Liber Taghmatae

Contents

Author's Summary

So this is my personal attempt to expand upon the Mechanicum Faction and try to add in more customisability to the force. Afterall the Mechanicum has always been a collection of strange Magi each chasing after their own goals and creating their own unique spider-web of knowledge. And as such I feel their personal forces should likewise possess some of that uniqueness, which I've tried to achieve with this homebrew.

For those of you who are only interested in what's different in this rather large document compared to the official tome I'll attempt to summarise the major changes below:

- Expanded Roster - Skitarii as well as other 40k Mechanicus units have been included. There are also a number of additional units that have been mentioned in the FW black books, but not expanded upon that I've written rules for based on my understanding of the Mechanicum. I've also brought back a number of the old Imperial Robots as Automata classes of varying kinds.
- Magi - There are now 3 'tiers' of Magos all of whom have access to a vast array of wargear as well as Techno-arcana, so you can tweak them to your personal preferences.
- Techno-arcana - Speaking of the Orders of High Techno-arcana, there is now a much expanded selection of Orders to choose from (25 in fact!). I've tried to keep them all relatively unique so that they will give a different experience/feel when you use them on the tabletop. Some of the official Techno-arcana have also been lightly tweaked to fit with the new paradigms I've created. The Techno-arcana give increased abilities to higher 'tier' Magi, so your lesser adepts will still have distinctiveness, but the more powerful abilities (or those that alter army selection) can only be accessed by more expensive characters.
- Archmagi - Related to the above I've separated Archmagos into an upgrade separate to the Magos' 'tier'. This is because to me their 'tier' is more of a political thing, whereas being an Archmagos is about skill/talent. Therefore each Techno-arcana has an Archmagos ability that can be purchased to represent that, however their talent also leads to paranoia so they become restricted from being in units with Magi of other Techno-arcana for fear of their ideas being stolen. This is also something of a balancing mechanism as I don't want it to be possible to stick several Archmagi in one unit to create a 'deathstar'.
- New Force Organisation Charts - This is an optional section of the Army List as it is entirely possible (IMO) to run the army using the standard Crusade Force Organisation Chart, however each of the Charts in the Militaris Omnissiah section is intended to let you either play a very focused force (i.e. Knights, Titans or Skitarii) or to allow you to add those forces to existing armies.
- Orthodoxy - It always struck me as a little odd that the vast variety of Forge Worlds wasn't really addressed in any manner. Many Forges strictly follow the tenets of Mars, but others are less willing to do so. And then there are those that stray even further diving into forbidden knowledge. Orthodoxy is my attempt to give a taste of that, by letting you choose how much you want to adhere to the tenets of the Omnissiah (as

written by Mars). For the most part this manifests in varying access to the Paragon of Metal upgrade for Automata, however at the extremes bonus wargear/upgrade options become available. This is an area I'd like to improve on, however I found myself struggling to come up with any interesting options for the middle of the road choices. Any ideas/feedback here would be greatly appreciated.

- Battle Cohorts - These are akin to Rites of War in some ways as they require you to bring certain units in exchange for those units gaining some kind of a bonus in game. I also personally felt it was thematic for these to be the source of bonus reactions for Mechanicum rather than the Warlord traits.
- Rebalancing - Although I haven't been through the entirety of the Liber Mechanicum to try and make everything perfect I have made a start to try and curb some of the worst examples. As such I've toned down Myrmidons slightly, added back Thallax upgrades (to Ursarax as well) and made minor tweaks to certain weapons, wargear, units and special rules. I don't even pretend to think I've fixed the army list, no doubt I've added at least as many issues as I've removed, but I do intend to keep modifying this document as time goes by and I get feedback or playtest on my own.

I believe that this covers most of the major changes I've made. If you're interested in giving it a play at some point please feel free. And if you have any feedback at all, drop a comment in this document and I'll definitely give it some consideration.

Taghmatae Warlord Traits

Warlords of the Taghmatae
When choosing your army, you must nominate one model to be your Warlord. Unless specified otherwise, this must be a Character model and a HQ choice from the Primary Detachment of the army. In a Mechanicum army, Archmagos are the natural Warlords. If you do not have any appropriate Character models in your army, then select any other model in your army to be the Warlord. The model you choose as your Warlord must be from the Primary Detachment of the Force Organisation chart in use. In some cases a model will have a special rule that dictates that the model in question must be selected as the Warlord, such as a Primarch. When this is the case that model is always the Warlord regardless of any other factors. An army may not include more than one model that must be selected as the Warlord, unless another special rule contains an exception to this rule.

Warlord Traits
Your Warlord is a potent force upon the battlefield. Not only are they a mighty hero, with all the skills and renown you might expect from the leader of a great army, but over the course of a long career they will have picked up specialised abilities, which we refer to as 'Warlord Traits'. Each Warlord has one Warlord Trait, selected from the list of Core Warlord Traits that follows during army selection (or another list of Traits made available as part of that model's Allegiance or Faction) and noted on the player's Army List or roster. Some special rules attached to certain Factions or models may allow a Warlord to select a Warlord Trait other than those presented in the Core list - such rules will specifically note which other Traits may be selected.

- A Warlord taken as part of a Taghmatae Primary Detachment may choose a single Warlord Trait from either the Core Warlord Traits on pXX or from the Taghmatae Warlord Traits on pXX.

Characters with Set Warlord Traits
Some Character models will have a special rule that specifies a Warlord Trait that must be used if that model is selected as the army's Warlord. If such a unit is your Warlord, do not select a Warlord Trait - instead, that unit automatically has the listed Warlord Trait. Note that the unit will only gain the Warlord Trait if it is your Warlord.

If another model is selected as Warlord then that Character will not have any Warlord Trait, even if there is a Trait listed in its Profile.

Death of a Warlord
If your Warlord is removed as a casualty during a battle, any abilities or special rules granted by their Warlord Trait are immediately lost. If the Warlord Trait in question conferred a special rule that allows an unusual method of deployment from Reserves (such as conferring the Outflank ability on certain units), that special rule is immediately lost and the affected units must instead deploy from Reserves in the normal fashion.

Core Warlord Traits

These Traits are available to any Character model selected as an army's Warlord, regardless of Faction or Allegiance.

Note that Taghmatae Warlords never gain additional unconditional Reactions from their Warlord Traits (even when Core Traits normally give this bonus), as Battle Cohorts now provide this bonus. The Core Warlord Traits in this volume have been adjusted to represent this and thus differ from those presented in the Core Rulebook in this respect.

Bloody-handed
Some warlords are only satisfied by the clash of blades and the screams of the enemy as they fall before them. For such warriors, strategy is but a means to an end, a tool by which they can bring their forces into the brutal crucible of the melee as soon as possible. There, in the heart of the battlefield, they seek victory at any cost.
Any combat with at least one friendly model within 12" of this Warlord, or a combat which includes this Warlord, gains a bonus of +1 to the number of Wounds caused for the purposes of combat resolution

Stoic Defender
This warlord is a rock, the hard place against which their foes are dashed and broken. When the enemy surges forth, they do not foolishly go to meet them, but dig in so that the foe may exhaust themselves against the defences prepared for them. In the end, victory comes to those willing to endure the fires of battle and emerge unscathed from its fury.
Any friendly unit joined by a Warlord with this Trait that makes a Shooting Attack will force the target unit to make a Pinning test if it suffers any unsaved Wounds.

Ever-vigilant
Always ready to take advantage of the foe's weakness, this warlord is a master of predicting and exploiting the flow of battle. Where the foe advances, this warlord falls back to better ground, where the foe retreats, this warlord advances, for victory is fickle and only falls into the grasp of those prepared for any eventuality.
When this Warlord, and any unit it has joined, Runs during the Movement phase, it adds the value of the Warlord's Initiative Characteristic, increased by 1, to the distance moved, rather than the lowest Initiative Characteristic in the unit.

Taghmatae Warlord Traits

A Warlord selected from a Detachment that has the Mechanicum Faction may select one of the following Warlord Traits instead of a Core Warlord Trait.

A Soul of Cold Iron

Many of the most powerful magi among the ranks of the Mechanicum have left behind almost all of the weak flesh that once bound them to humanity. These creatures are no longer truly human, and the concerns of lesser creatures are meaningless to them. On the battlefield, they feel not terror, nor sadness, nor even the joy of victory, and advance even in the face of horrors that would send lesser warriors fleeing.

A Warlord with this Trait and any friendly unit with at least one model within 6" that is Pinned may still move and declare Charges, but is limited to only firing Snap Shots until it is no longer Pinned.

