# Tate - Admech [104 PL, 1,485pts]

## ++ Battalion Detachment +5CP (Imperium - Adeptus Mechanicus) ++

Forge World Choice
. . Forge World: Mars

+ HQ +
Belisarius Cawl: Warlord, Warlord Trait (Mars): Static Psalm-Code

Tech-Priest Enginseer

+ Troops +
Kataphron Breachers
. . Kataphron Breacher: Arc Claw, Heavy Arc Rifle
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Kataphron Destroyers
. . Kataphron Destroyer: Cognis Flamer, Heavy Grav-Cannon
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+ Heavy Support +

Skorpius Disintegrator: Belleros Energy Cannon, 3x Cognis Heavy Stubber

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## ++ Battalion Detachment +5CP (Imperium - Adeptus Mechanicus) ++

Forge World Choice

. . Forge World: Stygies VIII

+ HQ +

Daedalosus

Tech-Priest Dominus: Macrostubber, Volkite Blaster

+ Troops +

Skitarii Rangers

. . Ranger Alpha: Galvanic Rifle

. . 2x Skitarii Ranger

. . 2x Skitarii Ranger (Transuranic Arquebus): 2x Transuranic Arquebus

Skitarii Vanguards

. . 2x Skitarii Vanguard

. . 2x Skitarii Vanguard (Plasma Caliver): 2x Plasma Caliver

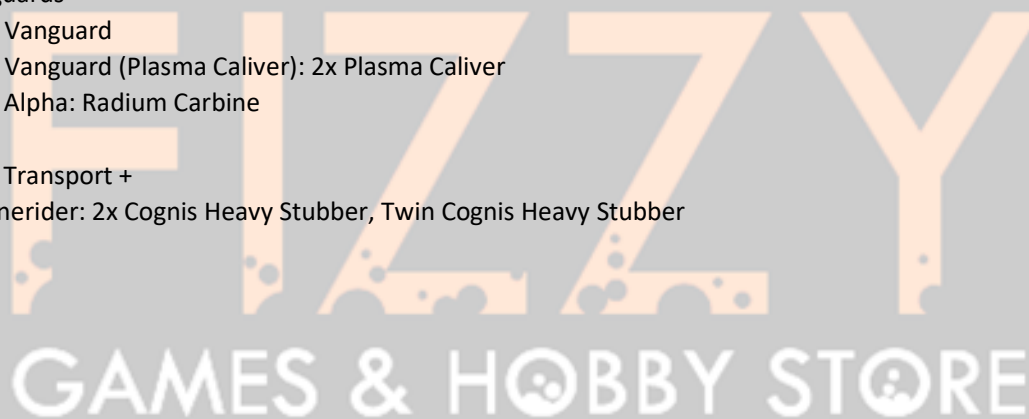. . Vanguard Alpha: Radium Carbine

Skitarii Vanguards

. . 2x Skitarii Vanguard

. . 2x Skitarii Vanguard (Plasma Caliver): 2x Plasma Caliver

. . Vanguard Alpha: Radium Carbine

+ Dedicated Transport +

Skorpius Dunerider: 2x Cognis Heavy Stubber, Twin Cognis Heavy Stubber

## Battalion Detachment +5CP (Imperium - Adeptus Mechanicus) [78 PL, 1,099pts]

**Rules:** *Soldiers of the Machine God*

### No Force Org Slot

#### Forge World Choice

**Categories:** No Force Org Slot

**Forge World: Mars**

**Selections:** Dogma: Glory to the Omnissiah

**Forge World Dogma:** *Glory to the Omnissiah*

| Forge World Dogma | Description |
|---|---|
| Glory to the Omnissiah | Each time you randomly determine which Canticle of the Omnissiah iis being canted, roll two dice instead of one. All units with this dogma receive the benefit of both results, instead of just the result of the first dice (if a duplicate is rolled, no additional Canticle is canted this turn). |

### HQ [16 PL, 220pts]

#### Belisarius Cawl [13 PL, 190pts]

**Selections:** Arc Scourge, Mechadendrite Hive, Omnissian Axe, Solar Atomiser, Warlord, Warlord Trait (Mars): Static Psalm-Code

