

Ad Mech 2000 (Warhammer 40,000 8th Edition) [145 PL, -1CP, 1,994pts]

Battalion Detachment +5CP (Imperium - Adeptus Mechanicus) [87 PL, 1,267pts]

Rules: *Canticles of the Omnissiah* - Mars: *Panegyric Procession*, *Soldiers of the Machine God*

Configuration

Forge World Choice

Categories: CONFIGURATION

Forge World: Mars

Selections: Dogma: *Glory to the Omnissiah*

Forge World Dogma: *Glory to the Omnissiah*

Forge World Dogma	Description	Ref
Glory to the Omnissiah	Each time you randomly determine which Canticle of the Omnissiah is 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).	Codex: Adeptus Mechanicus

HQ [17 PL, 255pts]

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	Ref
Archmagos	Whilst Belisarius Cawl is on the battlefield, you can add or subtract 1 when rolling on the Canticles of the Omnissiah table.	Codex: Adeptus Mechanicus
Lord of Mars	You can re-roll any hit rolls in the Shooting phase for friendly MARS units within 6"	Codex: Adeptus Mechanicus
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.	Codex: Adeptus Mechanicus
Refractor Field	This Model/Unit has a 5+ invulnerable save.	Codex: Adeptus Mechanicus
Self-repair Mechanisms	At the beginning of each of your turns, Belisarius Cawl regains D3 lost wounds.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Belisarius Cawl	6	2+	2+	5	6	8	4	9	2+	Codex: Adeptus Mechanicus

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Arc Scourge	Melee	Melee	x2	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3.	Codex: Adeptus Mechanicus
Mechadendrite Hive	Melee	Melee	User	0	1	Each time Belisarius Cawl fights, he can make 2D6 additional attacks with this weapon.	Codex: Adeptus Mechanicus
Omnissian Axe	Melee	Melee	+1	-2	2	-	Codex: Adeptus Mechanicus
Solar Atomiser	12"	Assault D3	10	-4	D3	If the target is within half range of this weapon, it has a Damage of D6.	Codex: Adeptus Mechanicus

Tech-Priest Manipulus [4 PL, 65pts]

Selections: Mechadendrites, Ommissian Staff, Relic: Anzion's Pseudogenetor, Transonic cannon

Categories: CHARACTER, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: CULT MECHANICUS, HQ, INFANTRY, TECH-PRIEST, MANIPULUS, FACTION: IMPERIUM

Rules: *Canticles of the Ommissiah*

Abilities: *Blessed Bionics, Galvanic Field - Bolster Warriors, Galvanic Field - Bolster Weapons, Master of Machines (Manipulus)*, **Unit:** *Tech-Priest Manipulus*, **Weapon:** *Anzion's Pseudogenetor, Mechadendrites, Ommissian Staff, Transonic cannon*

Abilities	Description	Ref
Blessed Bionics	This model has an 5+ invulnerable save. In addition, at the beginning of your turn, this model regains D3 lost wounds.	
Galvanic Field - Bolster Warriors	Add 1" to the Move characteristic of <FORGEWORLD> units whilst they are within 6" of any friendly models with this ability. Add 1 to Advance rolls and charge rolls made for <FORGE WORLD> units whilst they are within 6" of any friendly models with this ability.	
Galvanic Field - Bolster Weapons	This model cannot move for any reason. Add 6" to the maximum Range characteristic of ranged weapons with an unmodified Range characteristic of 24" or more that are equipped by models in <FORGEWORLD> units whilst they are within 6" of any friendly models with this ability. Add 2" to the maximum Range characteristic of all other ranged weapons models in <FORGEWORLD> units are equipped with whilst they are within 6" of any friendly models with this ability.	
Master of Machines (Manipulus)	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 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.	Codex: Adeptus Mechanicus

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Anzion's Pseudogenetor	Melee	Melee	4	-1	1	Each time the bearer fights, they can make D6 additional attacks using this weapons' profile. You can re-roll failed wound rolls for this weapon when attacking INFANTRY models.	Codex: Adeptus Mechanicus
Mechadendrites	Melee	Melee	User	0	1	Each time the bearer fights, it can make D6 additional attacks with this weapon.	
Ommissian Staff	Melee	Melee	+2	-1	2	-	
Transonic cannon	8"	Assault D6	4	-1	2	This weapon automatically hits its target.	

