](#), and, if it is a **HALO OVERRIDE** unit, you can re-roll [Desperate Escape](#) tests taken for it.

ANALYTICAL DIVINATION

HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM

Tech-Priest commanders process an overwhelming influx of data screeds, analysing this information to read the flow of battle and coordinate the movements of their thralls.

WHEN: Your opponent's [Movement phase](#), just after an enemy unit ends a [Normal](#), [Advance](#) or [Fall Back](#) move.

1CP

TARGET: One **ADEPTUS MECHANICUS INFANTRY** unit (excluding **KATAPHRON** units) from your army that is within 9" of that enemy unit and not within [Engagement Range](#) of one or more enemy units.

EFFECT: Your unit can make a [Normal move](#) of up to D6", or up to 6" instead if it is a **HALO OVERRIDE** unit.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles that are bespoke to **ADEPTUS MECHANICUS** units. You can find out more about Crusade armies in the main [Crusade rules](#).

This section contains the following additional rules:

THE SEARCH FOR ARCHEOTECH

Your **ADEPTUS MECHANICUS** [Crusade force](#) will be seeking out rare pieces of archeotech for your **TECH-PRIESTS** to use in battle, as well as [Power Sources](#) to give them life. Additionally, they can take on the task, if you choose, of hunting legendary [Archeotech Treasures](#).

AGENDAS

ADEPTUS MECHANICUS units can attempt to achieve unique [Agendas](#) in addition to those found in other publications. These represent the faction's goals and their particular methods of waging war.

REQUISITIONS

ADEPTUS MECHANICUS armies have access to a number of bespoke [Requisitions](#) in addition to those found in other publications.

BATTLE TRAITS

As they gain [experience](#) and prowess, **ADEPTUS MECHANICUS** units in your Crusade force can be given one of the [Battle Traits](#) in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the [Crusade Relics](#) presented in other publications, **ADEPTUS MECHANICUS CHARACTER** models can claim one of the Adeptus Mechanicus [Crusade Relics](#).

CRUSADE BADGES

Here you will find three [Crusade Badges](#) representing goals you can set yourself when campaigning with your Crusade force. Once you have achieved one, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

THE SEARCH FOR ARCHEOTECH

If your Crusade force includes any **ADEPTUS MECHANICUS** units, it can embark upon the search for rare technological fragments, then assemble these into artefacts of formidable power.

Each battle offers the Adeptus Mechanicus a chance to track down elusive archeotech - either from their enemies, or from the battlefield itself. These rare technological fragments can be used to craft powerful new upgrades for units from your army.

ARCHEOTECH PARTS

Each time you win a battle, roll one D6: on a 5+, your Crusade force acquires one Archeotech Part. You can either choose for that part to be a Power Source or determine its type by rolling one D6 and consulting the table below.

POWER SOURCE



Archeotech Treasures require Power Sources to drive them. A Power Source can be combined with any of the other Archeotech Parts to create a final, complete item.

ARCHEOTECH PART

D6

WEAPON PART



Some of the deadliest and most arcane weapons used during the Dark Age of Technology have survived, their capabilities undimmed.

FORCE FIELD PART



Emitting pulses of energy that repel or feed off the enemy's attacks, these exotic technologies are unlike anything the Tech-Priests can replicate.

TECHNO-ARCANA PART



These bizarre relics, once empowered, interact with the Machine God's faithful in unusual ways, their spirits responding to certain, holy cant.

The exact nature of the part you have discovered is determined when you assemble it into an Archeotech Treasure. Record each type of Archeotech Part you acquire on your [Order of Battle](#).

ASSEMBLING ARCHEOTECH TREASURES

Once you have acquired an Archeotech Part and a Power Source, you can assemble them into an Archeotech Treasure using the Assemble Archeotech [Requisition](#). To do so, you will need one Power Source and one of the following:

1 Weapon Part



1 Force Field Part



1 Techno-arcana Part



First choose the type of part you wish to use, then roll one D6 and consult the relevant table on the following pages to determine the nature of the weapon or ability that Archeotech Treasure will confer on its bearer. If you are unhappy with the result, you can use one additional Power Source to re-roll that D6 a single time.

Each time you assemble an Archeotech Treasure, remove the parts you used to assemble it from your [Order of Battle](#), then select one **TECH-PRIEST** unit (excluding **EPIC HEROES**) from your [Crusade force](#). That unit adds that Archeotech Treasure to its collection, and its [Crusade points](#) are increased by 1; make a note of this on its Crusade card.

When mustering your Crusade army, each **TECH-PRIEST** unit (excluding **EPIC HEROES**) from your Crusade army can be equipped with up to one of each of the following Archeotech Treasures from its collection:

- 1 archeotech weapon
- 1 archeotech force field
- 1 archeotech techno-arcana



ARCHEOTECH WEAPON

The bearer is equipped with one of the following ranged weapons. [Archeotech weapons](#) cannot be upgraded by [Weapon Enhancements](#).