**Categories:** Character, Infantry, Belisarius Cawl, Tech-Priest, Faction: Mars, Faction: Cult Mechanicus, Faction: Adeptus Mechanicus, Faction: Imperium, HQ, Warlord

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Archmagos, Lord of Mars, Master of Machines (Cawl), Refractor Field, Self-repair Mechanisms*, **Unit:** *Belisarius Cawl*, **Warlord Trait:** *Static Psalm-Code*, **Weapon:** *Arc Scourge, Mechadendrite Hive, Omnissian Axe, Solar Atomiser*

| Abilities | Description |
|---|---|
| Archmagos | Whilst Belisarius Cawl is on the battlefield, you can add or subtract 1 when rolling on the Canticles of the Omnissiah table. |
| Lord of Mars | You can re-roll any hit rolls in the Shooting phase for friendly MARS units within 6" |
| Master of Machines (Cawl) | At the end of your Movement phase Belisarius Cawl can repair a single friendly IMPERIUM model within 3" (but not himself). The model being repaired regains 1 lost wound, unless it is an ADEPTUS MECHANICUS model, in which case it regains D3 lost wounds. A model may not be the target of the Master of Machines ability more than once per turn. |
| Refractor Field | This Model/Unit has a 5+ invulnerable save. |
| Self-repair Mechanisms | At the beginning of each of your turns, Belisarius Cawl regains D3 lost wounds. |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Belisarius Cawl | 6 | 2+ | 2+ | 5 | 6 | 8 | 4 | 9 | 2+ |

| Warlord Trait | Description |
|---|---|
| Static Psalm-Code | Add 3" to the range of any aura abilities on your Warlord's datasheet (such as Lord of the Machine Cult). |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Arc Scourge | Melee | Melee | x2 | -1 | 1 | When attacking a VEHICLE, this weapon has a Damage of D3. |
| Mechadendrite Hive | Melee | Melee | User | 0 | 1 | Each time Belisarius Cawl fights, he can make 2D6 additional attacks with this weapon. |
| Omnissian Axe | Melee | Melee | +1 | -2 | 2 | - |

| | | | | | | |
|---|---|---|---|---|---|---|
| Solar Atomiser | 12" | Assault D3 | 10 | -4 | D3 | If the target is within half range of this weapon, it has a Damage of D6. |

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### Tech-Priest Enginseer [3 PL, 30pts]

**Selections:** Laspistol, Omnissian Axe, Servo-arm

**Categories:** Tech-Priest, Infantry, Enginseer, Faction: <Forge World>, Faction: Adeptus Mechanicus, Faction: Cult Mechanicus, Character, Faction: Imperium, HQ

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Bionics, Master of Machines (Engiseer)*, **Unit:** *Tech-Priest Enginseer*, **Weapon:** *Laspistol, Omnissian Axe, Servo-arm*

| Abilities | Description |
|---|---|
| Bionics | All models in this unit have a 6+ invulnerable save. |
| Master of Machines (Engiseer) | At the end of your Movement phase this model can repair a single friendly <FORGE WORLD> VEHICLE, ASTRA MILITARUM VEHICLE or QUESTOR MECHANICUS model within 3". If the model being repaired is a <FORGE WORLD> or ASTRA MILITARUM model, it regains D3 lost wounds; if it is a QUESTOR MECHANICUS model, it regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn. |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Tech-Priest Enginseer | 6" | 4+ | 4+ | 4 | 4 | 4 | 2 | 8 | 3+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Omnissian Axe | Melee | Melee | +1 | -2 | 2 | - |
| Servo-arm | Melee | Melee | x2 | -2 | 3 | Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll. |

## Troops [44 PL, 546pts]

### Kataphron Breachers [24 PL, 270pts]

**Categories:** Faction: Imperium, Faction: <Forge World>, Faction: Adeptus Mechanicus, Faction: Cult Mechanicus, Infantry, Kataphron Breachers, Troops

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Bionics, Heavy Battle Servitor*