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*

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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	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus
Heavy Battle Servitor	Models in this unit do not suffer the penalty for firing a Heavy weapon after moving, but can only Advance D3".	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kataphron Breacher	6"	4+	4+	5	5	3	3	7	3+	Codex: Adeptus Mechanicus

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

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*

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

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kataphron Destroyer	6"	4+	4+	5	5	3	2	7	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
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.	Codex: Adeptus Mechanicus

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*

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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	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus
Heavy Battle Servitor	Models in this unit do not suffer the penalty for firing a Heavy weapon after moving, but can only Advance D3".	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kataphron Destroyer	6"	4+	4+	5	5	3	2	7	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
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.	Codex: Adeptus Mechanicus

Fast Attack [8 PL, 133pts]

Serberys Raiders [8 PL, 133pts]

Selections: Enhanced Data-Tether [5pts]

Categories: CAVALRY, SERBERYS RAIDERS, FACTION: IMPERIUM, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARII, FAST ATTACK

Abilities: *Enhanced Data-Tether, Eye of Serberys, Skirmishing Line*, **Unit:** *Serberys Raiders*

8x Serberys Raider [112pts]

Selections: 8x Cavalry Sabre, 8x Clawed Limbs, 8x Galvanic Carbine

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics*, **Unit:** *Serberys Raider*, **Weapon:** *Cavalry Sabre, Clawed Limbs, Galvanic Carbine*

Serberys Raider Alpha [16pts]

Selections: Archeo-revolver [2pts], Cavalry Sabre, Clawed Limbs, Galvanic Carbine

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics*, **Unit:** *Serberys Raider Alpha*, **Weapon:** *Archeo-revolver, Cavalry Sabre, Clawed Limbs, Galvanic Carbine*

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus
Enhanced Data-Tether	You can re-roll failed Morale tests for a unit that includes a model with an enhanced data-tether.	Codex: Adeptus Mechanicus
Eye of Serberys	Ranged weapons models in this unit are equipped with can target a CHARACTER unit even if it is not the closet enemy unit. In addition, when resolving an attack made with a ranged weapon by a model in this unit, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.	
Skirmishing Line	At the start of the first battle round, before the first turn begins, this unit can move as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do his, the player who is taking the first turn moves their units first.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Serberys Raider	12"	4+	3+	3	3	3	1	6	4+	
Serberys Raider Alpha	12"	4+	3+	3	3	3	2	7	4+	
Serberys Raiders										

Weapon	Range	Type	S	AP	D	Abilities	Ref
Archeo-revolver	12"	Pistol 1	5	-2	2	-	
Cavalry Sabre	Melee	Melee	+1	-1	1	-	
Clawed Limbs	Melee	Melee	+1	0	1	When the bearer fights, it makes 2 additional attacks with this weapon.	
Galvanic Carbine	18"	Assault 2	4	0	1	When resolving an attack made with this weapon, on an unmodified wound roll of 6 this weapon has an Armour Penetration characteristic of -1 for that attack.	