The Logic of Victory

Among the warriors of the Mechanicum it is not valour that sustains the attack, nor hatred that fuels their defence – but the cold imperative of logic. They fight only when the calculations of the magi predict victory for the attack or when there is no other option but mutual annihilation. The finest logis-tacticians seek not to influence the flow of battle with simple force of arms, but by manipulating the ever changing equations of victory.

If, at no point during this Warlord's controlling player's turn as the Active player, a Warlord with this Trait has neither made a Shooting Attack or been locked in combat then they gain an additional Reaction in each Phase of the following turn as the Reactive player. In addition, a Warlord with this Trait and any unit it has joined gains +1 WS and +1 BS when making attacks as part of any Reaction and +3 Initiative or +3 Movement when making a move as part of any Reaction.

The Science of Slaughter

Combat is not an art to those of the Mechanicum that dedicate themselves to its perfection, but a brutally callous science – for everything has its weakness, all things can be broken and dismembered if one knows when and where to apply force. Those who study the Mechanicum's methods of combat are terrifying threshing machines of destruction, untiring and utterly implacable. Once they have engaged a target, it is only a matter of time until they detect and exploit its vulnerabilities.

On the second turn of each combat a Warlord with this Trait is engaged in, and each turn it is locked in the same combat after that, it gains a bonus of +1 to its WS and +1 Strength (to a maximum of 10). Once a given combat has ended and the Warlord is no longer locked in combat, the Warlord's WS and Strength Characteristics are reset to the original values.

HQ

Archmagos Anacharis Scoria

The Xanophane Tyrant, The Fallen Master, Lord of the Nine Cohorts, The Apostate Magister
365 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Anacharis Scoria	9	5	5	5	7	7	5	4	10	2+

Unit Composition
- 1 Anacharis Scoria

Unit Type
- Infantry (Monstrous, Heavy, Cybertheurgist, Character, Unique, Cybernetica Battle Cohort)

Wargear
- The Vodian Sceptre
- Two Archaeotech Pistols
- Photon Thruster
- Mechanicum Protectiva
- Cortex Controller
- Cyber-familiar
- Machinator Array

Special Rules
- Battlesmith (3+)
- Eternal Warrior
- Fear (2)
- Feudal Hierarchy
- Independent Character
- It Will Not Die (5+)
- Move Through Cover
- Pride of Place
- Rites of the Beast
- Orders of High Techno-arcana (Cybernetica)
- Traitor
- **Warlord:** Forbidden Protocols

The Vodian Sceptre

	Range	S	AP	Type
Vodian Sceptre	-	+2	2	Melee, Two-handed, Armourbane (Melee), Exoshock (4+), Murderous Strike (5+)

Rites of the Beast

Anacharis Scoria has the Artificia Machina, Artificia Cybernetica and Ephemera Incursus Cybertheurgic Arcana, and has all Rites and weapons that are part of those Arcana.

Warlord: Forbidden Protocols

If Anacharis Scoria is taken in an army he must be the army's Warlord. Scoria automatically has the Forbidden Protocols Warlord Trait and may not select any other Warlord Trait.

> **Forbidden Protocols** Any friendly units made up entirely of models with the Automata Unit Type or Cybertheurgist Unit Sub-type, that have at least one model within 6" of this Warlord may make Reactions, ignoring the usual restriction in the Automata Unit Type.

Orders of High Techno-arcana (Cybernetica)
- All Castellax Battle-automata Maniples in a Detachment that includes a model with this special rule gain the Line Unit Sub-type.
- When making Shooting Attacks, models with the Automata Unit Type in a Detachment that includes a model with this special rule reduce the benefits of any Cover Save the target unit has by -2 (a 4+ becoming a 6+, a 5+ being ignored entirely, and so on) if the model making the Shooting Attack is within 12" of two or more friendly models with cortex controllers.
- A model with this special rule gains the Patris Cybernetica special rule and the Cybernetica Battle Cohort Unit Sub-type. In addition, when joined to a unit with the Automata Unit Type, any Wounds which would be allocated to the Character (even those caused by the Precision Strikes (X) or Sniper special rules) may instead be allocated to a model with the Automata Unit Type first.
- Any models with the Automata Unit Type in a unit joined by this model gain +1WS on any turn in which they successfully Charge. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

Archmagos Draykavac

Warlord of Cyclothrathe, Sovereign-Prelate of House Atrax, Bringer of Perfection
240 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Drakavac	6	5	5	5	6	4	4	2	10	2+
Drakavac on Abeyant	6	5	5	5	7	6	4	2	10	2+

Unit Composition
- 1 Draykavac

Unit Type
- Draykavac: Infantry (Character, Cybertheurgist, Unique, Macrotechnia Battle Cohort)
- Draykavac on Abeyant: Infantry (Character, Monstrous, Anti-grav Cybertheurgist, Unique, Macrotechnia Battle Cohort)

Wargear
- Paragon Blade
- Graviton Gun
- Mechanicum Protectiva
- Cortex Controller
- Djinn-skein
- Machinator Array

Special Rules
- Battlesmith (3+)
- Feudal Hierarchy
- Independent Character
- Incursus Cybertheurgist
- Orders of High Techno-arcana (Stataraga)
- Stubborn
- Liquifractor
- Traitor
- Relentless*
- Firing Protocols (2)*
- Pride of Place**
- **Warlord:** Cruel Taskmaster

*   Archmagos Draykavac only
**   Archmagos Draykavac on Abeyant only

Options
- Archmagos Draykavac may be mounted on an Abeyant*   +25 points

*   If this option is chosen, use the 'Draykavac on Abeyant' profile.

Incursus Cybertheurgist

Archmagos Draykavac has the Artificia Machina and Ephemera Incursus Cybertheurgic Arcana, and has all Rites and weapons that are part of those Arcana.

Liquifractor

Archmagos Drakavac may exchange all of his attacks in an Assault phase for a single special Liquifractor attack. This attack Hits automatically and may be used against a single model in base contact with Draykavac at Initiative step 1. To resolve the attack, Draykavac's player rolls 2D6. If the target has a Toughness Characteristic, they suffer a number of wounds equal to Draykavac's roll minus their Toughness Characteristic with an AP value of 2. If the target has an Armour Value, reduce the rolled value by half of the Armour Value struck; the result is the number of Penetrating Hits the Vehicle suffers. For example, if Archmagos Draykavac's player rolls a result of 9 against a Karacnos Assault Tank with a Front Armour Value of 14 (halved to 7), two Penetrating Hits are inflicted (9-7=2).

Warlord: Cruel Taskmaster

If Archmagos Draykavac is taken in an army he must be the army's Warlord. Scoria automatically has the Forbidden Protocols Warlord Trait and may not select any other Warlord Trait.

> **Cruel Taskmaster** If any friendly unit with at least one model within 12" of a Warlord with this Trait fails a Morale check or a Pinning test, the controlling player may choose to remove a single model from that unit as a casualty, without any Armour Saves or Damage Mitigation rolls being made, and instead have the unit automatically pass the Morale check or Pinning test without re-rolling any dice.

Orders of High Techno-arcana (Stataraga)

- This model gains the Preferred Enemy (Infantry) special rule and the Macrotechnia Battle Cohort Unit Sub-type.
- This model may be chosen as an HQ choice in a Mechanicum Detachment, as a Troops choice in an army using the Titan Maniple Detachment, or as a Heavy Support choice in an army using the Questoris Household Detachment.
- If taken as part of a Questoris Household or Titan Maniple Detachment, this model allows Castellax Battle-automata Maniples and Vorax Battle-automata Maniples to be taken as non-compulsory Troops or Heavy Support choices for their Detachment.
- One Vehicle in the army that has either the Knight or Titan Sub-types increases its Hull Point Characteristic by +2. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

Archmagos Inar Satarael

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

	M	WS	BS	S	T	W	I	A	Ld	Sv
Inar Satarael	6	4	5	5	6	5	3	2	11	2+

Unit Composition
- 1 Inar Satarael

Unit Type
- Infantry (Unique, Monstrous, Antigrav, Cybertheurgist, Character, Cybernetica Battle Cohort)

Wargear
- Power Axe
- Servo-arm
- Graviton Imploder
- Twin-linked Maxima Bolter
- Repulsion Shield
- Cortex Controller
- Haemonculite Cyber-corpus