**Kataphron Breacher [30pts]**

    **Selections:** Arc Claw [4pts], Heavy Arc Rifle [6pts]

    **Unit:** *Kataphron Breacher*, **Weapon:** *Arc Claw, Heavy Arc Rifle*

**Kataphron Breacher [30pts]**

    **Selections:** Arc Claw [4pts], Heavy Arc Rifle [6pts]

    **Unit:** *Kataphron Breacher*, **Weapon:** *Arc Claw, Heavy Arc Rifle*

**Kataphron Breacher [30pts]**

    **Selections:** Arc Claw [4pts], Heavy Arc Rifle [6pts]

    **Unit:** *Kataphron Breacher*, **Weapon:** *Arc Claw, Heavy Arc Rifle*

**Kataphron Breacher [30pts]**

    **Selections:** Arc Claw [4pts], Heavy Arc Rifle [6pts]

    **Unit:** *Kataphron Breacher*, **Weapon:** *Arc Claw, Heavy Arc Rifle*

**Kataphron Breacher [30pts]**

    **Selections:** Arc Claw [4pts], Heavy Arc Rifle [6pts]

    **Unit:** *Kataphron Breacher*, **Weapon:** *Arc Claw, Heavy Arc Rifle*

### Kataphron Breacher [30pts]

Selections: Arc Claw [4pts], Heavy Arc Rifle [6pts]

Unit: *Kataphron Breacher*, Weapon: *Arc Claw, Heavy Arc Rifle*

### Kataphron Breacher [30pts]

Selections: Arc Claw [4pts], Heavy Arc Rifle [6pts]

Unit: *Kataphron Breacher*, Weapon: *Arc Claw, Heavy Arc Rifle*

### Kataphron Breacher [30pts]

Selections: Arc Claw [4pts], Heavy Arc Rifle [6pts]

Unit: *Kataphron Breacher*, Weapon: *Arc Claw, Heavy Arc Rifle*

### Kataphron Breacher [30pts]

Selections: Arc Claw [4pts], Heavy Arc Rifle [6pts]

Unit: *Kataphron Breacher*, Weapon: *Arc Claw, Heavy Arc Rifle*

| Abilities | Description |
|---|---|
| Bionics | All models in this unit have a 6+ invulnerable save. |
| Heavy Battle Servitor | Models in this unit do not suffer the penalty for firing a Heavy weapon after moving, but can only Advance D3". |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Kataphron Breacher | 6" | 4+ | 4+ | 5 | 5 | 3 | 3 | 7 | 3+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Arc Claw | Melee | Melee | +1 | -1 | 1 | When attacking a VEHICLE, this weapon has a Damage of D3. |
| Heavy Arc Rifle | 36" | Heavy 2 | 6 | -2 | D3 | When attacking a VEHICLE, this weapon has a Damage of D6 |

### Kataphron Destroyers [10 PL, 138pts]

Categories: Faction: Imperium, Troops, Faction: Cult Mechanicus, Faction: Adeptus Mechanicus, Faction: <Forge World>, Infantry, Kataphron Destroyers

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics, Heavy Battle Servitor*

### Kataphron Destroyer [46pts]

Selections: Cognis Flamer [7pts], Heavy Grav-Cannon [24pts]

Unit: *Kataphron Destroyer*, Weapon: *Cognis Flamer, Heavy Grav-Cannon*

### Kataphron Destroyer [46pts]

Selections: Cognis Flamer [7pts], Heavy Grav-Cannon [24pts]

Unit: *Kataphron Destroyer*, Weapon: *Cognis Flamer, Heavy Grav-Cannon*

### Kataphron Destroyer [46pts]

Selections: Cognis Flamer [7pts], Heavy Grav-Cannon [24pts]

Unit: *Kataphron Destroyer*, Weapon: *Cognis Flamer, Heavy Grav-Cannon*

| Abilities | Description |
|---|---|
| Bionics | All models in this unit have a 6+ invulnerable save. |
| Heavy Battle Servitor | Models in this unit do not suffer the penalty for firing a Heavy weapon after moving, but can only Advance D3". |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Kataphron Destroyer | 6" | 4+ | 4+ | 5 | 5 | 3 | 2 | 7 | 4+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Cognis Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. In addition, when firing Overwatch with this weapon, roll two dice when determining how many attacks it makes and discard the lowest result. |
| Heavy Grav-Cannon | 30" | Heavy 5 | 5 | -3 | 1 | If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3. |

