

ADEPTUS MECHANICUS

HOR

CODEx: ADEPTUS MECHANICUS

This Team List uses the special rules and war gear lists found in Codex: Adeptus Mechanicus. If a rule differs from the Codex, it will be stated clearly.

The points costs are intended for the model

WITHOUT the equipment listed, you need to add the costs of the war gear you can find in the points values section of the Codex.

FACTION KEYWORDS

All models in this list have the IMPERIUM, ADEPTUS MECHANICUS, and <FORGE WORLD> keywords.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models

FORGE WORLD DOGMA

For the purposes of Forge World Dogmas, treat your kill team as battle-forged and from the same forge world.

STANDARD TEMPLATE ABILITIES

The 'Canticles of the Omnissiah' and 'Master of Machine' rules works as stated in the Codex: Adeptus Mechanicus, and are represented in the opus by the acronym **CotO** and **MoM**, respectively.

TITAN GUARD

This rule is to be amended as thus:

"Models with this ability lose the <FORGE WORLD> faction keyword and cannot gain the benefit of things such as Forge World Dogmas unless stated otherwise"

OMNISPEX & DATA-TETHER

These items function exactly as stated in the codex except that the effect is shared with all SKITARII and SECUTARII models within 6" of the equipment bearing model.

ESOTERIC ARSENAL

At any time, no unit on your kill team may carry a given weapon more than twice, this also accounts for weapons equipped to mechadendrites.

Alternate Forge World Dogmas

Along with those found in Codex: Adeptus Mechanicus, you may select a forge world dogma from below for your kill team:

Antax

"The manufactoria of Antax endlessly churn out munitions and war machines, leaving none wanting for supplies"

Blessed are the Bullet Makers – Models with this dogma may re-roll hit rolls of 1 if they didn't move in the Movement phase.

Belacane

"Belacane is known galaxy wide as the premier producers of temporal stasis fields, an art that is jealously guarded and rumored to have been lost"

Mastery of Fields – Models with this dogma improve their invulnerable saves by 1 to a max of 4+

Crucible-Omega

"A daemoniac forge world founded during the age of strife. For millennia the techpriests of this planet pursued warp science and xenos tech"

Forbidden Knowledge – For every core choice from this opus, your kill team may include a core choice from the Chaos Daemons Opus. Furthermore, whenever a tactical point is spent, roll a d6. On a 5+, this kill team gains a tactical point

Fortis Binary

"Liberated from Chaos during the Sabbat Worlds Crusade, the Machine Cult has ever since been flushing out insurgent Heretekes hiding in its infrastructure"

Machine Wraiths – Models with this dogma are not slowed by difficult terrain and are always considered to be in cover. In addition, any core model may purchase a chainsword for +1 point.

Hexium Minora

"Originally a Mechanicus outpost, Hexium Minora has become an essential to supplying the Indomitus Crusade, spreading thin its resources and military"

Each Fights as Many – Models with this dogma may fall back in the Movement phase and still shoot in the Shooting phase. If they do so, they must subtract 1 from their hit rolls when shooting.

Orestes

"Home to the Legio Tempestus and a history of titanic battles, Orestes has made the production of experienced, battle ready Secutarii an utmost priority"

Legion of Spartans – Before the battle begins, roll a D3 and gain that many tactical points. Furthermore, the 'Macroclade Honors (Hoplite) and Macroclade Honors (Peltast)' rules are omitted from their respective datasheets when using this forge world.

Shaehol

"A reclaimed Dark Mechanicus world. Shaehol's new, and supposedly orthodox, rulers deemed it a great shame to let the Heretek research go to waste"



Aggression Genome – Kill teams with this forge world dogma may re-roll charge distances. Furthermore, Sicarian Infiltrators and Sicarian Ruststalkers may be taken as core choices.



Zhao-Arkkad



"Initially pledged to the Thousand Sons legion, Zhao-Arkkad's techpriests simply seek solitude and are surprisingly aggressive when given no choice"



The Decisive Path – Models with this dogma may advance before the first turn starts. They must remain more than 9" from any enemy models during this move. Furthermore, they capture objectives from 5" rather than the usual 3.



TEAM LEADERS



55		Techpriest Procurator								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Techpriest Procurator	6"	4+	4+	4	4	4	3	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> • Ommissian axe 									
RULES	<ul style="list-style-type: none"> • Inspiring Presence / Canticles of the Ommissiah / Master of Machines (Dominus) • Advanced Bionics: This model has a 5+ invulnerable save. • Noospheric Fulcrum: Friendly <FORGE WORLD> Units within 6" may re-roll hit rolls of 1 in the Shooting phase. • Campus Procurator: Choose one of the following campuses and apply its equipment, rules, options and keyword (name of campus) to the model's data sheet. <ul style="list-style-type: none"> ○ Magos Retiarius: Increase this models BS by a value of 1. Furthermore, this model gains Two Ballistic mehadendrites which ignore their -1 to BS rule (additionally purchased Ballistic mehadendrites do not ignore this rule). In addition, this model may take a Volkite blaster or an eradication ray. ○ Magos Secutor: Increase this models WS by a value of 1. Furthermore, this model gains two Combat mehadendrites and may take items From the Magos Melee Weapons list. In addition, when rolling for charges, this model may reroll a single dice. ○ Magos Auctorati: This model gains two Mechadendrites worth up to 20 points (neither can be a Ballistic, Combat, or Scorpius mehadendrite). Furthermore, while this model is on the battlefield you can add or subtract a value of one when rolling for Canticles of the Ommissiah. 									
OPTIONS	<ul style="list-style-type: none"> • May take items from the Armory. • May take an additional two mehadendrites. 									
KEYWORDS	INFANTRY, CHARACTER, TECHPRIEST, PROCURATOR, CULT MECHANICUS, <CAMPUS>									