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

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

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

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

Haemonculite Cyber-corpus

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

Orders of High Techno-arcana (Archimandrite)
- A model with this special rule must be the army's Warlord. In addition, a Mechanicum army that includes a model with this special rule may include a Mechanicum Allied Detachment. A Magos Majoris included in this Allied Detachment cannot select the Archimandrite Order of High Techno-arcana.
- A model with this special rule may select an additional Cybertheurgic Arcana from those available to it.
- Models with the Battlesmith (X) special rule in a Detachment that includes a model with this special rule may add the following effect to the list of options they may apply to units with the Vehicle, Dreadnought or Automata Unit Type targeted by the Battlesmith (X) rule:
    - Until the end of the Shooting phase, the target unit may make Shooting Attacks using the Ballistic Skill of the model that successfully used the Battlesmith (X) rule.
    - Until the end of the Shooting phase, the target gains the Power of the Machine Spirit special rule. This effect may only be applied to units with the Vehicle Unit Type.
- This model gains +1 Leadership, which may take them to Leadership 11 (this bonus has been included in Inar Satarael's profile). Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

Magos Reductor Calleb Decima

Lord of Ruin, Vengeful Archmagos of the Ordo Reductor
200 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Calleb Decima Invictus	6	4	4	5	5	3	4	2	10	3+

Unit Composition
- 1 Calleb Decima Invictus

Unit Type
- Infantry (Character, Cybertheurgist, Unique, Reductor Battle Cohort)

Wargear
- Master-crafted Power Axe
- Master-crafted Bolt Pistol
- Mechanicum Protectiva
- Machinator Array
- Melta Bombs

Special Rules
- Battle Hardened (1)
- Battlesmith (4+)
- Fearless
- Feudal Hierarchy
- Hatred (Traitors)
- Independent Character
- Master Cybertheurgist (Artificia Reductor)
- Orders of High Techno-arcana (Reductor)
- Precision Strikes (5+)
- Relentless
- Sunder
- Walker in Ruin
- Wrecker

Walker in Ruin
Calleb Decima Invictus and any friendly units that have at least one model within 6" of Caleb Decima Invictus have the Move Through Cover special rule.

Orders of High Techno-arcana (Reductor)
- Models with this special rule may target Buildings with the Battlesmith (X) special rule, in addition to models with the Vehicle, Dreadnought or Automata Unit Type. In addition, they add the following effects to the list of options they may apply to models targeted by the Battlesmith (X) rule:
  - Cause a target Building or model with the Vehicle Unit Type to lose a single Hull Point.

- ○ Inflict an automatic Wound with no Saves of any kind to a model with the Dreadnought or Automata Unit Type.
  - ○ Inflict an automatic Weapon Destroyed result on a Building or model with the Vehicle Unit Type. The target does not lose a Hull Point as a result of this effect.
  - ○ Inflict an automatic Immobilised result on a model with the Vehicle Unit Type. The target does not lose a Hull Point as a result of this effect.
- During the battle's setup, but before Objective markers have been placed or deployment has been determined, the player that controls a model with this special rule may nominate up to three areas of terrain, Buildings, or Fortifications. If the chosen item is an area of terrain that provides a Cover Save, then that Cover Save is removed and the area counts as both Difficult Terrain and Dangerous Terrain. If the item chosen is a Building or Fortification then all rolls on the Building Damage table made for that Building or Fortification gain a modifier of +1. If two or more players control models with this special rule, they roll off. They then take turns nominating terrain, starting with the winner of the roll-off, until each player has nominated three pieces of terrain, or chosen to pass. A piece of terrain can only be nominated once by this rule.
- A model with this special rule gains the Artificia Reductor Cybertheurgic Arcana, but may not select any other Cybertheurgic Arcana from those available with the Cybertheurgist special rule. Additionally, this model gains the Reductor Battle Cohort Unit Sub-type.

Auktor

50 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Auktor	5	2	2	3	4	1	2	1	9	5+

Unit Composition
- 1 Auktor

Unit Type
- Infantry (Character)

Wargear
- Close Combat Weapon
- Refractor Field

Special Rules
- Independent Character
- Non-combatant

Options
- An Auktor must take one of the following specialisations:
  - Lexmechanicus Auditorii — +15 points
  - Technographica Determinus — Free
  - Ordinatus Locum — +25 points
  - Signatus Avox — Free
- An Auktor may take any of the following:
  - Augury Scanner — +5 points
  - Nuncio-vox — +10 points
  - Cyber-familiar — +15 points

Non-combatant
An army may contain a single Auktor, which cannot be taken as a compulsory HQ choice and may never be the army's Warlord.

Auktor Specialisations
- **Lexmechanicus Auditorii**
  As long as a model with this special rule is on the battlefield (but not in Reserves) then all friendly units within 18" or that include a model with a Nuncio-vox or Enhanced Data-tether can use the Auktor's Leadership for Morale checks and Pinning tests.
- **Technographica Determinus**
  As long as a model with this special rule is on the battlefield (but not in Reserves) increase the range of the ranged effects of Augury Scanners, Cortex Controllers, and Omnispexes by 6".
- **Ordinatus Locum**
  As long as a model with this special rule is on the battlefield (but not in Reserves) then all models in the army with the Super-heavy, Knight, Titan or Lumbering Unit Sub-types

get +1 to their It Will Not Die rolls, or gain It Will Not Die (5+) if they do not already have an instance of that special rule.

- **Signatus Avox**

  As long as a model with this special rule is on the battlefield (but not in Reserves) then all Reserves rolls made by the controlling player may be re-rolled.

Magos Majoris

155 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Magos Majoris	6	4	5	5	5	3	4	2	10	2+
Magos Majoris on Abeyant	6	4	5	5	6	5	3	2	10	2+

Unit Composition
- 1 Magos Majoris

Unit Type
- Magos Majoris: Infantry (Cybertheurgist, Character)
- Magos Majoris on Abeyant: Infantry (Monstrous, Antigrav, Cybertheurgist, Character)

Wargear
- Power Weapon
- Volkite Serpenta
- Mechanicum Protectiva
- Cortex Controller

Special Rules
- Battlesmith (4+)
- Feudal Hierarchy
- Independent Character
- Master Cybertheurgist
- Orders of High Techno-arcana
- Stubborn
- Relentless*
- Firing Protocols (3)*
- Pride of Place**

*   Magos Majoris only
**   Magos Majoris on Abeyant only

Options
- A Magos Majoris who is the army's Warlord may take any of the following:
  - Magos Prime   +20 points
  - Djinn-skein   +25 points
- A Magos Majoris may take any of the following:
  - Master-craft one weapon   +5 points
  - Augury Scanner   +5 points
  - Melta Bombs   +5 points
  - Breacher Charges   +5 points
  - Up to three Phosphex Bombs   +5 points each
  - Infravisor   +10 points
  - Rad Grenades   +10 points

- ○ Cyber-familiar   +15 points
- A Magos Majoris may exchange either their Volkite Serpenta and/or Power Weapon each for one of the following options:
    - ○ Lucifex   +5 points
    - ○ Archaeotech Pistol   +5 points
    - ○ Maxima Bolter   +5 points
    - ○ Plasma Pistol   +5 points
    - ○ Corposant Stave   +5 points
    - ○ Photon Gauntlet   +5 points
    - ○ Power Fist   +5 points
    - ○ Chainfist   +10 points
    - ○ Paragon Blade   +15 points
- A Magos Majoris may take one of the following:
    - ○ Utan Jump Booster   +15 points
    - ○ Incunabulan Jet Pack   +20 points
    - ○ Abeyant*   +30 points
- A Magos Prime may take Automata Augmetics   see below
- A Magos Majoris may take one of the following (a Magos Majoris from the Myrmidax Order of Techno-arcana may take up to two of the following instead):
    - ○ Maxima Bolter   +5 points
    - ○ Rotor Cannon   +10 points
    - ○ Volkite Charger   +10 points
    - ○ Servo-arm   +10 points
    - ○ Transonic Cannon   +10 points
    - ○ Meltagun   +15 points
    - ○ Graviton Gun   +15 points
    - ○ Volkite Culverin   +15 points
    - ○ Magnarail Lance   +15 points
    - ○ Eradication Ray   +20 points
    - ○ Phased Plasma-fusil   +20 points
    - ○ Irad-cleanser   +20 points
    - ○ Machinator Array   +25 points
    - ○ Conversion Beamer   +25 points
    - ○ Graviton Imploder   +25 points
    - ○ Photon Thruster   +30 points
    - ○ Irradiation Engine   +30 points
    - ○ Rad Furnace   +30 points
    - ○ Plasma Mortar**   +50 points
    - ○ Sollex Heavy-las**   +60 points
- A Magos Majoris may be upgraded to an Archmagos   +15 points

*   If this option is chosen, use the 'Magos Majoris on Abeyant' profile.

**   May only be taken by a Magos Myrmidax Prime with Toughness 8. Additionally a Magos may never be equipped with more than one of these weapons.

Feudal Hierarchy
Only a single model with this special rule may be included in a Detachment.

Magos Prime
A Magos Prime must be the army's Warlord and if it suffers an unsaved Wound with the Instant Death special rule it is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it.