ELECTRO-FIRE IMPLANTS**RANGED WEAPONS**Electro-Fire Implants **[ASSAULT, ANTI-INFANTRY 4+, TORRENT]**

RANGE	A	BS	S	AP	D
12"	D6+3	3+	4	0	1

NEURAL JAMMER**RANGED WEAPONS**Neural Jammer **[DEVASTATING WOUNDS, PISTOL, PRECISION]**

RANGE	A	BS	S	AP	D
18"	4	3+	4	-2	1

NANOSHARD PROJECTOR**RANGED WEAPONS**Nanoshard Projector **[LETHAL HITS, PISTOL]**

RANGE	A	BS	S	AP	D
12"	3	3+	5	-1	2

ARC ANNULUS**RANGED WEAPONS**Arc Annulus **[ANTI-VEHICLE 3+, PISTOL]**

RANGE	A	BS	S	AP	D
12"	2	3+	7	-1	2

ELECTRO-FUSED VAMBRACES**RANGED WEAPONS**Electro-Fused Vambraces **[PISTOL, SUSTAINED HITS 2]**

RANGE	A	BS	S	AP	D
12"	6	3+	3	-1	1

DIGITAL CANNON**RANGED WEAPONS**

Digital Cannon

RANGE	A	BS	S	AP	D
24"	2	3+	6	-1	3

**FORCE FIELD**

The bearer has one of the following abilities.

FORCE FIELD

D6

VOID SHELLOnce per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.**ARC IMPLANTS**Once per battle, in your opponent's **Charge phase**, just after this model's unit has been selected as a target of an enemy unit's charge, this model can use this ability. If it does, until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.**TIME SINK**At the start of the **Fight phase**, select one enemy unit within Engagement Range of this model and roll one D6: on a 4+, until the end of the turn, reduce the Weapon Skill characteristic of melee weapons equipped by that enemy unit by 1.**CONVERSION ERADICATOR**

Improve the Strength and Armour Penetration characteristics of ranged weapons equipped by this model by 1.

INVERSE POWER FEEDSMelee weapons equipped by this model have the **[DEVASTATING WOUNDS]** ability.**TECHNODERMIS**

Improve the Save and Wounds characteristics of this model by 1.

**ARCHEOTECH TECHNO-ARCANA**

The bearer has one of the following abilities.

HAGIOSCOPE

At the start of the battle, select one enemy unit. Each time an **ADEPTUS MECHANICUS** unit from your Crusade army makes a ranged attack that targets that enemy unit, you can ignore any or all modifiers to the **Hit roll**, the **Wound roll** and the **Ballistic Skill** characteristic of that attack.

EXO-GAUNTLET

At the start of the battle, select one enemy unit. Each time an **ADEPTUS MECHANICUS** unit from your Crusade army makes a melee attack that targets that enemy unit, re-roll a **Hit roll** of 1.

FERROSANCTIC ORRERY

At the start of the battle, select up to two **ADEPTUS MECHANICUS** units from your Crusade army, then select one objective marker that is not in your deployment zone. While a unit you selected for this ability is within range of that objective marker, improve the **Leadership** and **Objective Control** characteristics of models in that unit by 1.

OBSCUROPTIKON

At the start of the battle, select up to two **ADEPTUS MECHANICUS INFANTRY** units from your Crusade army. Each time an enemy unit makes a ranged attack that targets one of those units, until the end of the phase, models in the targeted unit have a 5+ **invulnerable save** against ranged attacks.

TRI-DIMENSIONAL COVENANT

At the start of the battle, select up to two **ADEPTUS MECHANICUS INFANTRY** units from your Crusade army. Until the end of the battle, add 1 to **Advance** and **Charge rolls** made for those units.

HYPERCIRCUIT

At the start of the battle, select up to two **ADEPTUS MECHANICUS** units [excluding **VEHICLES**] from your Crusade army. Once per battle per selected unit, you can target that unit with the **Heroic Intervention Stratagem** for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

LEGENDARY ARCHEOTECH

In addition to the Archeotech Treasures your **TECH-PRIESTS** can be equipped with, your **Crusade force** can also seek out pieces of **Legendary Archeotech** - unique artefacts that can turn the tide in particularly critical battles.

To claim a piece of **Legendary Archeotech**, you must first collect **Location Data** over the course of several battles, then use that data to scan the battlefield for **Legendary Archeotech**. If such a prize is located, you can attempt to claim it using the **Claim Legendary Archeotech Agenda**. You can **Collect Location Data** (see below) or **Scan for Legendary Archeotech** (see below); you cannot do both in a single battle.

COLLECT LOCATION DATA

Before a battle, just before you select **Agendas**, you can choose to search for **Legendary Archeotech**. If you do, at the end of the battle, instead of acquiring any **Archeotech Parts**, your Crusade force collects 1 piece of **Location Data**. Record your **Location Data** total on your **Order of Battle**.

SCAN FOR LEGENDARY ARCHEOTECH

Before a battle, just before you select **Agendas**, you can attempt to scan the battlefield for **Legendary Archeotech** using the **Location Data** you have collected. To do so, roll one D6 and add the result to your **Location Data** total. On a 10+, the scan succeeds - you have discovered a piece of **Legendary Archeotech** on the battlefield and can attempt to claim it. Otherwise, the scan fails and you lose 1 piece of **Location Data**.

If the scan succeeds, you can select the **Claim Legendary Archeotech Agenda** (see below).