42		Techpriest Reductor								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Techpriest Reductor	6"	3+	3+	4	4	4	3	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> • Ommissian staff / Magnarail Lance / Mechadendrite Hive 									
RULES	<ul style="list-style-type: none"> • Inspiring Presence / MoM (Manipulus) / Galvanic Field / Advanced Bionics 									
OPTIONS	<ul style="list-style-type: none"> • May replace its Magnarail Lance with a Transonic cannon. • May take items from the Armory. • May take an additional two mehadendrites. 									
KEYWORDS	INFANTRY, CHARACTER, TECHPRIEST, REDUCTOR, CULT MECHANICUS									

<div> <div>32</div> <div></div> <div>Skittarii Regulus</div> <div></div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skittarii Regulus	6"	3+	3+	3	3	3	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Radium carbine 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / Canticles of the Omnissiah / Bionics Veteran Skittarius: friendly SKITTARII and SICARIAN models within 6" of this model may re-roll hit rolls of 1 in the shooting phase. Radiant Aura: Reduce the Toughness of enemy units (other than VEHICLES) by 1 whilst they are within 6" of this model (this effect does not stack with the 'Rad-Saturation' Rule). 								
OPTIONS	<ul style="list-style-type: none"> May replace its radium carbine with a Radium pistol, a Phosphor Blaster, or an Arc Pistol. May take an item from the Melee weapons list. May take items from the Armory. May take a single mechatendrite. 								
KEYWORDS	INFANTRY, CHARACTER, SKITTARII, REGULUS, SKITTARII VANGUARD								

<div> <div>32</div> <div></div> <div>Skittarii Anakrator</div> <div></div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skittarii Anakrator	6"	3+	3+	3	3	3	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Galvanic rifle 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / Canticle of the Omnissiah / Bionics Veteran Skittarius: friendly SKITTARII and SICARIAN Models within 6" of this model may re-roll hit rolls of 1 in the shooting phase. Blessed Acuity: All hit rolls of 6 for shooting are improved by AP -1 for SKITTARII units within 3" of this models base. 								
OPTIONS	<ul style="list-style-type: none"> May replace its galvanic rifle with a Radium pistol, a Phosphor Blaster, or an Arc Pistol. May take an item from the Melee weapons list. May take items from the armory. May take a single mechatendrite. 								
KEYWORDS	INFANTRY, CHARACTER, SKITTARII, ANAKRATOR, SKITTARII RANGER								

25 		Electro-Priest Impulsor								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Electro-Priest Reductor	6"	4+	3+	3	3	3	3	8	6+	
EQUIPMENT	<ul style="list-style-type: none"> Electrostatic gauntlets 									
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Voltagheist Field / Fanatical Devotion 									
OPTIONS	<ul style="list-style-type: none"> May take a single mehadendrite. May take items from the Armory. 									
KEYWORDS	INFANTRY, CHARACTER, ELECTRO-PRIEST, IMPULSOR, CULT MECHANICUS									

30 		Electro-Priest Impetor								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Electro-Priest Impetor	6"	3+	4+	3	3	3	3	8	6+	
EQUIPMENT	<ul style="list-style-type: none"> Electroleech stave 									
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Voltagheist Field / Fanatical Devotion Siphoned Vigor: This model gains 3++ when it kills an enemy unit 									
OPTIONS	<ul style="list-style-type: none"> May take a single mehadendrite. May take items from the Armory. 									
KEYWORDS	INFANTRY, CHARACTER, ELECTRO-PRIEST, IMPETOR, FULGURITE, CULT MECHANICUS									

35 		Secutarii Iphicrate								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Secutarii Iphicrate	6"	4+	3+	3	3	3	2	8	4+	
EQUIPMENT	<ul style="list-style-type: none"> Galvanic Caster 									
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Kyropatris field Generator / Titan Guard Veteran Secutarius: friendly Secutarii and Skitarii models within 6" of this model may re-roll hit rolls of 1 in the shooting phase. 									
OPTIONS	<ul style="list-style-type: none"> May replace its galvanic caster with a Radium pistol, a Phosphor blaster, or an Arc Pistol. May take an Enhanced-Data Tether, an Omnisplex, a Power Sword, a Taser Goad, or an Arc Maul May take a single mehadendrite. May take items from the Armory. 									
KEYWORDS	INFANTRY, CHARACTER, SECUTARII, IPHICRATE									


<div> <div>35</div> <div></div> <div>Secutarii Tyrtaeus</div> <div></div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Secutarii Tyrtaeus	6"	3+	3+	3	3	3	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Arc lance / Mag-inverter shield 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Kyropatris field Generator / Mag-inverter Shield / Titan Guard Veteran Secutarius: friendly Secutarii and Skitarii models within 6" of this model may re-roll hit rolls of 1 in the shooting phase. 								
OPTIONS	<ul style="list-style-type: none"> May replace its arc lance with a Radium pistol, a Phosphor blaster, or an Arc Pistol. May replace its mag-inverter shield with an Enhanced-Data Tether, an Omnispect, A Power Sword, a Taser Goad, or an Arc Maul. May take a single mehadendrite. May take items from the Armory. 								
KEYWORDS	INFANTRY, CHARACTER, SECUTARII, TYRTAEUS								