Automata Augmetics
Trained and outfitted for the fiercest battles a Magos Prime is often augmented far beyond even their peers for the express purpose of fighting the foes of the Mechanicum. Some even resemble the mighty Dreadnoughts of the Legiones Astartes both in stature and potency. A Magos Prime may take any of the following:

- Ablative Defense Screens   +15 points
- Servo Motivators   +20 points
- Super-heavy Plating   +20 points

If a Magos Prime takes any of the above, change the Magos's Unit Type to Automata (it retains all of its Sub-types) and gains the Bulky (6) special rule.

- The Magos Prime may still make Reactions even though it has the Automata Unit Type.
- A Magos Prime with Automata Augmetics counts as having the Infantry Unit Type for the purposes of boarding Vehicles with the Transport Sub-type.
- Increase the Magos Prime's Bulky special rule by +1 for each additional upgrade taken after the first.

    Ablative Defense Screens
    A Magos Prime with Ablative Defense Screens has +1 Wound.

    Servo Motivators
    A Magos Prime with Servo Motivators has +2 Movement.

    Super-heavy Plates
    A Magos Prime with Super-heavy Plating has +1 Toughness, -1 Initiative.

Orders of High Techno-arcana
A Magos Majoris must take one of the following Orders of High Techno-arcana; no model may take more than one such upgrade. The various High Techno-arcana are listed here, but full rules for them can be found in the Appendix: Orders of High Techno-arcana (pX).

- Adnector Concilium
- Alchemys
- Archimandrite
- Cordantor
- Cybernetica
- Juris
- Lacyraemarta
- Lictanex
- Logis
- Macrotek
- Myrmidax
- Ordinatos
- Physic
- Provender
- Stataraga

- Explorator
- Genetor/Biologis
- Hesphestari
- Malagra
- Manipulus
- Metallurgicus
- Technicus
- Vulpaxis

Master Cybertheurgist

The Magos Majoris may select one of the following Cybertheurgic Arcana, gaining all Rites and weapons that are part of that Arcana (note that some Archmagi may gain additional options depending on the Orders of High Techno-arcana special rule):
- Artificia Cybernetica
- Artificia Machina
- Ephemera Incursus

Magos Ordinary

75 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Magos Ordinary	6	3	4	4	4	2	3	2	9	2+
Magos Ordinary on Abeyant	6	3	4	4	5	4	3	2	9	2+

Unit Composition
- 1 Magos Ordinary

Unit Type
- Magos Ordinary: Infantry (Cybertheurgist, Character)
- Magos Ordinary on Abeyant: Infantry (Monstrous, Antigrav, Cybertheurgist, Character)

Wargear
- Power Weapon
- Volkite Serpenta
- Mechanicum Protectiva
- Cortex Controller

Special Rules
- Battlesmith (5+)
- Independent Character
- Cybertheurgist Adept
- Orders of High Techno-arcana
- Stubborn
- Relentless*
- Firing Protocols (2)*
- Pride of Place**

*   Magos Ordinary only
**   Magos Ordinary on Abeyant only

Options
- A Magos Ordinary may take any of the following:
  - Master-craft one weapon   +5 points
  - Augury Scanner   +5 points
  - Melta Bombs   +5 points
  - Breacher Charges   +5 points
  - Up to three Phosphex Bombs   +5 points each
  - Infravisor   +10 points
  - Rad Grenades   +10 points
  - Cyber-familiar   +15 points
- A Magos Ordinary may exchange either their Volkite Serpenta and/or Power Weapon each for one of the following options:
  - Lucifex   +5 points

- ○ Archaeotech Pistol +5 points
- ○ Maxima Bolter +5 points
- ○ Plasma Pistol +5 points
- ○ Corposant Stave +5 points
- ○ Photon Gauntlet +5 points
- ○ Power Fist +5 points
- ○ Chainfist +10 points
- ○ Paragon Blade +15 points
- A Magos Ordinary may take one of the following:
  - ○ Utan Jump Booster +15 points
  - ○ Incunabulan Jet Pack +20 points
  - ○ Abeyant* +30 points
- A Magos Ordinary may take one of the following (a Magos Ordinary from the Myrmidax Order of Techno-arcana may take up to two of the following instead):
  - ○ Maxima Bolter +5 points
  - ○ Rotor Cannon +10 points
  - ○ Volkite Charger +10 points
  - ○ Servo-arm +10 points
  - ○ Transonic Cannon +10 points
  - ○ Meltagun +15 points
  - ○ Graviton Gun +15 points
  - ○ Volkite Culverin +15 points
  - ○ Magnarail Lance +15 points
  - ○ Eradication Ray +20 points
  - ○ Phased Plasma-fusil +20 points
  - ○ Irad-cleanser +20 points
  - ○ Machinator Array +25 points
  - ○ Conversion Beamer +25 points
  - ○ Graviton Imploder +25 points
  - ○ Photon Thruster +30 points
  - ○ Irradiation Engine +30 points
  - ○ Rad Furnace +30 points
- A Magos Ordinary may be upgraded to an Archmagos +15 points

*   If this option is chosen, use the 'Magos Ordinary on Abeyant' profile.

Orders of High Techno-arcana

A Magos Ordinarybmust take one of the following Orders of High Techno-arcana; no model may take more than one such upgrade. The various High Techno-arcana are listed here, but full rules for them can be found in the Appendix: Orders of High Techno-arcana (pX).

- Adnector Concilium
- Alchemys
- Archimandrite
- Cordantor
- Juris
- Lacyraemarta
- Lictanex
- Logis
- Myrmidax
- Ordinatos
- Physic
- Provender

- Cybernetica
- Explorator
- Genetor/Biologis
- Hesphestari
- Macrotek
- Malagra
- Manipulus
- Metallurgicus
- Stataraga
- Technicus
- Vulpaxis

Cybertheurgist Adept
The Magos Ordinary may select one of the following Cybertheurgic Arcana, gaining all Rites and weapons that are part of that Arcana (note that some Magi may gain additional options depending on the Orders of High Techno-arcana special rule):
- Artificia Cybernetica
- Artificia Machina
- Ephemera Incursus

Magos Ordinary Autokratoris

30 points

	M	BS	Front	Side	Rear	HP	Transport Capacity
				Armour			
Avenger	22	4	11	10	10	3	-
Krios	16	4	13	12	10	4	-
Onager Dunecrawler	6	4	12	12	11	3	-
Macrocarid Explorator	10	4	14	14	14	5	26
Mechanicum Land Raider	12	4	14	14	14	5	12
Primaris-lightning	26	4	11	11	10	3	-
Skorpius Disintegrator	14	4	13	11	10	3	-
Stratoraptor	18	4	12	11	10	3	-

Unit Composition
- 1 Magos Autokratoris

Unit Type
- Vehicle (Character, Cybertheurgist)

Wargear
- None

Special Rules
- Independent Character
- Cybertheurgist Adept
- Sunder
- Monster Hunter

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

Options
- Each Magos Autokratoris must select one of the following vehicles:
  - Avenger   +180 points

○ Krios		+125 points
○ Onager Dunecrawler		+110 points
○ Macrocarid Explorator		+320 points
○ Mechanicum Land Raider		+220 points
○ Primaris-Lightning		+180 points
○ Skorpius Disintegrator		+120 points
○ Stratoraptor		+140 points

Avenger

An Avenger Magos Autokratoris gains the following:
- Taghmata Aeronautica Battle Cohort & Flyer Unit Sub-types.
- Hull (Front) Mounted Avenger Bolt Cannon, Two Hull (Front) Mounted Lascannons & Hull (Rear) Mounted Heavy Stubber.

A Magos Autokratoris may take one of the following:
- Four Hull (Front) Mounted Hellstrike Missiles   +15 points
- Four Hull (Front) Mounted Skystrike Missiles   +20 points

A Magos Autokratoris may take a Ramjet Diffraction Grid   +30 points

A Magos Autokratoris may take any of the following:
- Magos Majoris   +40 points
- Archmagos Autokratoris   +15 points

Krios

A Krios Magos Autokratoris gains the following:
- Autokratoris Battle Cohort & Fast Unit Sub-types.
- Hull (Front) Mounted Lightning Cannon & Searchlights.
- Galvanic Traction Drive & It Will Not Die (6+)

A Magos Autokratoris may exchange their Lightning Cannon for a Pulsar-fusil
                                                     +25 points

A Magos Autokratoris may take any of the following:
- Up to two Hull (Front) Mounted Hunter-killer Missiles   +5 points each
- Two Centreline Mounted Volkite Calivers   +30 points

A Magos Autokratoris may take any of the following:
- Magos Majoris   +40 points
- Archmagos Autokratoris   +15 points

Onager Dunecrawler

An Onager Dunecrawler Magos Autokratoris gains the following:
- Autokratoris Battle Cohort, Skitarii & Slow Unit Sub-types.
- Hull (Front) Mounted Eradication Beamer, Enhanced Data-tether & Emanatus Force Field.
- Move Through Cover, Field Harmonics & Support Squad.