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	Ref
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.	Codex: Adeptus Mechanicus
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	Ref
Explodes (Skorpius)	D6	6"	D3	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
Disruptor Missile Launcher	36"	Heavy D6	7	-2	D3 -		

Wound Track (Skorpius Disintegrator)	Remaining W	M	BS	A	Ref
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	Ref
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.	Codex: Adeptus Mechanicus
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	Ref
Explodes (Skorpius)	D6	6"	D3	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
Disruptor Missile Launcher	36"	Heavy D6	7	-2	D3	-	

Wound Track (Skorpius Disintegrator)	Remaining W	M	BS	A	Ref
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	Ref
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.	Codex: Adeptus Mechanicus
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	Ref
Explodes (Skorpius)	D6	6"	D3	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
Disruptor Missile Launcher	36"	Heavy D6	7	-2	D3	-	

Wound Track (Skorpius Disintegrator)	Remaining W	M	BS	A	Ref
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) [40 PL, -1CP, 562pts]

Rules: *Canticles of the Omnissiah - Mars: Panegyric Procession, Soldiers of the Machine God*

Configuration

Forge World Choice

Categories: CONFIGURATION

Forge World: Mars

Selections: Dogma: Glory to the Omnissiah

Forge World Dogma: *Glory to the Omnissiah*

Forge World Dogma	Description	Ref
Glory to the Omnissiah	Each time you randomly determine which Canticle of the Omnissiah is 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).	Codex: Adeptus Mechanicus

HQ [6 PL, -1CP, 80pts]

Daedalusus [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:** *Daedalusus*, **Weapon:** *Eradication pistol, Servo claw*

Abilities	Description	Ref
Archeotech Device	Once per battle, at the start of your Shooting phase, Daedalusus can activate an ancient archeotech device. If he does so, select one of the following effects. - Select one friendly ADEPTUS MECHANICUS unit within 3" of Daedalusus. One model in that unit regains D3 lost wounds. - Select one enemy unit within 3" of Daedalusus. 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 Daedalusus. 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 Daedalusus.	
Ornate Bionics	Daedalusus has a 5+ invulnerable save.	
Roving Explorer	Daedalusus can be included in an ADEPTUS MECHANICUS Detachment without preventing other units in that Detachment from gaining a Forge World Dogma. Note, however, that Daedalusus can never benefit from a Forge World Dogma.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Daedalusus	6"	4+	3+	3	4	5	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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	When attacking a vehicle, this weapon has a Damage characteristic of D3.	

Tech-Priest Enginseer [3 PL, -1CP, 30pts]

Selections: Laspistol, Mechanicus Locum [-1CP], Omnissian Axe, Servo-arm, Warlord Trait (Engine War): Fabrications of the Artisan

Categories: TECH-PRIEST, INFANTRY, ENGINEER, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: CULT MECHANICUS, CHARACTER, FACTION: IMPERIUM, HQ

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics, Fabrications of the Artisan, Master of Machines (Enginseer), Mechanicus Locum*, **Unit:** *Tech-Priest Enginseer*, **Weapon:** *Laspistol, Omnissian Axe, Servo-arm*

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus
Fabrications of the Artisan	<p>At the start of your turn, you can select one of the aura abilities below. Until the start of your next turn, this Warlord is treated as having that aura ability on their datasheet.</p> <ul style="list-style-type: none"> - Exquisite Calibrations: When resolving an attack made with a ranged weapon by a friendly <FORGE WORLD> model within 6" of this Warlord against a unit that is within half range, improve the Armour Penetration characteristic of that weapon by 1 for that attack (e.g. AP 0 becomes AP -1). - Mastery of the Motive Force: When resolving an attack made with an arc weapon by a friendly <FORGE WORLD> model within 6" of this Warlord against a VEHICLE unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage. - Enhanced Engine Interfaces: Friendly VEHICLE models within 6" of this Warlord can shoot in a turn in which they Fell Back. 	
Master of Machines (Engineer)	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.	Codex: Adeptus Mechanicus
Mechanicus Locum	Use this Stratagem before the battle, after nominating your Warlord. Select one <FORGE WORLD> CHARACTR model from your army that does not have a Warlord Trait and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results).	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tech-Priest Engineer	6"	4+	4+	4	4	4	2	8	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Laspistol	12"	Pistol 1	3	0	1	-	Codex: Adeptus Mechanicus
Omnissian Axe	Melee	Melee	+1	-2	2	-	Codex: Adeptus Mechanicus
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 [12 PL, 132pts]