CLAIM LEGENDARY ARCHEOTECH

Legends of technological artefacts have been passed from one forge world to another. These devices must be found; sacrifices to acquire such knowledge are a small price to pay.

At the start of the battle, your opponent must place one **Legendary Archeotech** marker in their deployment zone, more than 3" away from all battlefield edges and more than 6" away from all **objective markers**. Players can control this marker as if it were an **objective marker**, but it does not count as an **objective marker** for any other rules purposes.

If you complete this Agenda, you can immediately add one piece of **Legendary Archeotech** to your **Crusade force** using the **Legendary Archeotech table** (see opposite), re-rolling any results that duplicate a piece your Crusade force already has. Whether you complete this Agenda or not, reduce your **Location Data** total by 10, to a minimum of 0.

At the end of the battle, if an **ADEPTUS MECHANICUS CHARACTER** unit from your Crusade army controls this marker, you have claimed the **Legendary Archeotech** and this Agenda is completed. If a **CHARACTER** unit from your opponent's army controls it at the end of the battle, that **CHARACTER** unit gains 3XP.

THE DOOM OF THORANTUS

This device is an incorporeal vortex of encoded data that has haunted many repositories. The swirl of ancient logic is said to be a manifestation of the Machine God's spite, for myths portray its attendant machine spirits as viciously cursing the rival spirits of enemy engines.

Once per battle, at the end of your **Movement phase**, select one enemy **VEHICLE** unit within 18" of and visible to the bearer. Until the start of your next Movement phase, subtract 2 from the Attacks characteristic of ranged weapons equipped by models in that unit, and each time that unit ends a Normal, Advance, Fall Back or Charge move, it suffers D6 mortal wounds.

SYNTAXIK CHARGER

According to the ravings of Magos Revka this terrifying weapon from the Dark Age of Technology unleashes nothing less than an echo of the Machine God's own voice in an utterance not meant for the ears of mortals.

The bearer gains the following weapon for the battle:

One Shot: The bearer can only shoot with this weapon once per battle.

Sonic Devastation: In your **Shooting phase**, after this model has shot, select one enemy unit hit by one or more of those attacks made with this weapon. Until the start of your next turn, worsen the Weapon Skill characteristic of melee weapons equipped by models in that unit by 1.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Syntaxik Charger [ANTI-INFANTRY 2+, DEVASTATING WOUNDS, ONE SHOT, SONIC DEVASTATION]	24"	8	3+	3	0	1

AUGUR OF THE FIRST RECLAMATION

Little is known of this masterpiece of divinatory metrology, depicted carried by hieromartyrs of dozens of forge worlds throughout the millennia. This holy scanner is believed to be able to resonate when the bearer's most desired acquisition is nearby.

Add 2 to the bearer's Objective Control characteristic, and at the end of your **Command phase**, if the bearer is within range of an objective marker that is not in your deployment zone, you gain 1CP. In addition, at the end of the battle, if the bearer was in your Crusade army and you won that battle, roll one D6: on a 4+, your **Crusade force** acquires one **Archeotech Part**.

USING LEGENDARY ARCHEOTECH

If your **Crusade force** has claimed one or more pieces of **Legendary Archeotech**, you can choose to bring one of them into battle to help achieve your goals. To do so, before the battle, during the Purchase **Requisitions** step, you can purchase the Auto-Sermon of Deployment Requisition.

AGENDAS

If your Crusade army includes any **ADEPTUS MECHANICUS** units, you can select Agendas from those presented here.

COLD LOGIC

Efficiency and the rigid application of cause and effect are valued highly by the Tech-Priests - few other metrics of success are relevant.

Each time a **SKITARII** unit from your Crusade army destroys an enemy unit with a ranged attack, that **SKITARII** unit gains 1XP (to a maximum of 3XP per unit per battle) if either of the following applies:

- The Protector Imperative is active for your army and that **SKITARII** unit is wholly within your deployment zone.
- The Conqueror Imperative is active for your army and that enemy unit was wholly within your opponents deployment zone.

TECH SCAVENGERS

The greater the enemy's mechanical giants, the greater their misuse of the Ommissiah's gifts. The monstrosity must be purged in order to discover its secrets. Where there was once purity, the spark of life can yet be returned. Where there was only corruption, no part can be allowed to survive.

At the start of the battle, after both players have finished deploying, select the **VEHICLE** unit with the highest points value in your opponent's army (if two or more units are tied, select one). If an **ADEPTUS MECHANICUS** unit from your Crusade army destroys that enemy unit, it gains 3XP.

When that enemy unit is destroyed, place a marker on the battlefield as close as possible to where it was destroyed. At the end of the battle, if an **ADEPTUS MECHANICUS** unit from your Crusade army is within 3" of that marker, your **Crusade force** acquires one **Archeotech Part**.

OMNISSIAH'S WILL

The Ommissiah is all-seeing and all-knowing. Even in this forsaken place, those who vow to slay the unbelievers to the sonorous static-psalms demanded by doctrine may be granted divine inspiration.

Once per battle, at the start of your **Command phase**, you can choose to bring glory to the Ommissiah. If you do, until the start of your next turn, each time a **CULT MECHANICUS** unit from your Crusade army destroys an enemy unit, that unit gains 1XP and each **TECH-PRIEST** unit from your Crusade army that is on the battlefield gains 1XP.