A Magos Autokratoris may exchange their Eradication Beamer with one of the following:
- Hull (Front) Mounted Twin-linked Heavy Phosphor Blaster
+15 points per model
- Hull (Front) Mounted Neutron Laser and Co-axial Mounted Cognis Heavy Stubber   +25 points per model
- Hull (Front) Mounted Icarus Array and Helical Targeting Array
+35 points per model

A Magos Autokratoris may take any of the following:
- Cognis Heavy Stubber   +5 points
- Smoke Launchers   +5 points
- Mindscanner Probe   +10 points
- Cognis Manipulator   +25 points

A Magos Autokratoris may take any of the following:
- Magos Majoris   +40 points
- Archmagos Autokratoris   +15 points

Macrocarid Explorator
A Macrocarid Explorator Magos Autokratoris gains the following:
- Autokratoris Battle Cohort & Transport Unit Sub-types.
- Two Hull (Front) Mounted Lascannons, Hull (Front) Mounted Twin-linked Heavy Bolter & Smoke Launchers.

A Magos Autokratoris may exchange their Hull (Front) Mounted Mauler Bolt Cannon for one of the following:
- Hull (Front) Mounted Volkite Culverin   Free
- Hull (Front) Mounted Multi-melta   Free
- Hull (Front) Mounted Twin-linked Phased Plasma-fusil
+10 points
- Hull (Front) Mounted Lascannon   +10 points
- Hull (Front) Mounted Twin-linked Irad Cleanser   +20 points
- Hull (Front) Mounted Conversion Beamer   +20 points
- Hull (Front) Mounted Graviton Imploder   +20 points

A Magos Autokratoris may exchange their Two Hull (Front) Mounted Lascannon for one of the following:
- Two Hull (Front) Mounted Twin-linked Mauler Bolt Cannons
Free
- Two Hull (Front) Mounted Twin-linked Lascannons +20 points
- Two Hull (Front) Mounted Irradiation Engines   +20 points

A Magos Autokratoris may take any of the following:
- One Hull (Front) Mounted Hunter-killer Missile   +5 points
- Searchlights   +5 points

A Magos Autokratoris may take any of the following:
- Magos Majoris   +40 points

- Archmagos Autokratoris   +15 points

Mechanicum Land Raider

A Mechanicum Land Raider Magos Autokratoris gains the following:
- Autokratoris Battle Cohort, Transport & Reinforced Unit Sub-types.
- Two Sponson Mounted Lascannons, Hull (Front) Mounted Mauler Bolt Cannon & Smoke Launchers.
- Power of the Machine Spirit & Assault Vehicle.

A Magos Autokratoris may exchange their Hull (Front) Mounted Twin-linked Heavy Bolter for one of the following:
- Hull (Front) Mounted Twin-linked Heavy Flamer   Free
- Hull (Front) Mounted Graviton Gun   +10 points
- Hull (Front) Mounted Twin-linked Lascannon   +15 points
- Hull (Front) Mounted Volkite Culverin   +15 points
- Hull (Front) Mounted Twin-linked Phased Plasma-fusil

  +20 points
- Hull (Front) Mounted Multi-melta   +20 points

A Magos Autokratoris may exchange their Two Sponson Mounted Lascannon for one of the following:
- Two Sponson Mounted Twin-linked Heavy Bolters   Free
- Two Sponson Mounted Flamestorm Cannons   Free
- Two Sponson Mounted Plasma Cannons   +10 points
- Two Sponson Mounted Multi-meltas   +20 points

A Magos Autokratoris may take one of the following:
- Pintle Mounted Twin-linked Bolter   +5 points
- Pintle Mounted Heavy Flamer   +5 points
- Pintle Mounted Combi-weapon (any type)   +10 points
- Pintle Mounted Heavy Bolter   +10 points
- Pintle Mounted Havoc Launcher   +15 points
- Pintle Mounted Multi-melta   +20 points

A Magos Autokratoris may take any of the following:
- One Hull (Front) Mounted Hunter-killer Missile   +5 points
- Searchlights   +5 points

A Magos Autokratoris may take any of the following:
- Magos Majoris   +40 points
- Archmagos Autokratoris   +15 points

Primaris-lightning

A Primaris-Lightning Magos Autokratoris gains the following:
- Taghmata Aeronautica Battle Cohort & Flyer Unit Sub-types.
- Two Centreline Mounted Lascannon.

A Magos Autokratoris may select up to three options from the following:

- Two Hull (Front) Mounted Sunfury Missiles   +25 points
- Two Hull (Front) Mounted Kraken Penetrator Missiles

                                                     +35 points

A Magos Autokratoris may take a Ramjet Diffraction Grid   +30 points

A Magos Autokratoris may take any of the following:
- Magos Majoris   +40 points
- Archmagos Autokratoris   +15 points

Skorpius Disintegrator

A Skorpius Disintegrator Magos Autokratoris gains the following:
- Autokratoris Battle Cohort, Skitarii & Skimmer Unit Sub-types.
- Hull (Front) Mounted Disruptor Missile Launcher, Turret Mounted Belleros Energy Cannon, Co-axial Mounted Cognis Heavy Stubber, Hull (Left) Mounted Cognis Heavy Stubber, Hull (Right) Mounted Heavy Stubber & Enhanced Data-tether.

A Magos Autokratoris may exchange their Belleros Energy Cannon with a Ferrumite Cannon   +15 points

A Magos Autokratoris may take any of the following:
- One Hull (Front) Mounted Hunter-killer Missile   +5 points
- Smoke Launchers   +5 points
- Anbaric Claw   +15 points
- Flare Shield   +25 points

A Magos Autokratoris may take any of the following:
- Magos Majoris   +40 points
- Archmagos Autokratoris   +15 points

Stratoraptor

A Stratoraptor Magos Autokratoris gains the following:
- Taghmata Aeronautica Battle Cohort, Flyer, Skitarii & Reinforced Unit Sub-types.
- Hull (Left) Mounted Cognis Heavy Stubber, Hull (Right) Mounted Cognis Heavy Stubber, Two Centreline Mounted Heavy Phosphor Blasters, Hull (Front) Mounted Twin-linked Cognis Lascannon.

A Magos Autokratoris may take any of the following:
- Magos Majoris   +40 points
- Archmagos Autokratoris   +15 points

Archmagos Autokratoris

A Magos Autokratoris with this upgrade has +1 Hull Point.

Magos Majoris

A Magos Autokratoris with this upgrade gains the following:
- +1 BS.
- Feudal Hierarchy & Master Cybertheurgist (replaces Cybertheurgist Adept).

- Djinn Skein.

Cybertheurgist Adept
The Magos Ordinary Autokratoris may select one of the following Cybertheurgic Arcana, gaining all Rites and weapons that are part of that Arcana (note that some Magi may gain additional options depending on the Orders of High Techno-arcana special rule). A Magos Ordinary Autokratoris counts as having a Leadership of 9 for the purposes of any Cybertheurgy checks:
- Artificia Cybernetica
- Artificia Machina
- Ephemera Incursus

Master Cybertheurgist
The Magos Majoris Autokratoris may select one of the following Cybertheurgic Arcana, gaining all Rites and weapons that are part of that Arcana (note that some Magi may gain additional options depending on the Orders of High Techno-arcana special rule). A Magos Majoris Autokratoris counts as having a Leadership of 10 for the purposes of any Cybertheurgy checks:
- Artificia Cybernetica
- Artificia Machina
- Ephemera Incursus

Secutarii Axiarch

60 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Secutarii Axiarch	7	4	5	4	4	3	4	3	9	3+

Unit Composition
- 1 Secutarii Axiarch

Unit Type
- Infantry (Character)

Wargear
- Arc Maul
- Radium Pistol
- Titanshard Armour
- Kyropatris Field Generator
- Frag Grenades

Special Rules
- Binaric Stratagems
- Feel No Pain (6+)
- Independent Character
- Precision Shots (6+)
- Stubborn
- Support Squad