<div> <div>37</div> <div></div> <div>Sicarian Incursor</div> <div></div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sicarian Incursor	8"	3+	3+	4	3	4	3	7	4+
EQUIPMENT	<ul style="list-style-type: none"> Stubcarbine / Power sword 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Bionics / Neurostatic Aura (Infiltrators) / Infiltrators (Sicarian Infiltrators) Veteran Skitarius: friendly skitarii and Sicarian models within 6" of this model may re-roll hit rolls of 1. 								
OPTIONS	<ul style="list-style-type: none"> May replace its power sword with a taser goad, transonic razor or transonic blade. May replace its stubcarbine with a chordclaw, a transonic blade or a flechette blaster. May take a single mehadendrite. May take items from the Armory. 								
KEYWORDS	INFANTRY, CHARACTER, SKITARII, SICARIAN, INCURSOR								


<div> <div>50</div> <div></div> <div>Cybernetica Cognitor</div> <div> <div></div> <div></div> </div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cybernetic Cognitor	6"	4+	4+	4	4	3	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> Gamma pistol 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / Canticles of the Omnisiah / Bionics Noospheric Exigation: At the start of your Movement phase, this model may attempt to reconfigure nearby servitors. Roll a d6, on a 2+, apply one of the Exigations below on all friendly <FORGE WORLD> SERVITOR units within 6" till the end of the turn. <ul style="list-style-type: none"> <u>Aegis Exigation:</u> Add 1 to all armor saves; reduce movement speed by 1". <u>Conqueror Exigation:</u> Affected units cannot shoot, but can attack twice during the Fight phase. <u>Protector Exigation:</u> Affected units cannot move or charge, but can shoot twice during the Shooting phase. 								
OPTIONS	<ul style="list-style-type: none"> May take a Power Fist May take items from the Armory. May take up to two mechadendrites. 								
KEYWORDS	INFANTRY, CHARACTER, COGNITOR, TECHPRIEST, CULT MECHANICUS								

<div> <div>55</div> <div></div> <div>Ironstrider Agrimensor</div> <div> <div></div> <div></div> </div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ironstrider Agrimensor	10"	3+	3+	5	6	6	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> (none) 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / Canticles of the Omnisiah / Bionics Orbital Command Link: whilst on the battlefield you can add or subtract one when rolling for Canticles of the Omnisiah. Mobile Spotter Tower: During the shooting phase, you can re-roll hit rolls for friendly <FORGE WORLD> units within 6". Ironstrider Honors: while this unit is part of your kill team, no other unit with the IRONSTRIDER keyword can be included in your kill team. 								
OPTIONS	<ul style="list-style-type: none"> May take a broad-spectrum data tether or a smoke launcher for 5 points May take a phosphor serpenta or a weapon from the pistols weapons list. May take a cognis heavy stubber for 5 points 								
KEYWORDS	VEHICLE, IRONSTRIDER, IRONSTRIDER AGRIMENSOR, SKITARII								

CORE

5	^	Combat Servitor							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Combat Servitor	5"	5+	5+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> Servo Arm 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics / Mindlock 								
OPTIONS	<ul style="list-style-type: none"> For every 3 SERVITOR models on your kill team, 1 may replace its servo arm with Heavy Bolter, a Plasma Cannon, or a Multi Melta. 								
KEYWORDS	INFANTRY, SERVITOR								

7	^	Skitarii Ranger							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> Galvanic Rifle 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics 								
OPTIONS	<ul style="list-style-type: none"> For every five SKITARII on your team, two may replace their Galvanic Rifle with an Arc Rifle, a Plasma Caliver, a Transonic Arquebus, or a Luminagen Marker. 1 of 5 SKITARII units may take an enhanced data tether or an omnispeX. 								
KEYWORDS	INFANTRY, SKITARII, SKITARII RANGER								

8	^	Skitarii Vanguard							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skitarii Vanguard	6"	4+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> Radium Carbine 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics / Rad-Saturation 								
OPTIONS	<ul style="list-style-type: none"> For every five SKITARII on your team, two may replace their Radium Carbine with an Arc Rifle, a Plasma Caliver, a Transonic Arquebus, or a Luminagen Marker. 1 of 5 SKITARII units may take an enhanced data tether or an omnispeX. 								
KEYWORDS	INFANTRY, SKITARII, SKITARII VANGUARD								

9		Secutarii Peltast								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Secutarii Peltast	6"	4+	3+	3	3	1	1	6	4+	
EQUIPMENT	<ul style="list-style-type: none"> Galvanic caster 									
RULES	<ul style="list-style-type: none"> CotO / Kyropatris Field Generator / Blind Barrage / Titan Guard Macroclade Honors (Peltast): Unless stated otherwise, the maximum number of Secutarii Peltasts allowed in your kill team is 2 (the Secutarii Iphicrate does not count towards this limit). 									
OPTIONS	<ul style="list-style-type: none"> (none) 									
KEYWORDS	INFANTRY, SECUTARII, PELTASTS									

9		Secutarii Hoplite								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Secutarii Hoplite	6"	4+	3+	3	3	1	1	6	4+	
EQUIPMENT	<ul style="list-style-type: none"> Galvanic lance / Mag-inverter shield 									
RULES	<ul style="list-style-type: none"> CotO / Kyropatris Field Generator / Mag-inverter Shield / Titan Guard Macroclade Honors (Hoplite): Unless stated otherwise, the maximum number of Secutarii Peltasts allowed in your kill team is 2 (the Secutarii Tyrtaeus does not count towards this limit). 									
OPTIONS	<ul style="list-style-type: none"> (none) 									
KEYWORDS	INFANTRY, SECUTARII, HOPLITES									

Stats und Text fehlerhaft, laut forgeworld sheet haben hoplites WS3+, und die Macroclade Honors Regel sollte das Wort „Hoplite“ enthalten. Es gibt keine galvanic Lance, nur arc lance. Siehe Tyrtaeus – Hoplite leader, vermutlich durch copy&paste von den Peltast entstanden.