BREAK THE SEALS

Rumour and binharic whispers have led to this place, with the promise of an unplundered archeocrypt or the buried remnants of an ancient war. For those with the fortitude to break the seals on such an ancient repository, the rewards could be great indeed.

At the start of the battle, select one objective marker in your opponent's deployment zone. At the start of your **Shooting phase**, you can select one **ADEPTUS MECHANICUS CHARACTER** unit from your Crusade army that is controlling that objective marker and is eligible to shoot. That unit is tasked with breaking the seals and, until the end of the turn, it is not eligible to shoot or **declare a charge**.

At the end of the turn, if that unit is within range of that objective marker, roll one D6: on a 3+, that unit gains 1XP; on a 6, your **Crusade force** gains 1 Archeotech Part as well.

REQUISITIONS

If your Crusade army includes any **ADEPTUS MECHANICUS** units, you can spend Requisition points (RP) on any of the following Requisitions.

CONSECRATED REMODULATION

1RP

After isolated periods of prayer to the Machine God, some Tech-Priests have declared themselves struck by new knowledge, reverently dismantling and then recombining ancient technology into new forms.

Purchase this **Requisition** at any time, if your **Crusade force** has at least one Archeotech Treasures. You can select two Archeotech Treasures and remove them from your Crusade force, then select a type of Archeotech Treasure and roll to assemble that Archeotech Treasure immediately, as described in the Assembling Archeotech Treasures section (pg 105).

ASSEMBLE ARCHEOTECH

1RP

The process of mechanical creation is a holy act undertaken with choirs of droning servitors, scores of chanting priests, sacred oils poured from bronze ewers, candles made from the bilge grime of revered ships and finally the Canticle of Humble Obeisance broadcast in Novabyte before a cell of the Motive Force is presented. Such, at least, is the process in one forge temple among thousands.

Purchase this **Requisition** at any time, if your **Crusade force** has at least one **Power Source** and at least one other type of **Archeotech Part**. You can use one Power Source and one other type of Archeotech Part your Crusade force has to assemble an **Archeotech Treasure**, as described in the Assembling Archeotech Treasures section

Tech-Priests are loath to risk the most precious and storied artefacts of Humanity's past in the fires of war without intensive and ostentatious rituals of preservation. The benediction of the Ommissiah is invoked in incense-fogged rites that ring to choruses of binharic praise, as his guardianship is sought.

Purchase this [Requisition](#) before a battle. Select one **TECH-PRIEST** model (excluding **EPIC HEROES**) from your Crusade army, then select one piece of [Legendary Archeotech](#) your [Crusade force](#). Until the end of the battle, that **TECH-PRIEST** model is equipped with that piece of [Legendary Archeotech](#). You cannot select the same piece of [Legendary Archeotech](#) two battles in a row.

BATTLEWARE REPROGRAMMING

3RP

Tech-Priests have no hesitation in ruthlessly altering the neural cogitation of their cybernetic soldiers and thrall constructs to better serve their whims. The most aggressive disciples will alter their own synapses to suit the needs of the Ommissiah or their own ambitions.

Purchase this [Requisition](#) at any time. Select one **INFANTRY** unit from your [Crusade force](#) that has one or more [Battle Honours](#). Remove those [Battle Honours](#) and select new ones as if that unit had just gained them based on its current [rank](#).

BATTLE TRAITS

When an **ADEPTUS MECHANICUS** unit gains a [Battle Trait](#), you can use one of the tables presented here to determine which Battle Trait that unit has gained.

TECH-PRIEST UNITS

D6

MACHINE SAVANT

This lord of mechanisms is able to heal catastrophic damage done to servile war engines, even to entreat fading machine spirits back from the brink of extinction.

At the end of the battle, if this unit was part of your Crusade army and was not destroyed during the battle, you can ignore one failed [Out of Action test](#) taken for an **ADEPTUS MECHANICUS VEHICLE** unit from your Crusade army - that test is treated as having been passed.

VOLTAGHEIST SHOCK

By hypercharging the very air around threatening foes, the Tech-Priest can scorch flesh and fry nerve ganglia.

Once per [battle round](#), in your opponent's [Charge phase](#), just after an enemy unit selects this unit as the target of a charge, roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds and must take a Battle shock test.

HOLY ACQUISITOR

The most talented Tech-Priests have honed their acquisitive skills through extreme self-augmentation.

At the end of a battle you won, if this unit was in your Crusade army, roll one D6: on a 6, your [Crusade force](#) gains 1 [Archeotech Part](#).

CONTROL CORTEX

This Tech-Priest maintains a sub-cranial node via which they suppress self-determinative instincts in their servants.

While this model is leading a unit, you can re-roll Battle-shock tests taken for that unit.

HEXAMATHIC CHORALE

With a mechanical voice raised in exaltation, this zealot rouses loyal machine spirits to unleash a multi-spectral fanfare of sensor-clouding static.

Once per [battle round](#), one **ADEPTUS MECHANICUS SMOKE** unit from your army that is within 12" of this unit can be targeted with the [Smokescreen Stratagem](#) for OCP, even if a different unit from your Crusade army has already been targeted with that Stratagem this phase.