## Kataphron Destroyers [10 PL, 138pts]

**Categories:** Faction: Imperium, Troops, Faction: Cult Mechanicus, Faction: Adeptus Mechanicus, Faction: <Forge World>, Infantry, Kataphron Destroyers

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Bionics, Heavy Battle Servitor*

### Kataphron Destroyer [46pts]

Selections: Cognis Flamer [7pts], Heavy Grav-Cannon [24pts]

Unit: *Kataphron Destroyer*, **Weapon:** *Cognis Flamer, Heavy Grav-Cannon*

### Kataphron Destroyer [46pts]

Selections: Cognis Flamer [7pts], Heavy Grav-Cannon [24pts]

Unit: *Kataphron Destroyer*, **Weapon:** *Cognis Flamer, Heavy Grav-Cannon*

### Kataphron Destroyer [46pts]

Selections: Cognis Flamer [7pts], Heavy Grav-Cannon [24pts]

Unit: *Kataphron Destroyer*, **Weapon:** *Cognis Flamer, Heavy Grav-Cannon*

| Abilities | Description |
|---|---|
| Bionics | All models in this unit have a 6+ invulnerable save. |
| Heavy Battle Servitor | Models in this unit do not suffer the penalty for firing a Heavy weapon after moving, but can only Advance D3". |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Kataphron Destroyer | 6" | 4+ | 4+ | 5 | 5 | 3 | 2 | 7 | 4+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Cognis Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. In addition, when firing Overwatch with this weapon, roll two dice when determining how many attacks it makes and discard the lowest result. |
| Heavy Grav-Cannon | 30" | Heavy 5 | 5 | -3 | 1 | If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3. |

## Heavy Support [18 PL, 333pts]

### Skorpius Disintegrator [6 PL, 111pts]

**Selections:** Belleros Energy Cannon [20pts], Broad Spectrum Data-tether, 3x Cognis Heavy Stubber [6pts], Disruptor Missile Launcher

**Categories:** Faction: Imperium, Faction: Adeptus Mechanicus, Faction: Skitarii, Skorpius Disintegrator, Vehicle, Heavy Support

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Broad Spectrum Data-tether, Hover Platform*, **Explosion:** *Explodes (Skorpius)*, **Unit:** *Skorpius Disintegrator*, **Weapon:** *Belleros Energy Cannon, Cognis Heavy Stubber, Disruptor Missile Launcher*, **Wound Track (Skorpius Disintegrator):** *Skorpius Disintegrator 1, Skorpius Disintegrator 2, Skorpius Disintegrator 3*

| Abilities | Description |
|---|---|
| Broad Spectrum Data-tether | <FORGE WORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their leadership for the duration of the phase. |
| Hover Platform | This model does not suffer penalty for moving and firing Heavy weapons, unless it Advanced in the same turn. |

| Explosion | Dice Roll | Distance | Mortal Wounds |
|---|---|---|---|
| Explodes (Skorpius) | D6 | 6" | D3 |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Skorpius Disintegrator | * | 6+ | * | 6 | 7 | 12 | + | 8 | 3+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Belleros Energy Cannon | 36" | Heavy 3D3 | 6 | -1 | 2 | This weapon can target units that are not visible to the bearer |
| Cognis Heavy Stubber | 36" | Heavy 3 | 4 | 0 | 1 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Disruptor Missile Launcher | 36" | Heavy D6 | 7 | -2 | D3 | - |

| Wound Track (Skorpius Disintegrator) | Remaining W | M | BS | A |
|---|---|---|---|---|
| Skorpius Disintegrator 1 | 7-12+ | 12" | 3+ | 3 |
| Skorpius Disintegrator 2 | 4-6 | 9" | 4+ | 1 |
| Skorpius Disintegrator 3 | 1-3 | 6" | 5+ | 1 |

## Skorpius Disintegrator [6 PL, 111pts]

**Selections:** Belleros Energy Cannon [20pts], Broad Spectrum Data-tether, 3x Cognis Heavy Stubber [6pts], Disruptor Missile Launcher