15		Kataphron Battle Servitor								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Kataphron Battle Servitor	6"	4+	4+	5	5	3	2	7	3+	
EQUIPMENT	<ul style="list-style-type: none"> Heavy Arc Rifle / Arc Claw 									
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics / Heavy Battle Servitor Thermal Shed: Decrease the armor value of this model by one if it is equipped with a Plasma culverin or a Heavy grav-cannon. Heavy Tracks: Models with this rule ignore distance penalties when moving, charging, or advancing through terrain. In addition, this model cannot be moved by an enemy model. 									
OPTIONS	<ul style="list-style-type: none"> May replace its heavy arc rifle with a torsion cannon, a plasma culverin, or a heavy grav-cannon. May replace its arc claw with a hydraulic claw, a phosphor blaster, or a cognis flamer. 									
KEYWORDS	INFANTRY, CULT MECHANICUS, KATAPHRON SERVITOR, SERVITOR									

SPECIAL


10	☆	Sicarian Ruststalker								☠
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sicarian Ruststalker	8"	3+	3+	4	3	2	3	6	4+	
EQUIPMENT	<ul style="list-style-type: none"> Transonic Razor / Chordclaw 									
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics 									
OPTIONS	<ul style="list-style-type: none"> May replace its transonic razor and chordclaw with transonic blades. May purchase up to 2 Mindscrambler grenades from the Armory. 									
KEYWORDS	INFANTRY, SKITARII, SICARIAN									

12	☆	Sicarian Infiltrator								☠
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sicarian Infiltrator	8"	3+	3+	4	3	2	3	6	4+	
EQUIPMENT	<ul style="list-style-type: none"> Stubcarbine / Power sword 									
RULES	<ul style="list-style-type: none"> CotO / Bionics / Infiltrators (Sicarian Infiltrators) / Neurostatic Aura 									
OPTIONS	<ul style="list-style-type: none"> May replace its stubcarbine and power sword for a flechette blaster and taser goad. May purchase up to 2 Mindscrambler grenades from the armory. 									
KEYWORDS	INFANTRY, SKITARII, SICARIAN									

14	☆	Corpuscarii Electro-Priest								☠
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Corpuscarii Electro-Priest	6"	4+	3+	3	3	1	2	8	6+	
EQUIPMENT	<ul style="list-style-type: none"> Electrostatic Gauntlets 									
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Fanatical Devotion / Voltagheist Field 									
OPTIONS	<ul style="list-style-type: none"> (none) 									
KEYWORDS	INFANTRY, ELECTRO-PRIEST, CULT MECHANICUS									

16		Fulgurite Electro-Priest								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Fulgurite Electro-Priest	6"	3+	4+	3	3	1	2	8	6+	
EQUIPMENT	<ul style="list-style-type: none"> Electroleech Stave 									
RULES	<ul style="list-style-type: none"> CotO / Fanatical Devotion / Voltagheist Field / Siphoned Vigor 									
OPTIONS	<ul style="list-style-type: none"> (none) 									
KEYWORDS	INFANTRY, ELECTRO-PRIEST, CULT MECHANICUS									

30		Techpriest Auctoris								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Techpriest Auctoris	6"	4+	4+	4	4	2	2	7	3+	
EQUIPMENT	<ul style="list-style-type: none"> Laspistol / Omnissian Axe / Servo Arm 									
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics Campus Auctoria: "Numberless and varied are the techpriests fields of study, some of which prove valuable in combat". Choose one of the following campuses: apply its equipment, rules and options to the model's data slate. This model also gains the chosen campus as a keyword. <ul style="list-style-type: none"> Magos Biologis: Friendly <FORGEWORLD> units within 6" of this model re-roll 1's to wound. Magos Linguistica: When your opponent spends a tactical point, roll a d6. On a 5+, you gain a tactical point. Magos Metallurgica: Friendly models within 6" of this model that roll a 6 to hit in the shooting phase gain an additional -2 AP till the end of the phase. Magos Aedificus: At the beginning of the Movement phase, choose a visible terrain feature within 12" and choose one of the following: <ul style="list-style-type: none"> <u>Defensive Survey:</u> Till the end of the turn, the chosen terrain feature no longer counts as cover. <u>Topographic Survey:</u> Till the end of the turn, Friendly <FORGE WORLD> models are not slowed by the chosen terrain feature and can move an additional 2". 									
OPTIONS	<ul style="list-style-type: none"> May replace its laspistol with an item from the Pistol weapons list. May take items from the armory. May take up to two mechadendrite. 									
KEYWORDS	INFANTRY, TECHPRIEST, AUCTORIS, CULT MECHANICUS, <CAMPUS>									

<div> <div>45</div> <div>☆</div> <div>Skitarii Ironstrider</div> <div>  </div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skitarii Ironstrider	10"	3+	3+	5	6	6	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Radium jezzail 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics / Explodes Ironstrider Honors: while this unit is part of your kill team, no other unit with the IRONSTRIDER keyword can be included in your kill team. 								
OPTIONS	<ul style="list-style-type: none"> May take a broad-spectrum data-tether for 4 points. May replace its radium jezzail with a weapon from the Ironstrider weapons list. May take a phosphor serpenta for 5 point. 								
KEYWORDS	VEHICLE, IRONSTRIDER, SKITARII								