TELEPORTATION NODE

With an empirically shielded device, this Tech-Priest can whisk their servants away in a teleportation flare.

At the end of your [Movement phase](#), if this unit is not within [Engagement Range](#) of one or more enemy units, you can remove it from the battlefield and place it into [Strategic Reserves](#). If you do, until the end of your next turn, this unit has the [Deep Strike](#) ability.

SKITARII CHARACTER UNITS

D6

INTEGRATED REFRACTION EMITTERS

Cyborgised soldiery that repeatedly prove their great worth to their masters may be gifted with an embedded suite of refractor field nodes to prolong their service.

This model has a 4+ invulnerable save.

BATTLEFIELD PROCESSING CORTEX

The most experienced Skitarii Marshals can perform incredible feats of tactical and strategic excellence, a trait reinforced by their masters with further augmetics.

Each time you target this model's unit with a [Stratagem](#), roll one D6, adding 1 to the result if that unit is equipped with an enhanced data-tether: on a 5+, you gain 1CP.

SECUTOR-CLASS BLADE IMPLANTS

Implanted with a variety of hidden combat augmetics and force-loaded with the skills to employ them, this Skitarius righteously executes the Ommissiah's foes.

Once per [battle round](#), when an enemy unit ends a [Charge move](#) within [Engagement Range](#) of this unit, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

Excluding **CHARACTER** units

ENHANCED BIONICS

These Skitarii are veteran soldiers of the Machine God, and granted a number of enhanced augmentations.

This unit has a 4+ invulnerable save. If this unit is a **BATTLELINE** or **KATAPHRON** unit, it has a 5+ invulnerable save instead.

KILLCODE GEAR SWITCHES

With a single broadcast signal, the masters of these Skitarii activate reinforced servos, additional fibre bundles and flood their altered brains with stimulants.

Add 1 to the Strength characteristic of melee weapons equipped by models in this unit.

FERVENT LOCOMOTION

With turbopiston enhancement and a zealous devotion to the Machine God, these warriors tirelessly close the distance to their masters' priority acquisitions.

Add 1 to the Movement characteristic of models in this unit and add 1 to **Advance** rolls made for it.

VEHICLE UNITS

SANCTIFIED ENGINE

Reverently cleansed before every activation by a cabal of Engineeers dedicated solely to its well-being, this machine's engine thrums with sacred efficiency.

Each time this unit **Advances**, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

HARDENED MACHINE SPIRIT

The machine spirits of this war engine's many systems are hailed as a focused cohort in their own right.

You can ignore any or all modifiers to this unit's characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

BLESSED SPIRIT

The indomitable animus at the heart of this vehicle is praised for its refusal to yield.

This unit has the **Feel No Pain** 6+ ability.

CRUSADE RELICS

When an **ADEPTUS MECHANICUS CHARACTER** model gains a **Crusade Relic**, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

MULTIPLEXED NEURAL INDUCER

Plugged into the devotee's brain matter, additional cogitation engines allow for a measure of mental control over nearby servants.

Once per **battle round**, while the bearer is leading a unit, you can target that unit with the **Fire Overwatch** Stratagem for OCP and can do so even if you have already targeted a different unit with that Stratagem this phase.

KARDIOCORE GALVANUS

Embedded in the zealot's chest cavity, this fist-sized galvanic cell pulses with rhythmic power, radiating its pounding vitality.

While the bearer is leading a unit, add 1 to **Advance** and **Charge** rolls made for that unit.

ANTIQUITY RELICS

EXEMPLAR'S ETERNITY

Among the verbose tracts on martial dogma penned by the Secutors of Mars, the name Trantium-01 is appended in micro-scriptum to treatise after treatise. Before expiration, the venerable Marshal was hailed by Mars as a Skitarius Exemplar and - in death - was refashioned into a servo-skull; a singular honour for the usually disposable Skitarii.

SKITARII model only. At the start of the battle, select one enemy unit. Each time a model in the bearer's unit makes an attack that targets that enemy unit, re-roll a **Hit** roll of 1 and re-roll a **Wound** roll of 1.

LEGENDARY RELICS

AUTOCADUCEUS OF ARKHAN LAND

This rod's runic tip can impart blessed energy to anything metallic that the wielder strikes. Cyborgs and engines so struck will stitch themselves back together, as if repaired by the Technoarcheologist.

Once per battle, when a different friendly **ADEPTUS MECHANICUS** model within 6" of the bearer is destroyed, you can roll one D6 at the end of the phase instead of triggering any rules that are triggered when a model is destroyed (e.g. **Deadly Demise**). On a 3+, set that model back up on the battlefield as close as possible to where it was destroyed and not within **Engagement Range** of any enemy models, with up to 6 wounds remaining (this cannot allow a model to return with more wounds than its **Wounds** characteristic).

CRUSADE BADGES

When your **Crusade force** accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.

ARCHEOTECH QUESTORS

Your devoted maniples of augmented soldiery and sacred war machines have proven worthy crusaders in the Quest for Knowledge. With each victory in the name of the Machine God, stratum of time and mystery have been peeled back, laid bare beneath the glare of the Ommissiah's gaze. Your force's ruling Tech-Priests have unearthed incredible artefacts from Humanity's past, ensuring they take their rightful place in their possession. But with every discovery are tantalising clues to greater prizes. Knowledge knows no limits.