Options
- A Secutarii Axiarch may exchange their radium pistol for one of the following weapons:
  - Volkite Serpenta   Free
  - Archaeotech Pistol   +5 points
  - Arc Pistol   +5 points
  - Photon Gauntlet   +15 points
- A Secutarii Axiarch may exchange their arc maul for one of the following weapons:
  - Corposant Stave   +5 points
  - Power Weapon   +5 points
  - Power Fist   +10 points
- A Secutarii Axiarch may exchange both their Radium Pistol and Arc Maul for an:
  - Arc Lance and Mag-inverter Shield   +15 points
- A Secutarii Axiarch may be equipped with any of the following:
  - Augury Scanner   +5 points
  - Rad Grenades   +10 points
- A Secutarii Axiarch may upgrade a single weapon to have the following special rule:
  - Master-crafted   +5 points

Binaric Stratagems

At the start of the battle, once both armies have set up all their models, including any units with the Infiltrator special rule, a player that controls any models with this special rule may select one of the effects listed below as part of this special rule. All units with the Kyropatris Field Generator item of Wargear in the Detachment that includes the model with this special rule gain the chosen effect for the duration of the battle. Note that only a single bonus may be given to the units, regardless of how many models with this special rule are present in the Detachment. If an army includes multiple Detachments that include any models with this special rule, the controlling player must select an effect for each such Detachment and may select the same or different effects for each Detachment:

- **Pain Suppression Override:** Affected models gain the Feel No Pain (5+) special rule.
- **Explorator Synaesthesis:** Models in affected units gain the Move Through Cover special rule.
- **Deconstructive Confluence:** Models in affected units gain the Wrecker special rule.
- **Extinction Interlock:** Models in the affected units gain the Preferred Enemy (Infantry) special rule.
- **Conquest Directive:** Models in the affected units gain the Line Unit Sub-type.

Skitarii Marshal

50 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Skitarii Marshal	7	4	5	4	4	3	4	3	9	4+

Unit Composition
- 1 Skitarii Marshal

Unit Type
- Infantry (Character, Skitarii)

Wargear
- Corpus Skitarii
- Taser Goad
- Radium Pistol
- Enhanced Data-tether

Special Rules
- Doctrina Imperatives
- Independent Character
- Feel No Pain (6+)
- Relentless
- Precision Shots (6+)
- Support Squad

Options
- A Skitarii Marshal may exchange their Radium Pistol for one of the following:
  - Volkite Serpenta .... +5 points
  - Phosphor Blast Pistol .... +5 points
  - Flechette Blaster .... +5 points
  - Stub Carbine .... +5 points
  - Phosphor Serpenta .... +7 points
  - Arc Pistol .... +15 points
- A Skitarii Marshal may exchange their Taser Goad for one of the following:
  - Power Weapon .... +5 points
  - Transonic Blade .... +10 points
  - Arc Maul .... +10 points
  - Power Fist .... +10 points
- A Skitarii Marshal may take one of the following:
  - Radium Carbine .... +3 points
  - Galvanic Rifle .... +5 points
  - Arc Rifle .... +20 points
  - Transauranic Arquebus .... +25 points
  - Plasma Caliver .... +30 points
- A Skitarii Marshal may take any of the following:
  - Augury Scanner .... +5 points

- - ○ Shattersphere Grenades +5 points
    - ○ Omnispex +10 points
  - A Skitarii Marshal may take one of the following:
    - ○ Sicarian Battle Plate +5 points
    - ○ Refractor Field +10 points
    - ○ Conversion Field +20 points
  - A Skitarii Marshal may upgrade a single weapon to have the following special rule:
    - ○ Master-crafted +5 points

Doctrina Imperatives
All Skitarii Clades in the same detachment as a Skitarii Marshal gain the Line Unit Sub-type. Additionally, at the beginning of each friendly Player turn you may select one unit equipped with an Enhanced Data-tether and increase its Ballistic Skill to 5 until the beginning of the next friendly Player turn.

Various

Battle-automata Maniple

55 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Arlatax	8	4	3	7	6	4	4	3	7	3+
Castellax	7	3	4	7	6	4	3	2	7	3+
Cataphract	6	3	4	6	7	4	3	2	7	3+
Conqueror	8	4	3	7	7	5	3	2	7	3+
Crusader	8	4	3	6	5	3	4	3	7	3+
Domitar	8	4	3	7	7	5	3	3	7	3+
Vorax	8	4	4	6	5	3	4	3	7	3+

Unit Composition
- 1 Battle-automata

Unit Type
- Automata (Cybernetica, Cybernetica Battle Cohort)

Wargear
- Atomantic Deflector

Special Rules
- Hammer of Wrath (1)

Dedicated Transport
- A Battle-automata Maniple with a combined total of no more than 6 Wounds may take an Arvus Lighter (with Retrofitted Transport Bay) as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options
- Each Battle-automata Maniple must select one of the following classes:
    - Arlatax   +95 points
    - Castellax   +40 points
    - Cataphract   +50 points
    - Conqueror   +90 points
    - Crusader   Free
    - Domitar   +90 points
    - Vorax   +10 points

Arlatax [Fast Attack]

An Arlatax Battle-automata gains the following:
- Two Power Blade Arrays with in-built Light Autocannon, Plasma Cannon & Utan Jump Booster.

An Arlatax Battle-automata Maniple may include:
- Up to 2 additional Arlatax   +135 points per model

Any Arlatax may exchange either or both its Power Blade Arrays with in-built Light Autocannon for an Arc Scourge   +20 points each

Castellax [Troops]

A Castellax Battle-automata gains the following:
- Two Shock Chargers with in-built Bolter & Mauler Bolt Cannon.

A Castellax Battle-automata Maniple may include:
- Up to 4 additional Castellax   +85 points per model

The entire unit may take Searchlights   +1 point per model

Any Castellax may exchange its Mauler Bolt Cannon for one of the following:
- Multi-melta   +20 points
- Darkfire Cannon   +20 points

Any Castellax may exchange one of its Shock Chargers with in-built Bolter for a Siege Wrecker   +15 points

Any Castellax may exchange both its Shock Chargers with in-built Bolter for Two Power Blade Arrays with in-built Bolter   +5 points

Any Castellax may exchange either or both in-built Bolters for one of the following:
- Maxima Bolter   Free
- Flamer   +5 points each

Cataphract [Troops]

A Cataphract Battle-automata gains the following:
- Heavy Unit Sub-type.
- Lascannon, Heavy Flamer & Shock Charger with in-built Bolter.

A Cataphract Battle-automata Maniple may include:
- Up to 2 additional Cataphracts   +95 points per model

The entire unit may take any of the following:
- Searchlights   +1 point per model
- Enhanced Targeting Array   +10 points per model

- Overload Capacitors   +5 points per model

Conqueror [Elites]

A Conqueror Battle-automata gains the following:
- Heavy Bolter, Autocannon & Power Fist.

A Conqueror Battle-automata Maniple may include:
- Up to 3 additional Conquerors   +130 points per model

Any Conqueror may exchange its Heavy Bolter for one of the following:
- Heavy Flamer   Free
- Autocannon   +5 points
- Multi-melta   +10 points
- Lascannon   +15 points

Any Conqueror may exchange its Autocannon for one of the following:
- Heavy Flamer   Free
- Heavy Bolter   Free
- Multi-melta   +5 points
- Lascannon   +10 points

Crusader [Fast Attack]

A Crusader Battle-automata gains the following:
- Two Power Swords & Heavy Bolter.
- Rampage (1) & Fleet (2).

A Crusader Battle-automata Maniple may include:
- Up to 3 additional Crusaders   +55 points per model

The entire unit may take Hunter-killer Protocols   +5 points per model

Any Crusader may exchange both its Power Swords with Lightning Claws
                                                  +10 points per model

Domitar [Elites]

A Domitar Battle-automata gains the following:
- Two Graviton Hammers, Missile Launcher (Frag, Krak, Flak & Ignis Missiles) & Searchlights.

A Domitar Battle-automata Maniple may include:
- Up to 4 additional Domitar   +130 points per model

Vorax [Fast Attack]

A Vorax Battle-automata gains the following:
- Light Unit Sub-type.
- Two Power Blade Arrays with in-built Rotor Cannon & Lightning Gun.
- Fleet (2) & Scout.

A Vorax Battle-automata Maniple may include:
- Up to 5 additional Vorax   +65 points per model

Any Vorax may exchange its Lightning Gun for an Irad-cleanser
                                                                    +10 points

Enhanced Targeting Array
A model with an Enhanced Targeting Array gains +1 Ballistic Skill.

Hunter-killer Protocols
At the beginning of the game, select one enemy unit. When engaged in close combat with the chosen Unit all Crusader Battle-automata in the unit gain Rage (2) and Rampage (2). However, they must always declare a charge against the selected unit if it is in charge range.

Overload Capacitors
A model with Overload Capacitors adds the Reactor Overload special rule to their Lascannon.