ARMOURY

ITEM	Cost	DESCRIPTION
Mindscrambler Grenade	3	(SICARIAN models only) On a hit, the target reduces all of its hit rolls by 1 until the end of its next turn.
Synapse Mine	4	One use only. If an enemy model declares a charge against the equipped model, it may deploy its synapse mine, reducing all enemy charge distances against the equipped model by 2" until the end of the turn.
Incense Generatorium	5	Your opponent must subtract 1 from all hit rolls for ranged weapons that target this unit from a distance of 12" or greater.
Heavy Armature Legs/Tracks	5	This model never suffers the penalty for moving and firing heavy weapons and cannot be moved by enemy models. If the equipped model advances its must always advance by D3".
Master Crafted Weapon	5	One weapon carried by a model with this item (chosen at the time the item is purchased) improves its AP by 1. Combi-weapons must purchase this upgrade separately for each component.
Lex-Hailer	8	Add 3" to the range of any aura abilities this model possesses.
Refractor Field	8	The Bearer gains a 5+ invulnerable save.
Sacred Unguents	8	Once per battle round, the bearer may reroll a single failed hit, wound, Armour, or leadership test rolls.
Emergency Power Feed	9	Once per mission, the bearer of this item may fire one of its ranged weapons twice, after which that weapon may not be used for the rest of the mission.
Power Core Detonator	10	When this model loses its last wound, Roll a d6 for every unit within 6" of the model. On a 3+, the affected model takes a mortal wound.
Master-Crafted Armour	10	(Team leader only) This models Armour save increases by a value of 1
Psalm-Tome	10	(Team Leader only) Once per game, you may re-use a single Canticle of the Omnissiah. If you have 'The Omnissiah Knows Best' philosophy you may, once per game, add or subtract 1 when rolling for Canticles of the Omnissiah.
Autosanguine	10	At the start of each friendly turn roll a d6, on a 5+ the bearer recovers a wound.
Stasis Field	12	At the beginning of your turn the equipped model may deploy its stasis field, giving it a 2++ save till the end of your turn. While the stasis field is activated the equipped model cannot move, shoot, charge, or fight (but it still may use aura effects).

Mechadendrites

The Adeptus Mechanicus has created many variants of the humble mechadendrite, considering them the apex of limb modification. Unless otherwise stated, a unit may never have the same mechadendrite more than once.

ITEM	Cost	DESCRIPTION
Ballistic Mechadendrite	5	(Techpriest only) The bearer may purchase an additional weapon from the Pistols or Magos Special weapons list. Furthermore, weapons carried this way are fired with a -1 to BS. This upgrade may be taken twice by the same model.
Combat Mechadendrite	5	When this model attacks, it may make two additional attacks at STR: User, AP: 0, Damage: 1. This mechadendrite may be further upgraded with a single choice from the Melee weapons list, which must be purchased separately. If the model is a TECHPRIEST it may also purchase items from the Magos melee weapons list. If a weapon is purchased this way, its profile replaces the one above.
Grappling Mechadendrite	5	This model never counts vertical movement against its total move distance. In addition, this model gains +1 Strength when subject to a shove attack.
Reclamation Mechadendrite	5	During the Fight phase, if the equipped model kills a model with multiple base wounds, roll a d6. On a 4+, this model regains a lost wound.
Exploration Mechadendrite	8	Models equipped with this mechadendrite can hold objectives from 4" away. Furthermore, when an objective controlled by the equipped model is being contested, the equipped model remains in control of the objective, regardless of model proximity, or the number models around the objective. In addition, if a model with an exploration mechadendrite captures an "Inscrutable Objective" (or any objective that has an element of randomness) you may re-roll for the Objective, but you must accept the re-roll.
Aegis Mechadendrite	8	The equipped model gains a 4++. If the equipped model rolls a 1, in addition to failing the save, this mechadendrite is disabled for the rest of the battle.
Medicae Mechadendrite	10	At the end of your Movement phase, this model can attempt to heal a model or revive a single model. Nominate a model who, when removed in the previous turn, is within 3" of the healing models' current position, on a 4+ the model is revived with 1 wound remaining. After attempting the revive the equipped model must skip its actions for all other phases this turn. Alternatively, select a wounded model within 3", that model immediately regains 1 wound.
Optical Mechadendrite	12	When firing its weapons this model can measure 1" from any part of the model and fire from that point instead (given that this new point is not placed in such a way that extends the range of the weapon). Furthermore, it can reroll a single hit roll during the shooting phase, with a -2 BS modifier.
Scorpius Mechadendrite	12	This upgrade acts exactly like the 'Ballistic Mechadendrite' with the following additional effect: when the equipped model falls back, it may fire once with the weapon equipped to this mechadendrite.

Weapon Lists

Weapons listed here cannot be taken by models unless explicitly stated on their datasheet. Weapons with 'Codex' as the price must have their points cost taken from either 'Codex: Adeptus Mechanicus' or the latest errata of the codex.

++ Magos Special Weapons ++							
Name	Type	Range	S	AP	D	Abilities	Cost
Combi-Melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						
• Boltgun	Rapid Fire 1	24"	4	0	1	-	15
• Meltagun	Assault 1	12"	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Combi-Plasma	When attacking with this weapon, choose one or two of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						
• Boltgun	Rapid Fire 1	24"	4	0	1	-	11
• Plasma gun							
○ Standard	Rapid Fire 1	24"	7	-3	1	-	
○ Supercharged	Rapid Fire 1	24"	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Combi-Flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						
• Boltgun	Rapid Fire 1	24"	4	0	1	-	8
• Flamer	Assault D6	8"	4	0	1	This weapon automatically hits its target.	
Phosphor Serpenta	-	-	-	-	-	-	Codex
Macrostubber	-	-	-	-	-	-	Codex

++ Magos Melee Weapons ++							
Name	Type	Range	Strength	AP	Dmg	Abilities	Cost
Power Maul	Melee	Melee	+2	-1	1	-	4
Power Lance	Melee	Melee	+2	-1	1	-	4
Power Axe	Melee	Melee	+1	-2	1	-	5
Eviscerator	Melee	Melee	X2	-4	D3	-	11