- You have assembled at least 1 [Archeotech Treasure](#).
- You have won at least 1 battle.



ARCHEOTECH DISCIPLES

In your holy quest, you have expanded the influence of your forge world in an exponential cascade of fervour. You have wrested lost technologies from selfish armies of heretics, sundered enemy bastions occupying sites of ancient lore and purged xenos forces from glittering seams of resources destined to fuel your crusade. Every achievement won through cold logic and fanatical faith, and every treasured mechanism salvaged from the dead hands of ignorant foes, exposes new veins of opportunity to exploit.

- You have assembled at least 5 [Archeotech Treasures](#).
- You have claimed at least 1 piece of [Legendary Archeotech](#).
- You have won at least 6 battles.



ARCHEOTECH MASTERS

The weak flesh of the enemy greases the cogs of war that grind inexorably onwards. Your cohorts and macroclades of cyborg warriors, augmented assassins and hulking war engines are an industrial war machine, capable of pulverising all opposition at your binharic directive. You are a savant of the Machine God's mysteries, a vessel for the Ommissiah's benevolence and a living lightning rod of the Motive Force's animus!

- You have assembled at least 8 [Archeotech Treasures](#).
- You have claimed all 3 pieces of [Legendary Archeotech](#).
- You have won at least 10 battles.



BOARDING ACTIONS

INTRODUCTION

Within the following pages you will find numerous Boarding Actions Detachments that can be used in your Boarding Actions games. Each lists which units you can include in your army, any modifications to those units' army rule as presented in their Codex or Index, a Detachment rule unique to that Detachment, and a number of Enhancements and Stratagems that you can use.

ARMY FACTION

A keyword that will be shared by all units in your army.

MUSTERING RULES

Which units you are allowed to include in your army.

FORMING BOARDING SQUADS

Any additional rules that will apply in the missions [Form Boarding Squads](#) step. Note that not all Detachments will have these.

RULES ADAPTATIONS

Some units will be unable to use certain abilities in Boarding Actions battles. Where this is the case, these units and their relevant abilities will be listed here.

ARMY RULE

Due to the distinct nature of close-quarters battle in Boarding Actions, most army rules require some modifications to their effects. Where this is the case, these will be described here.

DETACHMENT RULE

Each faction will have a number of different Detachments to choose from, each with its own Detachment rule to reflect the unique fighting methods of such forces.

ENHANCEMENTS

Further Enhancements that you can give to **CHARACTER** models from your army, beyond those([Boarding Actions Enhancements](#)), will be found here.

STRATAGEMS

Additional Stratagems that you can use, in addition to those ([Boarding Actions Stratagems](#)), will be found here.

ELECTROMARTYRS

When precious technoreliquaries must be protected or rare archeotech seized in shipboard battles, Tech-Priests quickly cast aside whatever restraint they may have had. Lesser underlings are expended without a care and perilous technologies unleashed in the quest for higher knowledge.

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **TECH-PRIEST DOMINUS**
- **TECH-PRIEST ENGINEER**
- **TECH-PRIEST MANIPULUS**
- **TECHNOARCHEOLOGIST**

You can include up to one of the following unit:

- **SKITARIII MARSHAL**

You can include up to three of each of the following units:

- **SKITARIII RANGERS** (5 or 10 models)
- **SKITARIII VANGUARD** (5 or 10 models)

You can include up to one of each of the following units:

- **CORPUSCARIII ELECTRO-PRIESTS** (5 or 10 models)
- **FULGURITE ELECTRO-PRIESTS** (5 or 10 models)
- **KATAPHRON BREACHERS** (3 models)
- **KATAPHRON DESTROYERS** (3 models)
- **SICARIAN INFILTRATORS** (5 or 10 models)
- **SICARIAN RUSTSTALKERS** (5 or 10 models)

RULES ADAPTATIONS

- The **SKITARIII RANGERS** unit loses the Objective Scouted ability.
- The **TECH-PRIEST DOMINUS** model loses the Dataspike ability.

ARMY RULE

Close-quarters Doctrinas

These specialised datasalmic subroutines draw upon combat data harvested from countless battles amidst the close confines of voidships and bunker complexes.

Units from your army with the Doctrina Imperatives ability replace that ability with this one.

At the start of the **battle round**, select one of the following weapon abilities: **[ASSAULT]**; **[IGNORES COVER]**; **[PISTOL]**. Until the end of the battle round, ranged weapons equipped by models from your army with this ability have that weapon ability.

DETACHMENT RULE

Overload Machine Spirits

In extremis, Tech-Magi will commit the lesser sin of goading lower-order machine spirits to devastating madness in order to protect greater prizes.

Each time an **ADEPTUS MECHANICUS** unit from your army is selected to shoot, it can use this ability. If it does, until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in that unit by 1 and those weapons have the **[HAZARDOUS]** ability.

ENHANCEMENTS

Remote Lockdown

The Tech-Priest noospherically harmonises with the machine spirit of a nearby hatchway and seeks to render it stubbornly uncompliant to the foe.

Once per **battle round**, when an enemy unit attempts to **operate** a **Hatchway**, if that Hatchway is within 9" of and **visible** to the bearer, it can use this Enhancement. If it does, it can attempt to prevent that unit from operating that Hatchway as if the bearer was within 1" of that Hatchway.