Thallaxii Cohort

125 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Thallax Prime	7	3	4	4	5	3	2	2	7	4+
Ursarax	7	4	3	5	5	3	2	3	7	4+

Unit Composition
- 3 Thallaxii

Unit Type
- Infantry (Line)

Wargear
- Lorica Thallax
- Frag Grenades

Special Rules
- Bulky (2)
- Feel No Pain (6+)
- Relentless
- Stubborn

Dedicated Transport
- A Thallax Prime Cohort of no more than 7 models may take a Triaros Armoured Conveyor as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options
- Each Thallaxii Cohort must select one of the following subtypes:
  - Thallax Prime   Free
  - Ursarax   +20 points
- A unit of Thallaxii may take one of the following Thallaxii Augments:
  - Empyrite   +10 points
  - Icarian   +10 points
  - Destructor   +15 points
  - Ferrox   +30 points

Thallax Prime [Troops]

A Thallax Prime gains the following:
- Orders Militant Battle Cohort & Reductor Battle Cohort Unit Sub-types.
- Close Combat Weapon, Lightning Gun, Incunabulan Jet Pack.

A Thallax Prime Cohort may include:
- Up to 6 additional Thallax Prime   +37 points per model

The entire unit may take Melta Bombs   +5 points each

Any model with a Lightning Gun may take a Chain Bayonet+2 points each

For every three models in the unit, one Thallax Prime may exchange their Lightning Gun for one of the following:
- Multi-laser   +5 points
- Irad-cleanser   +10 points
- Phased Plasma-fusil   +10 points
- Multi-melta   +25 points
- Photon Thruster   +25 points

Ursarax [Fast Attack]

An Ursarax gains the following:
- Two Lightning Claws, Volkite Incinerator & Utan Jump Booster.

An Ursarax Cohort may include:
- Up to 6 additional Ursarax   +45 points per model

Any Ursarax may exchange both its Lightning Claws for two Power Fists
         +15 points per model

Thallaxii Augments

Certain Thallaxii are further implanted with augmetic systems to better suit them to a particular mode of warfare by their masters in the Ordo Reductor of the Mechanicum. A Thallaxii Cohort may only possess a single augment:
- **Empyrite:** The unit now utilises the Deep Strike special rule via teleportation implants (this may be a factor in certain game types such as Zone Mortalis), and gains the Heavy Unit Sub-type.
- **Destructor:** All attacks made by Thallaxii in the unit gain the Sunder special rule.
- **Ferrox:** All Thallaxii in the unit gain the Rage (2) special rule and their close combat attacks gain the Rending (6+) special rule, or improve the Rending value of any melee weapon they have by +1 (i.e. a 6+ becoming a 5+). The unit may not exchange their Lightning Guns/Lightning Claws.
- **Icarian:** If it remained stationary that turn, the Cohort may choose to gain the Skyfire special rule for all its ranged weapons that turn.

Elites

Kastelan Robot Maniple

240 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Kastelan	8	3	3	6	7	4	2	2	7	3+

Unit Composition
- Kastelan

Unit Type
- Automata

Wargear
- Kastelan Battlehide
- Two Power Fists
- Incendine Combustor

Special Rules
- Relentless
- Firing Protocols (3)
- Kastelan Battle Protocols
- Repulsor Grid

Options
- A Kastelan Robot Maniple may take:
  - Up to 4 additional Kastelan Robots   +120 points each
- Any Kastelan Robot may exchange both their Power Fists for Two Heavy Phosphor Blasters   +10 points
- Any Kastelan Robot may exchange their Incendine Combustor for a Heavy Phosphor Blaster   +5 points

Kastelan Battle Protocols

Kastelan Robots always begin the game with the Aegis Protocol active (see below). You can select a new Battle Protocol in one of the following two ways:
- At the end of any of your turns, so long as the unit contains a model with the Battlesmith special rule. However, the new Battle Protocol does not become active until the start of your next turn; the unit's current Battle Protocol remains active until then.
- At the beginning of any Shooting phase any friendly model may use the Battlesmith rule to attempt to change the Battle Protocol instead of applying some other effect. If successful the new Battle Protocol activates immediately.

When a new Battle Protocol becomes active at the start of your turn, it immediately replaces the former Battle Protocol's special rules.

- **Conqueror Protocol:** All Kastelan Robots in the unit double their Attacks characteristic and have the Monstrous Unit Sub-type, but cannot make shooting attacks of any kind.
- **Aegis Protocol:** All Kastelan Robots in the unit have the Feel No Pain (5+) special rule and the Heavy Unit Sub-type.
- **Protector Protocol:** All Kastelan Robots in the unit can fire their Incendine Combustor (or Heavy Phosphor Blaster, if upgraded) twice, but cannot move under any circumstances. They may also make Reactions in spite of having the Automata Unit Type.

Repulsor Grid
Kastelan Robots have a 5+ invulnerable save against shooting attacks and any model with an Repulsor Grid and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it.

Furthermore, each time a Kastelan Robot is targeted by a shooting attack and passes a saving throw of any kind on the roll of a 6, the shot is deflected. If a shot is deflected, the unit that fired it suffers an immediate hit resolved with the Strength, AP value and special rules of the hit that was originally allocated to the Kastelan Robot, as if it had just been shot at by that Kastelan Robot. A Repulsor Grid cannot deflect Blast or Template weapons or psychic shooting attacks.

Magos Militant Collective

50 points each

	M	WS	BS	S	T	W	I	A	Ld	Sv
Magos Militant	6	3	4	4	4	2	3	2	8	3+

Unit Composition
- 1-3 Magos Militant

Unit Type
- Infantry (Character, Cybertheurgist)

Wargear
- Volkite Serpenta
- Power Axe
- Refractor Field

Special Rules
- Battlesmith (5+)
- Independent Character
- Cybertheurgist Auxilia
- Orders of High Techno-arcana
- Stubborn
- Relentless
- Firing Protocols (2)
- Magi Collective

Options
- A Magos Militant may take any of the following:
  - Master-craft one weapon   +5 points
  - Augury Scanner   +5 points
  - Melta Bombs   +5 points
  - Breacher Charges   +5 points
  - Up to three Phosphex Bombs   +5 points each
  - Infravisor   +10 points
  - Rad Grenades   +10 points
  - Cyber-familiar   +15 points
  - Cortex Controller   +15 points
- A Magos Militant may exchange either their Laspistol and/or Power Weapon each for one of the following options:
  - Lucifex   +5 points
  - Maxima Bolter   +5 points
  - Plasma Pistol   +5 points
  - Corposant Stave   +5 points
  - Photon Gauntlet   +5 points
  - Power Fist   +5 points
  - Chainfist   +10 points

- A Magos Militant may take one of the following:
    - Utan Jump Booster   +15 points
    - Incunabulan Jet Pack   +20 points
- A Magos Militant may take one of the following (a Magos from the Myrmidax Order of Techno-arcana may take up to two of the following instead):

Maxima Bolter	+5 points
Rotor Cannon	+10 points
Volkite Charger	+10 points
Servo-arm	+10 points
Transonic Cannon	+10 points
Meltagun	+15 points
Graviton Gun	+15 points
Volkite Culverin	+15 points
Magnarail Lance	+15 points
Eradication Ray	+20 points
Phased Plasma-fusil	+20 points
Irad-cleanser	+20 points
Machinator Array	+25 points
Conversion Beamer	+25 points
Graviton Imploder	+25 points
Photon Thruster	+30 points
Irradiation Engine	+30 points
Rad Furnace	+30 points

- A Magos Militant may be upgraded to an Archmagos   +15 points

Orders of High Techno-arcana

Each Magos Militant must take one of the following Orders of High Techno-arcana; no model may take more than one such upgrade. The various High Techno-arcana are listed here, but full rules for them can be found in the Appendix: Orders of High Techno-arcana (pX).

- Adnector Concilium
- Alchemys
- Archimandrite
- Cordantor
- Cybernetica
- Explorator
- Genetor/Biologis
- Hesphestari
- Juris
- Lacyraemarta
- Lictanex
- Logis
- Macrotek
- Malagra
- Manipulus
- Metallurgicus
- Myrmidax
- Ordinatos
- Physic
- Provender
- Stataraga
- Technicus
- Vulpaxis

Cybertheurgist Auxilia

The Magos Militant may select one of the following Cybertheurgic Arcana, gaining all Rites and weapons that are part of that Arcana:
- Artificia Cybernetica
- Artificia Machina

Magi Collective

When deployed onto the battlefield (either at the start of the battle or when arriving from Reserves), all models with this special rule in a unit must be placed at the same time, but not necessarily in coherency and afterwards operate independently and are not treated as a unit.