++ Special Weapons ++							
Name	Type	Range	S	AP	D	Abilities	Cost
Luminagen Marker	Assault 1	24"	2	-2	1	On a hit, the affected model loses the benefit of cover until the next battle round.	8
Arc Rifle	-	-	-	-	-	-	Codex
Plasma Caliver	-	-	-	-	-	-	Codex
Transuranic Arquebus	-	-	-	-	-	-	Codex

++ Pistol Weapons++							
Name	Type	Range	S	AP	D	Abilities	Cost
Plasma Pistol							
• Standard	Pistol 1	12"	7	-3	1	-	5
• Supercharge	Pistol 1	12"	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Radium Pistol	-	-	-	-	-	-	Codex
Phosphor Blast Pistol	-	-	-	-	-	-	Codex
Arc Pistol	-	-	-	-	-	-	Codex

++ Melee Weapons ++							
Name	Type	Range	Strength	AP	Dmg	Abilities	Cost
Arc Maul	-	-	-	-	-	-	Codex
Power Sword	-	-	-	-	-	-	Codex
Taser Goad	-	-	-	-	-	-	Codex

++ Ironstrider Weapons ++							
Name	Type	Range	S	AP	Dmg	Abilities	Cost
Radium Jezzail	-	-	-	-	-	-	Codex
Taser Lance	-	-	-	-	-	-	Codex
Cognis autocannon	Heavy 2	48"	7	-1	2	You may fire this weapon even if the firing model Advances but you must subtract 2 from any hit rolls if you do so.	10
Twin cognis autocannon	-	-	-	-	-	-	Codex
Cognis lascannon	Heavy 1	48"	9	-3	D6	You may fire this weapon even if the firing model Advances but you must subtract 2 from any hit rolls if you do so.	20
Twin cognis lascannon	-	-	-	-	-	-	Codex

Philosophies

The Adeptus Mechanicus has access to many exclusive Philosophies. You can choose to use a philosophy from bellow, or from ones found in the Heralds of Ruin Rule book (remember Kill Teams are limited to one Philosophy per game).

Philosophies	
<p>The Omnissiah Knows Best [1 TP]</p> <p>You must always roll for the current Canticle of the Omnissiah. You may not choose it.</p>	<p>Foot Soldiers of the Machine God [1 TP]</p> <p>Your kill team does not contain units with the <VEHICLE> keyword or the 'Infiltration' ability.</p>
<p>A More Subtle Touch [2 TP]</p> <p>Your team contains no units with the <SKITARII> keyword.</p>	<p>Blanche Mechanicum [2 TP]</p> <p>Your kill team contains no two units from the same data sheet (Techpriest Auctoria can be taken multiple times, as long as they are from different disciplines).</p>
<p>Skitarii Honors [2 TP]</p> <p>Aside from your team leader, your kill team consists entirely of Skitarii units.</p>	<p>Cost-Effective Operation [2 TP]</p> <p>Your Kill Team spends no more than 20% of its points on model options, weapon swaps, armory items, and/or mechadendrites.</p>
<p>Noospheric Relay [3 TP]</p> <p>Actions which require Tactical Points must affect models within 12" of your team leader</p>	<p>Collegia Mechanicus [3 TP]</p> <p>Your kill team contains more Techpriest units than non-Techpriest units.</p>

Tactical Actions

The Adeptus Mechanicus has access to many exclusive Tactical Actions. You can choose to use a tactical action from below, or from ones found in the 'Heralds of Ruin' rule book.

Actions	Cost	DESCRIPTION
Tireless March	1TP	Target one model at the beginning of your movement phase. Until the beginning of your next movement phase, increase the unit's movement speed by 3".
Noospheric Telemetry	1TP	Use at the beginning of any Fight or Shooting phase. Choose a model on your kill team. That model may eliminate a hit penalty of up to -2 until the end of the phase.
Asymmetric Sensory Cross-Channeling	1 TP	At the start of your Shooting phase select a friendly SERVITOR model unit. That model may adopt the BS attribute of any friendly unit within 6" of it until the end of the phase.
Re-Route to Remain	1 TP	Use after a unit on your team has taken a mortal wound. That unit gains a 5+ save against mortal wounds that may be used against the wound it just took and any further mortal wounds inflicted on it this phase.
Semi-Ballistic Drone Auguries	1 TP	At the start of your turn you may choose one of the following: <ul style="list-style-type: none"> ● Ignore the first mortal wound caused by a damaging terrain feature this turn. ● Roll to determine the nature of a mysterious building or objective.
Spirit Capacitors	1 TP	At the beginning of your turn target one friendly SICARIAN unit on the field, for the duration of that turn that model can advance and charge in the same turn.
Osthimos Surge Protocol	1 TP	Use when a friendly unit with a mag inverter shield declares, or is subject to a shove attack. When rolling off, your units' strength is increased to (X2). If your unit wins the roll off, the enemy unit gets knocked back D6 inches before calculating any fall damage.
Homeric Martyr Protocol	1 TP	Use when a friendly unit equipped with a galvanic caster loses its last wound. Choose two of the galvanic casters weapon profiles and fire both at a single unit. After resolving both attacks remove the model from the board.
Sacrostatic Offering	1TP	At the start of your shooting phase, nominate a friendly CORPUSCARI ELECTRO-PRIEST that hasn't moved in the previous movement phase and a friendly model armed with a ranged arc weapon that is within 3" of the Electro-Priest. For the following shooting phase, that models weapon fires double the shots and increases its AP characteristic by -1.
Thermovoltaic Sacrifice	2TP	At the start of your turn, nominate a friendly Fulgurite Electro-Priest that hasn't moved in the previous movement phase and another friendly model within 1" of the Electro-Priest. That Electro-Priest can make an out of turn melee attack against the friendly model ignoring hit and armor save rolls. If the defending model is slain the Electro-Priest gains a 3++ invulnerable save.