Multi-dimensional Auspex

No physical barrier can deny the omniscient datasight of the Ommissiah and its blessed servants.

Once per battle, in your **Shooting phase**, when the bearer is selected to shoot, it can use this Enhancement. If it does, until the end of the phase, it can ignore **Walls** and closed **Hatchways** for the purposes of **determining visibility**, and the Range characteristic of ranged weapons it is equipped with is changed to 6".

STRATEGEMS

AUTO-VENGEANCE



ELECTROMARTYRS – STRATEGIC PLOY STRATAGEM

Inbuilt subroutines fire synapses and muscular fibre bundles, allowing dying warriors to strike out and take their killers with them.

WHEN: [Fight phase](#), just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS MECHANICUS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 3+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

BALLISTIC SYNCHRONY



ELECTROMARTYRS – BATTLE TACTIC STRATAGEM

Unified datachoristry sees the servants of the Omnisiah meld their firepower to perfection.

WHEN: Your [Shooting phase](#).

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [\[LETHAL HITS\]](#) ability.

OMNI-TARGETERS



ELECTROMARTYRS – BATTLE TACTIC STRATAGEM

Predictive gunnery subroutines take over, allowing greater reactions and accuracy at close range than any flesh-and-blood soldier could manage.

WHEN: Your [Shooting phase](#).

TARGET: One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [\[PISTOL\]](#) ability. If one or more of those weapons already have this ability, then until the end of the phase, each time an attack is made with such a weapon that targets a unit within 6", add 1 to the [Hit roll](#).

SAVIOUR SYSTEMS



ELECTROMARTYRS – BATTLE TACTIC STRATAGEM

Many warriors of the Adeptus Mechanicus have defensive measures suited to close-quarters battle built into their flesh-and-metal frames.

WHEN: Your opponent's [Shooting phase](#).

TARGET: One **ADEPTUS MECHANICUS** unit from your army (excluding **KATAPHRON** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the [Wound roll](#).

RESPONSE CLADE

Just as white blood cells will defend a Human body, so the clades of Skitarii embedded on Adeptus Mechanicus vessels respond with systematic aggression to enemy intrusions. Once their own ship is secure, they are capable of counterboarding operations to destroy the threat at its source.

MUSTERING A BOARDING PATROL

You can include up to two of the following unit:

- **SKITARIi MARSHAL**

You can include up to three of each of the following units:

- **SKITARIi RANGERS** (5 or 10 models)
- **SKITARIi VANGUARD** (5 or 10 models)

You can include up to one of each of the following units:

- **SICARIAN INFILTRATORS** (5 or 10 models)
- **SICARIAN RUSTSTALKERS** (5 or 10 models)

RULES ADAPTATIONS

- The **SKITARIi RANGERS** unit loses the Objective Scouted ability.

ARMY RULE

Close-quarters Doctrinas

These specialised datapsalmic subroutines draw upon combat data harvested from countless battles amidst the close confines of voidships and bunker complexes.

Units from your army with the [Doctrina Imperatives](#) ability replace that ability with this one.

At the start of the [battle round](#), select one of the following weapon abilities: [\[ASSAULT\]](#); [\[IGNORES COVER\]](#); [\[PISTOL\]](#). Until the end of the battle round, ranged weapons equipped by models from your army with this ability have that weapon ability.

DETACHMENT RULE

Procedural Elimination

Triangulating via their fellow squads and any compliant shipboard augurs, the Skitarii hone their targeting data and overlap fields of fire.

At the start of the [battle round](#), select either melee attacks or ranged attacks. Until the end of the battle round, each time a **SKITARIi** model from your army makes an attack of the selected type, re-roll a [Hit roll](#) of 1.

ENHANCEMENTS

Admonissor Shunt

Senior Skitarii officers can be augmented with cybernetic override emitters that release protocol blurts to force compliance from their footsoldiers.

Once per battle, at the start of any phase, if the bearer is on the battlefield, you can select one friendly SKITARII unit that is Battle-shocked. That unit is no longer Battle-shocked.

Optimised Cogitators

Skitarii Marshals of shipboard clades often share partial data-symbiosis with the master cogitators of the ship they serve on. This allows them to defend their vessel with nigh-instinctive strategic insight.

Once per battle round, when you target the bearer with a Stratagem, that use of that Stratagem costs 1 less CP than normal.

STRATAGEMS

1CP

RESPONSIVE SHIELDING

RESPONSE CLADE – WARGEAR STRATAGEM

Key shipboard power nodes detect the proximity of Skitarii defenders and activate temporary energy shields to protect them.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One SKITARII unit from your army that is within range of an objective marker and was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1CP

ACCESS OVERRIDES

RESPONSE CLADE – STRATEGIC PLOY STRATAGEM

The machine spirits of the vessel's hatchways open willingly to permit these defenders to pass.

WHEN: Your Movement phase.

TARGET: One ADEPTUS MECHANICUS unit from your army that has not been selected to move this phase and is not within Engagement Range of one or more enemy units.

EFFECT: Select one closed Hatchway within 1" of your unit. Your unit can attempt to operate that Hatchway.