**Categories:** Faction: Imperium, Faction: Adeptus Mechanicus, Faction: Skitarii, Skorpius Disintegrator, Vehicle, Heavy Support

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Broad Spectrum Data-tether, Hover Platform*, **Explosion:** *Explodes (Skorpius)*, **Unit:** *Skorpius Disintegrator*, **Weapon:** *Belleros Energy Cannon, Cognis Heavy Stubber, Disruptor Missile Launcher*, **Wound Track (Skorpius Disintegrator):** *Skorpius Disintegrator 1, Skorpius Disintegrator 2, Skorpius Disintegrator 3*

| Abilities | Description |
|---|---|
| Broad Spectrum Data-tether | <FORGE WORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their leadership for the duration of the phase. |
| Hover Platform | This model does not suffer penalty for moving and firing Heavy weapons, unless it Advanced in the same turn. |

| Explosion | Dice Roll | Distance | Mortal Wounds |
|---|---|---|---|
| Explodes (Skorpius) | D6 | 6" | D3 |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Skorpius Disintegrator | * | 6+ | * | 6 | 7 | 12 | + | 8 | 3+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Belleros Energy Cannon | 36" | Heavy 3D3 | 6 | -1 | 2 | This weapon can target units that are not visible to the bearer |
| Cognis Heavy Stubber | 36" | Heavy 3 | 4 | 0 | 1 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Disruptor Missile Launcher | 36" | Heavy D6 | 7 | -2 | D3 | - |

| Wound Track (Skorpius Disintegrator) | Remaining W | M | BS | A |
|---|---|---|---|---|
| Skorpius Disintegrator 1 | 7-12+ | 12" | 3+ | 3 |
| Skorpius Disintegrator 2 | 4-6 | 9" | 4+ | 1 |
| Skorpius Disintegrator 3 | 1-3 | 6" | 5+ | 1 |

## Skorpius Disintegrator [6 PL, 111pts]

**Selections:** Belleros Energy Cannon [20pts], Broad Spectrum Data-tether, 3x Cognis Heavy Stubber [6pts], Disruptor Missile Launcher

**Categories:** Faction: Imperium, Faction: Adeptus Mechanicus, Faction: Skitarii, Skorpius Disintegrator, Vehicle, Heavy Support

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Broad Spectrum Data-tether, Hover Platform*, **Explosion:** *Explodes (Skorpius)*, **Unit:** *Skorpius Disintegrator*, **Weapon:** *Belleros Energy Cannon, Cognis Heavy Stubber, Disruptor Missile Launcher*, **Wound Track (Skorpius Disintegrator):** *Skorpius Disintegrator 1, Skorpius Disintegrator 2, Skorpius Disintegrator 3*

| Abilities | Description |
|---|---|
| Broad Spectrum Data-tether | <FORGE WORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their leadership for the duration of the phase. |
| Hover Platform | This model does not suffer penalty for moving and firing Heavy weapons, unless it Advanced in the same turn. |

| Explosion | Dice Roll | Distance | Mortal Wounds |
|---|---|---|---|
| Explodes (Skorpius) | D6 | 6" | D3 |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Skorpius Disintegrator | * | 6+ | * | 6 | 7 | 12 | + | 8 | 3+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Belleros Energy Cannon | 36" | Heavy 3D3 | 6 | -1 | 2 | This weapon can target units that are not visible to the bearer |
| Cognis Heavy Stubber | 36" | Heavy 3 | 4 | 0 | 1 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Disruptor Missile Launcher | 36" | Heavy D6 | 7 | -2 | D3 | - |

| Wound Track (Skorpius Disintegrator) | Remaining W | M | BS | A |
|---|---|---|---|---|
| Skorpius Disintegrator 1 | 7-12+ | 12" | 3+ | 3 |
| Skorpius Disintegrator 2 | 4-6 | 9" | 4+ | 1 |
| Skorpius Disintegrator 3 | 1-3 | 6" | 5+ | 1 |