Skitarii Rangers [4 PL, 35pts]

Categories: TROOPS, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARI, INFANTRY, SKITARI RANGERS, FACTION: IMPERIUM

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics*

Ranger Alpha [7pts]

Selections: Galvanic Rifle

Categories: SKITARI RANGERS

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

4x Skitarii Ranger [28pts]

Selections: 4x Galvanic Rifle

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

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+	Codex: Adeptus Mechanicus
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus

Skitarii Rangers [4 PL, 35pts]

Categories: TROOPS, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARI, INFANTRY, SKITARI RANGERS, FACTION: IMPERIUM

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics*

Ranger Alpha [7pts]

Selections: Galvanic Rifle

Categories: SKITARI RANGERS

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

4x Skitarii Ranger [28pts]

Selections: 4x Galvanic Rifle

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

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+	Codex: Adeptus Mechanicus
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus

Skitarii Vanguard [4 PL, 62pts]

Categories: TROOPS, FACTION: <FORGE WORLD>, FACTION: SKITARI, FACTION: ADEPTUS MECHANICUS, INFANTRY, SKITARI 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	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus
Rad-saturation	Subtract 1 from the Toughness characteristic of enemy units without the VEHICLE keyword whilst they are within 1" of any units from your army with this ability.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Skitarii Vanguard	6"	4+	3+	3	3	1	1	6	4+	Codex: Adeptus Mechanicus
Vanguard Alpha	6"	4+	3+	3	3	1	2	7	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plasma Caliver (Standard)	18"	Assault 2	7	-3	1	-	Codex: Adeptus Mechanicus
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.	Codex: Adeptus Mechanicus
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.	Codex: Adeptus Mechanicus

Heavy Support [14 PL, 204pts]

Onager Dunecrawler [7 PL, 102pts]

Selections: Broad Spectrum Data-tether, Cognis Heavy Stubber [2pts], Icarus Array [30pts]

Categories: VEHICLE, ONAGER DUNECRAWLER, FACTION: <FORGE WORLD>, FACTION: SKITARII, FACTION: ADEPTUS MECHANICUS, FACTION: IMPERIUM, HEAVY SUPPORT

Rules: *Canticles of the Omnissiah*

Abilities: *Broad Spectrum Data-tether, Crawler, Emanatus Force Field*, **Explosion:** *Explodes (Dunecrawler)*, **Unit:** *Onager Dunecrawler*, **Weapon:** *Cognis Heavy Stubber, Daedalus Missile Launcher, Gatling Rocket Launcher, Twin Icarus Autocannon*, **Wound Track (Dunecrawler):** *Onager Dunecrawler 1, Onager Dunecrawler 2, Onager Dunecrawler 3*

Abilities	Description	Ref
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.	Codex: Adeptus Mechanicus
Crawler	This model can only Advance D3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.	Codex: Adeptus Mechanicus
Emanatus Force Field	This model has a 5+ invulnerable save. You can re-roll invulnerable saving throws of 1 for any Onager Dunecrawler if it is within 6" of at least one other <FORGE WORLD> Onager Dunecrawler.	Codex: Adeptus Mechanicus

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Dunecrawler)	6	6"	D3	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Onager Dunecrawler	*	5+	*	6	7	11	*	8	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
Daedalus Missile Launcher	48"	Heavy 1	7	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls against other targets.	Codex: Adeptus Mechanicus
Gatling Rocket Launcher	48"	Heavy 5	6	-2	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls against other targets.	Codex: Adeptus Mechanicus
Twin Icarus Autocannon	48"	Heavy 4	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls against other targets.	Codex: Adeptus Mechanicus