Dataspikes	2 TP	Use after fighting with a TECHPRIEST or SICARIAN model. Resolve one additional attack against an enemy VEHICLE within 1". If you hit, the VEHICLE takes 1d3 mortal wounds.
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Continued on next page...

Doctrina Imperative	2 TP	<p>Use at the beginning of your turn. Choose a SKITARII model on your kill team. That model and all SKITARII units within gain one of the following till your next turn</p> <ul style="list-style-type: none"> • Gun Drill Symbiosis: decrease WS by 1, Increase BS by 1 • Conqueror Protocol: increase WS by 1, decrease BS by 1
Ancillary Override	3 TP	<p>At the beginning of your turn declare that a magus from orbital command is performing an ancillary override. Choose a friendly model: that model gains the <TECHPRIEST> and <CHARACTER> keyword. Furthermore, that units BS and WS are improved by a value of 2 and their leadership is increased to 10. At the start of your next turn roll a d6, on a 6 the units cognitive structure holds and nothing happens. On a 5, the unit loses the <TECHPRIEST> and <CHARACTER> keyword (if it did not previously have these) and its leadership returns to its original value. Furthermore, that units WS and BS skill reduced to +6. On a 4 or below the unit is slain and removed from the battlefield. Repeat this roll every turn until a value other than 6 is rolled.</p>

MODELING TIPS

- Techpriests: Several of the Chaos Cultist models have robed figures that, with a little converting, can be made to resemble a tech-priest. Slap some cogs over the chaos stars, hand them a power axe and you're good to go! If you're lacking power packs with servo arms, rumor has it you can get some from Anvil Studios.
- Servitors: Take those chaos cultists you have lying around (particularly the melee ones) and kitbash them with your left over skitarii bits. A good idea is cutting the vanguard and cultist heads in half and swapping the tops and bottoms. If you got the Soul Wars starter set you could possibly do some Blanche/Dark Mechanicus styled servitor wraiths. Ghouls or zombies as model bases will also do the trick.
- Mechadendrites: If you go to the dollar store they usually sell very thin decorative wire which you can bundle into groups of 3 or 4, twist them together, and cut at your desired length to get a convincing enough and posable mechadendrite for less than \$2. Some have recommended guitar strings, if you try this make sure to use wire clippers and not your sprue cutters (they will most likely notch).
- Electro-Priests: If you're not a fan of the Electro-Priest models, Tzeentch Arcanite bodies with Skitarii Ranger or Sigmarine heads might do the trick for you. You might be hard pressed finding electroleech staves, consider proxying taser goads or something similar (the weapons profile is very similar to a power axe so that might be a good solution for you).
- Ironstrider Agimensor: Use the Ironstrider kit (or scout sentinel if you're on a budget) and attach extra antennas, dishes, and that sort of thing. The pointing hand or the data-tether or the omnispect bits from the Skitarii Rangers kit could give the model a proper commanding look. For the heavy stubber, you can either mount it where the cannons would usually go, or perhaps attach it to the servitors' robotic arms.
- Ironstriders: Because you're too poor to buy the Ironstrider kit. Grab a scout sentinel off of E-Bay/Kijiji, swap that guard head for an appropriate head and replace all of the aquilas with cogs of Mars. From there, add some Ad Mech bits and convert the desired weapons. Taser lances can be made by chopping and sticking together taser goads (which you can get en masse from the sicarian kit or from Hoard O' Bits). Las cannons and autocannons shouldn't be that hard to source. Radium Jezzails can be made by chopping and sticking together two galvanic rifles (or a galvanic rifle and a radium carbine if you're feeling creative).

CHANGE LOG

How version numbers work: The first number denotes any fundamental changes to the core HoR rules. This includes a turn over to a new edition of Warhammer 40K or any fundanemtal changes to game mechanics. The second number denotes any significant changewithin the Opus. This includes the change or addition of several core rules (i.e Canticles of the Omnissiah), the introduction of a new units, unit rules, or equipments. The third number is reserved for insignificant changes to the Opus. This includes the introduction of a single unit rule or equipment to the game, cleaning up grammer, clarifying rules, or the implementation of any minor buffs or nerfs.

How to number your edit: let say you are making a new edit to version [6.4.12], and you decide to implement two new rules and correct some typos that the previous editor made. Since you are making a major change to the opus you would change the [4] to a [5]. Since you are also cleaning us some typos you would change the [12] to a [13]. Thus, the version number should be [6.5.13]. But, lets say that Warhammer 13th edition gets released and you were tasked with transcribing the opus into the new edition, you would then reset the second and third values and change the first value to [4], thus the new version number would be [7.0.0].

July 6, 2018 (Do Hyun) [1.1.1]

- Added Secutarii and Ironstrider units
- Added 3 actions: 'Osthimos Surge Protocol', 'Homeric Martyr Protocol, and 'Ancillary Override'
- Added a forge world: 'Pars Atlas'
- Typos and Reformatting crusade

July 10, 2018 (Do Hyun) [1.2.2]

- Added 'Sacrostatic Offering' and 'Thermo-Voltic Sacrifice'
- Added 'Cost-Effective Operation'
- Adjusted Ironstrider Balistarius wargear options
- Changed description of Melee, Combat, and Optical mechadendrites
- Collapsed codex rules to streamline data slates
- Removed Galvanic rifle and Radium Carbine from Techpriest Weapons list and added Macrostubber
- Even more reformatting (tables, indents, fonts...)
- Gave the Cybernetica Cognitor as well as all special Techpriests the ability to take 2 mechadendrites
- Reworked keywords for a majority of units
- Added a section titled 'Modeling Tips' at the end of the document

July 16, 2018 (Do Hyun) [1.3.2]

- Added the universal rule 'Esoteric Arsenal' in order to deter monobuild techpriests.
- Amended the 'Psalm-tome' wargear
- General typos
- Changed the cost of 'Optical Mechadendrite' from 12 to 8.
- Changed the range of 'Incense genatorium from 6" to 12".