RESTRICTIONS: Until the end of the turn, your unit cannot attempt to operate a Hatchway again.

1CP

PRECOGNITATED FIREFIELDS

RESPONSE CLADE – BATTLE TACTIC STRATAGEM

The Skitarii have datamapped every distance, angle and optimised fire field of their ship in advance, and can access this targeting intelligence at will.

WHEN: Your Shooting phase.

TARGET: One SKITARII unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit has the BATTLELINE keyword, those weapons have the [SUSTAINED HITS 2] ability instead.

1CP

INTEGRATIVE WITHDRAWAL

RESPONSE CLADE – STRATEGIC PLOY STRATAGEM

Employing their servo-symbiotic link to the machine spirits of their vessel, the Skitarii perform a fighting retreat aided by the systems of the ship itself.

WHEN: Your Shooting phase.

TARGET: One SKITARII unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back. In addition, after your unit has shot this phase, if it is within 1" of an open Hatchway and is not within Engagement Range of one or more enemy units, you can close that Hatchway.

MACHINE CULT

The voidships of the Adeptus Mechanicus are as much spacegoing temples to the Ommissiah as they are floating forges or esoteric warships. The teeming tech-clergy aboard such ships form zealous armies in their own right, responding with fanatical aggression to any foe.

MUSTERING A BOARDING PATROL

You can include up to two of the following units (duplicates are not allowed):

- TECH-PRIEST DOMINUS
- TECH-PRIEST ENGINEER
- TECH-PRIEST MANIPULUS
- TECHNOARCHEOLOGIST

You can include up to one of each of the following units:

- CORPUSCARII ELECTRO-PRIESTS (5 or 10 models)
- FULGURITE ELECTRO-PRIESTS (5 or 10 models)
- KATAPHRON BREACHERS (3 models)
- KATAPHRON DESTROYERS (3 models)

RULES ADAPTATIONS

- ELECTRO-PRIESTS units can perform the Secure Site Tactical Manoeuvre as if they had the BATTLELINE keyword.
- The TECH-PRIEST DOMINUS model loses the Dataspike ability.

ARMY RULE

Close-quarters Doctrinas

These specialised datapsalmic subroutines draw upon combat data harvested from countless battles amidst the close confines of voidships and bunker complexes.

Units from your army with the Doctrina Imperatives ability replace that ability with this one.

At the start of the battle round, select one of the following weapon abilities: [ASSAULT]; [IGNORES COVER]; [PISTOL]. Until the end of the battle round, ranged weapons equipped by models from your army with this ability have that weapon ability.

DETACHMENT RULE

Canticles of the Ommissiah

Chanting avidly in blaring binharic, the servants of the Ommissiah surge into battle as though possessed by wrathful datagheists.

Add 1 to Advance rolls, Charge rolls and Battle-shock tests taken for TECH-PRIEST and ELECTRO-PRIESTS units from your army.

ENHANCEMENTS

Beseech the Machine Spirits

With acts of electroflagellation, the faithful seek the aid of the vessels systems.

At the end of the Move Units step of your Movement phase, the bearer can attempt to operate a Hatchway that is visible to and within 9" of it, instead of one within 1". When doing so, if your opponent attempts to prevent it, add the bearers Toughness characteristic to your result of the roll-off, instead of that of a friendly model within 1" of that Hatchway.

Harmonic Discordator

Voices cyber-modulated to hideously unsettling pitches, the faithful of the Ommissiah weaponise their hymnals.

In the Battle-shock step of your opponents Command phase, if an enemy unit that is below its Starting Strength is within 3" of the bearer, that unit must take a Battle-shock test. If that enemy unit is also Below Half-strength, subtract 1 from that test. This Enhancement cannot cause a unit to take two Battle-shock tests in the same phase.

STRATAGEMS



ELECTROGHEIST VISITATIONS

MACHINE CULT – WARGEAR STRATAGEM

The faithful summon leaping electrogheists whose arcing energies interfere with enemy targeting and swat hostile projectiles from the air.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.



TARGET: One ELECTRO-PRIESTS unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the attacking model is within 6" of your unit, subtract 1 from the Hit roll.



OMNISSIAH'S GUIDANCE

MACHINE CULT – BATTLE TACTIC STRATAGEM

By surrendering all control to the Ommissiah, the faithful are able to target their foes with near-omniscient accuracy.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, models in your unit can ignore other models in their unit for the purposes of determining visibility.



POWER OF THE MOTIVE FORCE

MACHINE CULT – STRATEGIC PLOY STRATAGEM

Seized by overwhelming holy energies, these auto-fanatics hurl themselves into the fight with tendon-straining, inhuman haste.

WHEN: Your Charge phase.

TARGET: One ELECTRO-PRIESTS unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.



TETHER-TENDRILS

MACHINE CULT – STRATEGIC PLOY STRATAGEM

Weaponised mechadendrites burst from the rapturous faithful, ensnaring and electrocuting foes seeking to flee.

WHEN: Your opponent's Movement phase, just after an enemy unit is selected to Fall Back.

TARGET: One TECH-PRIEST or ELECTRO-PRIESTS unit from your army that is within Engagement Range of that enemy unit.

EFFECT: Until the end of the phase, when that enemy unit Falls Back, models in it must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.