## Battalion Detachment +5CP (Imperium - Adeptus Mechanicus) [26 PL, 386pts]

**Rules:** *Soldiers of the Machine God*

### No Force Org Slot

**Forge World Choice**

**Categories:** No Force Org Slot

**Forge World: Stygies VIII**

**Selections:** Dogma: Shroud Protocols

**Forge World Dogma:** *Shroud Protocols*

| Forge World Dogma | Description |
|---|---|
| Shroud Protocols | Your opponent must subtract 1 from their hit rolls when shooting at units with this dogma if they are more than 12" away. |

## HQ [10 PL, 130pts]

### Daedalosus [3 PL, 50pts]

**Selections:** Eradication pistol, Servo claw

**Categories:** HQ, Faction: Adeptus Mechanicus, Faction: Cult Mechanicus, Faction: Imperium, Character, Infantry, Tech-Priest, Daedalosus

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Archeotech Device, Omniscanner, Ornate Bionics, Roving Explorer*, **Unit:** *Daedalosus*, **Weapon:** *Eradication pistol, Servo claw*

| Abilities | Description |
|---|---|
| Archeotech Device | Once per battle, at the start of your Shooting phase, Daedalosus can activeate an ancient archeotech device. If he does so, select one of the following effects.<br>- Select one friendly ADEPTUS MECHANICUS unit within 3" of Daedalosus. One model in that unit regains D3 lost wounds.<br>- Select one enemy unit within 3" of Daedalosus. That enemy unit suffers D3 mortal wounds. |
| Omniscanner | At the start of your Shooting phase, you can select one enemy unit that is within 24" of and visible to Daedalosus. Until the end of the phase, add 1 to hit rolls for attacks made by friendly ADEPTUS MECHANICUS units that target the selected unit whilst they are within 6" of Daedalosus. |
| Ornate Bionics | Daedalosus has a 5+ invulerable save. |
| Roving Explorer | Daedalosus can be included in an ADEPTUS MECHANICUS Detachement without preventing other units in that Detachment from gaining a Forge World Dogma.Note, however, that Daedalosus can never benefit from a Forge World Dogma. |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Daedalosus | 6" | 4+ | 3+ | 3 | 4 | 5 | 2 | 8 | 4+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Eradication pistol | 12" | Pistol D3 | 6 | -1 | 1 | If target is within 6" of the bearer, this weapon has a Type of Pistol 1, an AP-3 and a Damage of D3. |
| Servo claw | Melee | Melee | S + 1 | -1 | 1 | When attacking a vehicle, this weapon has a Damage characteristic of D3. |

### Tech-Priest Dominus [7 PL, 80pts]

**Selections:** Macrostubber [2pts], Omnissian Axe, Volkite Blaster [8pts]

**Categories:** Character, Infantry, Tech-Priest, Dominus, Faction: Cult Mechanicus, Faction: Adeptus Mechanicus, Faction: <Forge World>, Faction: Imperium, HQ

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Lord of the Machine Cult, Master of Machines (Dominus), Masterwork Bionics, Refractor Field*, **Unit:** *Tech-Priest Dominus*, **Weapon:** *Macrostubber, Omnissian Axe, Volkite Blaster*

| Abilities | Description |
|---|---|
| Lord of the Machine Cult | You can re-roll hit rolls of 1 in the Shooting phase for friendly <FORGE WORLD> units within 6" |
| Master of Machines (Dominus) | At the end of your Movement phase this model can repair a single friendly <FORGE WORLD> or QUESTOR MECHANICUS model within 3" (but not itself). If the model being repaired is a <FORGE WORLD> model, it regains D3 lost wounds; if it is a QUESTOR MECHANNICUS model, it regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn. |
| Masterwork Bionics | At the beginning of each of your turns, this model regains D3 lost wounds. |

| | | |
|---|---|---|
| Refractor Field | This Model/Unit has a 5+ invulnerable save. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Tech-Priest Dominus | 6" | 3+ | 2+ | 4 | 4 | 5 | 3 | 8 | 2+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Macrostubber | 12" | Pistol 5 | 4 | 0 | 1 | - |
| Omnissian Axe | Melee | Melee | +1 | -2 | 2 | - |
| Volkite Blaster | 24" | Heavy 3 | 6 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage. |