September 28, 2018 (Do Hyun) [1.4.3]

- Added some missing keywords to units
- Removed 'Volkite blaster' and 'Erradication ray' from the 'Techpriest weapons' list
- Removed 'Omnissiaic Messenger' from the Skitarii Anakrators rules (Think there shold be something done with this in the future...)
- Added "This model may..." to the beginning of every data slate option because not every option in every model had this and my OCD kicked in.
- Added 'Omnissian axe' to 'Melee Weapons' list (restricted to Techpriest models).
- Amended the 'Topographic survey' ability so it only lasts one turn
- Gave the Tech-Priest Ædificus an Omnispeex
- Attempted to reword the rule for 'Doctrina imperative' to give it more "chapter approved" wording
- Renamed 'Weapon mechadendrite' to 'Ballistic mechadendrite'
- Amended 'Topographic survey' so models can move and extra 2" regardless if they move through the elected terrain feature or not

October 6, 2018 (Do Hyun) [1.5.4]

- Reworked the Techpriest Procurator
- Reworked the Electro Priest Impetor
- Added the Electro Priet Reductor
- Reworked the Scorpius Mechadendrite

- Reworked and renamed the Prestigiae mechadendrite into the Aegis Mechadendrite
- Added something to the modeling tips.
- Added servo arms to the mechadendrite list
- Removed purchasable servo arms from all units
- Added a 'Future Development' log to the end of the opus.

- Chapter Approved 2018
 - Ironstrider units: -5 pts, each.
 - Kataphron Destroyer: +15 pts
 - Combat Servitor: +3 pts
 - TP Auctoris: +5 pts.
- Removed the servo arm from the mechadendrite list
- Removed the 'Badge of Office' rule
- Changed the description for the 'Collegia Mechanicus'
- Added version watermark to the top of the document (no space was wasted)
- Added a guide to writing up version numbers for opus'

October 24, 2018 (Do Hyun) [1.6.5]

- Implemented revisions and corrections from Nitoryu and Eitienne
- Reformatted data slates, tables and other objects to look more comfortable.
- Paraphrased FW dogmas to fit on a single page.
- Gave the Anakrator the 'Blessed Acuity' Ability.
- Nerfed Aegis Exigoration.
- Replaced the 'Signum mechadendrite' with the 'Lex-Hailer' in the Armory.
- Paraphrased Exigoration for Cognitor.
- Added an additional effect to the Grappling mechadendrite.
- Renamed the Haemostic mechadendrite to the Reclamation mechadendrite
- Reworked the Medicae mechadendrite.
- Added the 'Stasis field' item to the Armory
- Changed the autosanguine effect from a 4+ to a 5+.
- Buffed the Magos Biologis from a 3" aura to 6".
- Added version watermark to the top of the opus.
- Added rules for applying version numbers (THE NUMBERS MASON)

January 31st, 2019 [1.8.6] (Do Hyun)

- Replace the 'Canticles of the Ommissiah' universal rule with the 'Standard Template Construct' rule.
- Added the Techpriest Reductor
- Added three tactical actions, 'Tireless March', 'Spirit Capacitors', and 'Dataspikes'.
- Added three armory items, 'Sacred Unguents' and 'Mindscrambler Grenade', and 'Luminagen Marker'.
- General typos and formatting.
- Streamline the Sydonian dragoon and Ironstrider Balistarius into the Skitarii Ironstrider unit.
- Created a weapon list section.
- Tweaked all datasheets to work with the new weapon lists.
- Hotfix [6/2/2019] (Pincer)
 - Typos & legal mumbo
 - Buffed the 'Blessed Acuity' Rule
 - Buffed the 'Sicarian Incursor'
 - Moved the Secutarii Peltast and Hoplite to the core section (limiting them to 2 of each per team)
 - Buffed the 'Doctrina Imperative' action

December 22th, 2018 (Do Hyun) [1.7.5] (Merry Christmas!)

- Reworked the Techpriest Procurator
- Streamlined all Magos Auctoris units into a single modular data slate called the 'Techpriest Auctoris'.
- Gave the 'Techpriest Auctoris' an Ommissian axe and a servo arm.

- February 11th [1.8.7] (Pincer)
 - Upped the special weapons availability of Skitarii to 2 in 5 in line with Codex
 - (Do Hyun) Changed wording on Orestes FW

FUTURE DEVELOPMENT

This section is created for Devs to list their ideas, musings, and feedback in regards to future Opus releases. If you are not a Dev but you would like to share or contribute your ideas please feel free to post them to the 'HoR: Adeptus Mechanicus Development' page!

I am very happy with our homebrew techpriests and I think that there is lots of potential for improvement here

- More options: not too many more, maybe like 2 more just to flesh out the options
- More ideas TBA

The Homebrew forge worlds are great but I'd like to strip them down to the rules and balance /tweak them. Perhaps we could source the FB group for thoughts and ideas

New Wargear ideas

- Cognis Lasgun/ Autogun: I like the idea of cognis so this could be a small way of bringing that in (Ad mech stuff being slightly superior to IG stuff).

Fancy Word Archive (for future name ideas, options or revisions)

subcortical dampener /utility Mechadendrite/ sacred unguents / Rites of Cognition / Cogitator /