Wound Track (Dunecrawler)	Remaining W	M	BS	A	Ref
Onager Dunecrawler 1	6-11+	8"	3+	3	Codex: Adeptus Mechanicus
Onager Dunecrawler 2	3-5	6"	4+	D3	Codex: Adeptus Mechanicus
Onager Dunecrawler 3	1-2	4"	5+	1	Codex: Adeptus Mechanicus

Onager Dunecrawler [7 PL, 102pts]

Selections: Broad Spectrum Data-tether, Cognis Heavy Stubber [2pts], Icarus Array [30pts]

Categories: VEHICLE, ONAGER DUNECRAWLER, FACTION: <FORGE WORLD>, FACTION: SKITARII, FACTION: ADEPTUS MECHANICUS, FACTION: IMPERIUM, HEAVY SUPPORT

Rules: *Canticles of the Omnissiah*

Abilities: *Broad Spectrum Data-tether, Crawler, Emanatus Force Field*, **Explosion:** *Explodes (Dunecrawler)*, **Unit:** *Onager Dunecrawler*, **Weapon:** *Cognis Heavy Stubber, Daedalus Missile Launcher, Gatling Rocket Launcher, Twin Icarus Autocannon*, **Wound Track (Dunecrawler):** *Onager Dunecrawler 1, Onager Dunecrawler 2, Onager Dunecrawler 3*

Abilities	Description	Ref
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.	Codex: Adeptus Mechanicus
Crawler	This model can only Advance D3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.	Codex: Adeptus Mechanicus
Emanatus Force Field	This model has a 5+ invulnerable save. You can re-roll invulnerable saving throws of 1 for any Onager Dunecrawler if it is within 6" of at least one other <FORGE WORLD> Onager Dunecrawler.	Codex: Adeptus Mechanicus

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Dunecrawler)	6	6"	D3	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Onager Dunecrawler	*	5+	*	6	7	11	*	8	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
Daedalus Missile Launcher	48"	Heavy 1	7	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls against other targets.	Codex: Adeptus Mechanicus
Gatling Rocket Launcher	48"	Heavy 5	6	-2	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls against other targets.	Codex: Adeptus Mechanicus
Twin Icarus Autocannon	48"	Heavy 4	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls against other targets.	Codex: Adeptus Mechanicus

Wound Track (Dunecrawler)	Remaining W	M	BS	A	Ref
Onager Dunecrawler 1	6-11+	8"	3+	3	Codex: Adeptus Mechanicus
Onager Dunecrawler 2	3-5	6"	4+	D3	Codex: Adeptus Mechanicus
Onager Dunecrawler 3	1-2	4"	5+	1	Codex: Adeptus Mechanicus

Dedicated Transport [8 PL, 146pts]

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	Ref
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.	Codex: Adeptus Mechanicus
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	Ref
Explodes (Skorpius)	D6	6"	D3	

Transport Capacity	Ref
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	Ref
Skorpius Dunerider	*	6+	*	6	6	12	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
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	Ref
Skorpius Dunerider 1	7-12+	12"	3+	3	
Skorpius Dunerider 2	4-6	9"	4+	D3	
Skorpius Dunerider 3	1-3	6"	5+	1	

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	Ref
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.	Codex: Adeptus Mechanicus
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	Ref
Explodes (Skorpius)	D6	6"	D3	

Transport Capacity	Ref
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	Ref
Skorpius Dunerider	*	6+	*	6	6	12	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus
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	Ref
Skorpius Dunerider 1	7-12+	12"	3+	3	
Skorpius Dunerider 2	4-6	9"	4+	D3	
Skorpius Dunerider 3	1-3	6"	5+	1	

Battalion Detachment +5CP (Imperium - Adeptus Mechanicus) [18 PL, 165pts]

Rules: *Canticles of the Omnissiah - Mars: Panegyric Procession, Soldiers of the Machine God*

Configuration

Forge World Choice

Categories: CONFIGURATION

Forge World: Mars

Selections: Dogma: Glory to the Omnissiah

Forge World Dogma: *Glory to the Omnissiah*

Forge World Dogma	Description	Ref
Glory to the Omnissiah	Each time you randomly determine which Canticle of the Omnissiah is 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).	Codex: Adeptus Mechanicus