## Troops [12 PL, 183pts]

### Skitarii Rangers [4 PL, 59pts]

**Categories:** Troops, Faction: <Forge World>, Faction: Adeptus Mechanicus, Faction: Skitarii, Infantry, Skitarii Rangers, Faction: Imperium

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Bionics*

#### Ranger Alpha [7pts]

**Selections:** Galvanic Rifle

**Categories:** Skitarii Rangers

**Unit:** *Ranger Alpha*, **Weapon:** *Galvanic Rifle*

#### 2x Skitarii Ranger [14pts]

**Selections:** 2x Galvanic Rifle

**Unit:** *Skitarii Ranger*, **Weapon:** *Galvanic Rifle*

#### 2x Skitarii Ranger (Transuranic Arquebus) [38pts]

**Selections:** 2x Transuranic Arquebus [24pts]

**Unit:** *Skitarii Ranger*, **Weapon:** *Transuranic Arquebus*

| Abilities | Description |
|---|---|
| Bionics | All models in this unit have a 6+ invulnerable save. |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Ranger Alpha | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 7 | 4+ |
| Skitarii Ranger | 6" | 4+ | 3+ | 3 | 3 | 1 | 1 | 6 | 4+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Galvanic Rifle | 30" | Rapid Fire 1 | 4 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1. |
| Transuranic Arquebus | 60" | Heavy 1 | 7 | -2 | D3 | This weapon cannot be fired if the firing model moved during the Movement phase. This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. |

### Skitarii Vanguards [4 PL, 62pts]

**Categories:** Troops, Faction: <Forge World>, Faction: Skitarii, Faction: Adeptus Mechanicus, Infantry, Skitarii Vanguard, Faction: Imperium

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Bionics, Rad Saturation*

#### 2x Skitarii Vanguard [16pts]

**Selections:** 2x Radium Carbine

Unit: *Skitarii Vanguard*, **Weapon:** *Radium Carbine*

### 2x Skitarii Vanguard (Plasma Caliver) [38pts]

**Selections:** 2x Plasma Caliver [22pts]

Unit: *Skitarii Vanguard*, **Weapon:** *Plasma Caliver (Standard), Plasma Caliver (Supercharge)*

### Vanguard Alpha [8pts]

**Selections:** Radium Carbine

Unit: *Vanguard Alpha*, **Weapon:** *Radium Carbine*

| Abilities | Description |
|---|---|
| Bionics | All models in this unit have a 6+ invulnerable save. |
| Rad Saturation | Reduce the Toughness of enemy units (other than VEHICLES) by 1 whilst they are within 1" of any Skitarii Vanguard units. |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Skitarii Vanguard | 6" | 4+ | 3+ | 3 | 3 | 1 | 1 | 6 | 4+ |
| Vanguard Alpha | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 7 | 4+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Plasma Caliver (Standard) | 18" | Assault 2 | 7 | -3 | 1 | - |
| Plasma Caliver (Supercharge) | 18" | Assault 2 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Radium Carbine | 18" | Assault 3 | 3 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1. |

## Skitarii Vanguards [4 PL, 62pts]

**Categories:** Troops, Faction: <Forge World>, Faction: Skitarii, Faction: Adeptus Mechanicus, Infantry, Skitarii Vanguard, Faction: Imperium

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Bionics, Rad Saturation*

### 2x Skitarii Vanguard [16pts]

**Selections:** 2x Radium Carbine

Unit: *Skitarii Vanguard*, **Weapon:** *Radium Carbine*

### 2x Skitarii Vanguard (Plasma Caliver) [38pts]

**Selections:** 2x Plasma Caliver [22pts]

Unit: *Skitarii Vanguard*, **Weapon:** *Plasma Caliver (Standard), Plasma Caliver (Supercharge)*

### Vanguard Alpha [8pts]

**Selections:** Radium Carbine

Unit: *Vanguard Alpha*, **Weapon:** *Radium Carbine*

| Abilities | Description |
|---|---|
| Bionics | All models in this unit have a 6+ invulnerable save. |
| Rad Saturation | Reduce the Toughness of enemy units (other than VEHICLES) by 1 whilst they are within 1" of any Skitarii Vanguard units. |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Skitarii Vanguard | 6" | 4+ | 3+ | 3 | 3 | 1 | 1 | 6 | 4+ |
| Vanguard Alpha | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 7 | 4+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Plasma Caliver (Standard) | 18" | Assault 2 | 7 | -3 | 1 | - |
| Plasma Caliver (Supercharge) | 18" | Assault 2 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Radium Carbine | 18" | Assault 3 | 3 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1. |

## Dedicated Transport [4 PL, 73pts]

### Skorpius Dunerider [4 PL, 73pts]

**Selections:** Broad Spectrum Data-tether, 2x Cognis Heavy Stubber [4pts], Twin Cognis Heavy Stubber [4pts]

**Categories:** Faction: Adeptus Mechanicus, Faction: Imperium, Faction: Skitarii, Skorpius Dunerider, Transport, Vehicle, Dedicated Transport

**Rules:** *Canticles of the Omnissiah*

**Abilities:** *Broad Spectrum Data-tether, Hover Platform*, **Explosion:** *Explodes (Skorpius)*, **Transport:** *Transport*, **Unit:** *Skorpius Dunerider*, **Weapon:** *Cognis Heavy Stubber, Twin Cognis Heavy Stubber*, **Wound Track (Skorpius Dunerider):** *Skorpius Dunerider 1, Skorpius Dunerider 2, Skorpius Dunerider 3*

| Abilities | Description |
|---|---|
| Broad Spectrum Data-tether | <FORGE WORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their leadership for the duration of the phase. |
| Hover Platform | This model does not suffer penalty for moving and firing Heavy weapons, unless it Advanced in the same turn. |

| Explosion | Dice Roll | Distance | Mortal Wounds |
|---|---|---|---|
| Explodes (Skorpius) | D6 | 6" | D3 |

| Transport | Capacity |
|---|---|
| Transport | This model can transport 10 Secutarii Infantry or <Forge World> Infantry models. It cannot transport Belisarius Cawl, Kataphron Breacher or Kataphron Destroyer models. |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---|---|---|---|---|---|---|---|---|---|
| Skorpius Dunerider | * | 6+ | * | 6 | 6 | 12 | * | 8 | 3+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---|---|---|---|---|---|---|
| Cognis Heavy Stubber | 36" | Heavy 3 | 4 | 0 | 1 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so. |
| Twin Cognis Heavy Stubber | 36" | Heavy 6 | 4 | 0 | 1 | You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do |

| Wound Track (Skorpius Dunerider) | Remaining W | M | BS | A |
|---|---|---|---|---|
| Skorpius Dunerider 1 | 7-12+ | 12" | 3+ | 3 |
| Skorpius Dunerider 2 | 4-6 | 9" | 4+ | D3 |
| Skorpius Dunerider 3 | 1-3 | 6" | 5+ | 1 |

## Force Rules

**Soldiers of the Machine God:** If your army is Battle-forged, all Troops units in ADEPTUS MECHANICUS Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

# Selection Rules

**Canticles of the Omnissiah:** All units with this ability gain a bonus during the battle depending on the Canticle of the Omnissiah currently being canted.

At the start of each battle round, pick which Canticle of the Omnissiah from the table below is in effect for the duration of the battle round. The same Canticle may not be picked twice during the same battle.

Alternatively, you can randomly determine which Canticle of the Omnissiah is in effect by rolling a D6 and consulting the table below. Note that if you randomly determine a Canticle, it takes effect even if the same Canticle has been in effect earlier in the battle.

If you have a Battle-forged army, units only receive the bonus if every model in their Detachment has this ability.

1. Incantation of the Iron Soul:
You can re-roll failed Morale tests for affected units.

2. Litany of the Electromancer:
Roll a D6 for each enemy unit that is within 1" of any affected units; on a roll of 6, the unit being rolled for suffers D3 mortal wounds.

3. Chant of the Remorseless Fist:
You can re-roll any failed hit rolls of 1 for affected units in the Fight phase.

4. Shroudpsalm:
Affected units gain the bonus to their armour saving throws as if they were in cover. Units already in cover are unaffected.

5. Invocation of Machine Might:
Affected units have +1 Strength.

6. Benediction of the Omnissiah:
You can re-roll failed hit rolls of 1 for affected units in the shooting phase.

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