HQ [6 PL, 60pts]

Tech-Priest Engineeer [3 PL, 30pts]

Selections: Laspistol, Omnissian Axe, Servo-arm

Categories: TECH-PRIEST, INFANTRY, ENGINEER, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: CULT MECHANICUS, CHARACTER, FACTION: IMPERIUM, HQ

Rules: *Canticles of the Omnissiah*

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

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus
Master of Machines (Engineer)	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.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tech-Priest Engineeer	6"	4+	4+	4	4	4	2	8	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Laspistol	12"	Pistol 1	3	0	1	-	Codex: Adeptus Mechanicus
Omnissian Axe	Melee	Melee	+1	-2	2	-	Codex: Adeptus Mechanicus
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.	

Tech-Priest Engineeer [3 PL, 30pts]

Selections: Laspistol, Omnissian Axe, Servo-arm

Categories: TECH-PRIEST, INFANTRY, ENGINEER, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: CULT MECHANICUS, CHARACTER, FACTION: IMPERIUM, HQ

Rules: *Canticles of the Omnissiah*

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

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus
Master of Machines (Engineer)	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.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tech-Priest Engineeer	6"	4+	4+	4	4	4	2	8	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Laspistol	12"	Pistol 1	3	0	1	-	Codex: Adeptus Mechanicus
Omnissian Axe	Melee	Melee	+1	-2	2	-	Codex: Adeptus Mechanicus
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 [12 PL, 105pts]

Skitarii Rangers [4 PL, 35pts]

Categories: TROOPS, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARI, INFANTRY, SKITARI RANGERS, FACTION: IMPERIUM

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics*

Ranger Alpha [7pts]

Selections: Galvanic Rifle

Categories: SKITARI RANGERS

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

4x Skitarii Ranger [28pts]

Selections: 4x Galvanic Rifle

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

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+	Codex: Adeptus Mechanicus
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus

Skitarii Rangers [4 PL, 35pts]

Categories: TROOPS, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARI, INFANTRY, SKITARI RANGERS, FACTION: IMPERIUM

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics*

Ranger Alpha [7pts]

Selections: Galvanic Rifle

Categories: SKITARI RANGERS

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

4x Skitarii Ranger [28pts]

Selections: 4x Galvanic Rifle

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

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+	Codex: Adeptus Mechanicus
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus

Skitarii Rangers [4 PL, 35pts]

Categories: TROOPS, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARI, INFANTRY, SKITARI RANGERS, FACTION: IMPERIUM

Rules: *Canticles of the Omnissiah*

Abilities: *Bionics*

Ranger Alpha [7pts]

Selections: Galvanic Rifle

Categories: SKITARI RANGERS

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

4x Skitarii Ranger [28pts]

Selections: 4x Galvanic Rifle

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

Abilities	Description	Ref
Bionics	All models in this unit have a 6+ invulnerable save.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+	Codex: Adeptus Mechanicus
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: Adeptus Mechanicus

Force Rules

Canticles of the Omnissiah - Mars: Panegyric Procession: Models in affected units do not suffer the penalty for moving and firing Heavy weapons. Increase the Strength characteristic of Heavy weapons models in the affected unit are quipped with by 1. ()

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. (Codex: Adeptus Mechanicus)

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.

Before the battle, if your Warlord is an ADEPTUS MECHANICUS CHARACTER and their <FORGE WORLD> is either RYZA, MARS, LUCIUS, METALICA, GRAIA, AGRIPINAA or STYGIES, you can select one of the Canticles of the Omnissiah to be replaced by that <FORGE WORLD>'s Canticle.

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 Ommissiah:

You can re-roll failed hit rolls of 1 for affected units in the shooting phase. (Codex: Adeptus Mechanicus)

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