Sicarian Cadre

160 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sicarian	9	4	4	4	3	2	4	2	7	4+
Sicarian Alpha	9	4	4	4	3	2	4	3	8	4+

Unit Composition
- 4 Sicarian
- 1 Sicarian Alpha

Unit Type
- Sicarian: Infantry (Skitarii, Skirmish, Light)
- Sicarian Alpha: Infantry (Skitarii, Character, Skirmish, Light)

Wargear
- None

Special Rules
- Fleet (2)
- Bulky (2)
- Feel No Pain (5+)

Dedicated Transport
- A Sicarian Cadre of no more than 6 models may take a Skorpius Dunerider as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options
- Each Sicarian Cadre must take one of the following specialisations:
  - Ruststalker   Free
  - Infiltrator   +15 points

Ruststalker

A Rustsalker Sicarian and Sicarian Alpha gain the following:
- Furious Charge (1).

A Ruststalker Sicarian Cadre may include:
- Up to 5 additional Sicarians   +30 points per model

The entire unit must take one of the following:
- Transonic Razor, Chord Claw & Mindscrambler Grenades Free
- Two Transonic Blades   Free

A Sicarian Alpha with two Transonic Blades may take a Chord Claw

                                                   +5 points

| A Sicarian Alpha may take a Prehensile Dataspike | +10 points |

A Sicarian Alpha may take one of the following:
- ● Refractor Field +5 points
- ● Conversion Field +10 points

Infiltrator

An Infiltrator Sicarian and Sicarian Alpha gain the following:
- ● Infiltrate, Scout & Neurostatic Aura.

An Infiltrator Sicarian Cadre may include:
- ● Up to 5 additional Sicarians +33 points per model

The entire unit must take one of the following:
- ● Stub Carbine & Power Sword Free
- ● Flechette Blaster & Taser Goad Free

An Infiltrator Alpha may take one of the following:
- ● Refractor Field +5 points
- ● Conversion Field +10 points

Neurostatic Aura
All enemy models within 6" of one or more models with this special rule subtract 1 from their Weapon Skill, Ballistic Skill, Initiative and Leadership.

Tech-priest Auxilia

65 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tech-priest	6	3	3	3	3	1	3	1	7	4+
Magos Auxilia	6	3	4	3	4	2	3	2	8	3+
Charron Servo-automata	6	3	3	4	5	1	1	1	6	5+

Unit Composition
- 3 Tech-priests

Unit Type
- Tech-priest: Infantry (Line)
- Magos Auxilia: Infantry (Character, Cybertheurgist, Line)
- Charron Servo-automata: Automata (Guardian)

Wargear
- Close Combat Weapon (Charron Servo-automata only)

Special Rules
- Stubborn (Tech-priest and Magos Auxilia only)

Dedicated Transport
- A non-Myrmidon Tech-priest Auxilia unit of no more than 12 models may take a Rhino Armoured Transport, Arvus Lighter or Termite Assault Drill as a Dedicated Transport; or a unit of any size may take a Triaros Armoured Conveyor as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.
- A Myrmidon Tech-priest Auxilia unit of no more than 7 models may take a Triaros Armoured Conveyor as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options
- Each Tech-priest Auxilia unit must take one of the following Techno-arcana:
  - Bio-alchemist   +30 points
  - Electro-priest   Free
  - Enginseer   Free
  - Lachrimallus   Free
  - Myrmidon   +60 points
  - Reductor   Free

Bio-alchemist

A Bio-alchemist Tech-priest gains the following:
- Lacyraemara Battle Cohort Unit Sub-type.
- Alchemical Reagents, Refractor Field, Irad-cleanser, Frag Grenades, Rad Grenades & Shattersphere Grenades.
- Oppugnant Aura.

A Bio-alchemist Tech-priest Auxilia unit may include:
- Up to 7 additional Tech-priests   +30 points per model

Any model may exchange their Irad-cleanser for one of the following:
- Grenade Launcher (Rad Grenades)   +5 points
- Missile Launcher (Rad Missiles) with Suspensor Web
                                    +10 points

Electro-priest

An Electro-priest Tech-priest gains the following:
- Either +1 WS or BS, +1A.
- Orders Militant Battle Cohort Unit Sub-type.
- Voltagheist Field.
- Feel No Pain (5+) & Hatred (Everything).

An Electro-priest Tech-priest Auxilia unit may include:
- Up to 17 additional Tech-priests   +20 points per model

Every model must take one of the following:
- Two Electrostatic Gauntlets   Free
- Electroleech Stave   Free

Enginseer

An Enginseer Tech-priest gains the following:
- Macrotechnia Battle Cohort Unit Sub-type.
- Laspistol, Power Axe & Servo-arm.
- Servo Assistance, Battlesmith (6+).

An Enginseer Magos Auxilia gains the following:
- Macrotechnia Battle Cohort Unit Sub-type.
- Laspistol, Power Axe & Servo-arm.
- Servo Assistance, Battlesmith (5+) & Cybertheurgist Auxilia.

An Enginseer Tech-priest Auxilia unit may include:
- Up to 2 additional Tech-priests   +20 points per model
- Up to 10 Servo-automata   +5 points per model

A single Tech-priest may be upgraded to a Magos Auxilia   +25 points

Any Tech-priest or Magos Auxilia may take any of the following:

- Melta Bombs   +5 points
- Cyber-familiar   +5 points
- Augury Scanner   +5 points
- Nuncio-vox   +10 points
- Volkite Charger   +10 points
- Cortex Controller   +15 points
- Graviton Gun   +15 points

Any Charron Servo-automata may take one of the following:

- Las-lock   +2 points
- Flamer   +5 points
- Maxima Bolter   +5 points
- Servo-arm   +5 points
- Rotor Cannon   +10 points
- Heavy Bolter   +15 points
- Multi-melta   +25 points

Lachrimallus

A Lachrimallus Tech-priest gains the following:

- Lacyraemara Battle Cohort Unit Sub-type.
- Laspistol & Power Axe.
- Taskmaster, Feel No Pain (5+), Battlesmith (6+).

A Lachrimallus Magos Auxilia gains the following:

- Lacyraemara Battle Cohort Unit Sub-type.
- Laspistol & Power Axe.
- Taskmaster, Feel No Pain (5+), Battlesmith (5+) & Cybertheurgist Auxilia.

A Lachrimallus Charron Servo-automata gains the following:

- Lacyraemara Battle Cohort Unit Sub-type.
- Feel No Pain (5+).

A Lachrimallus Tech-priest Auxilia unit may include:

- Up to 2 additional Tech-priests   +20 points per model
- Up to 10 Servo-automata   +5 points per model

A single Tech-priest may be upgraded to a Magos Auxilia   +25 points

Any Tech-priest or Magos Auxilia may take any of the following:

- Melta Bombs   +5 points
- Cyber-familiar   +5 points
- Augury Scanner   +5 points
- Nuncio-vox   +10 points
- Volkite Charger   +10 points
- Cortex Controller   +15 points
- Graviton Gun   +15 points

Any Charron Servo-automata may take one of the following:
- Las-lock   +2 points
- Flamer   +5 points
- Maxima Bolter   +5 points
- Servo-arm   +5 points
- Rotor Cannon   +10 points
- Heavy Bolter   +15 points
- Multi-melta   +25 points

Myrmidon

A Myrmidon Tech-priest gains the following:
- +1WS, +2BS, +2S, +2T, +2W, +1A, +1Ld & 3+ Save.
- Heavy & Orders Militant Battle Cohort Unit Sub-types.
- Two Maxima Bolters, Refractor Field, Frag Grenades & Krak Grenades.
- Bulky (3), Firing Protocols (2), Hatred (Everything), Relentless.

A Myrmidon Magos Auxilia gains the following:
- +1WS, +1BS, +2S, +1T, +1W, +1A & +1Ld.
- Heavy & Orders Militant Battle Cohort Unit Sub-types.
- Two Maxima Bolters, Refractor Field, Frag Grenades & Krak Grenades.
- Bulky (3), Firing Protocols (2), Hatred (Everything), Relentless.

A Myrmidon Tech-priest Auxilia unit may include:
- Up to 7 additional Tech-priests   +35 points

A single Tech-priest may be upgraded to a Magos Auxilia   +15 points

Every model must take one of the following:
- Shock Charger   Free
- Myrmidon Axe   +5 points
- Power Fist   +10 points

Any model may exchange either or both of their Maxima Bolters each for one of the following:
- Volkite Charger   Free
- Graviton Gun   +5 points
- Irad-cleanser   +10 points
- Phased Plasma-fusil   +10 points
- Volkite Culverin   +15 points

Any model may exchange both of their Maxima Bolters for one of the following:
- Volkite Culverin   +5 points
- Conversion Beamer   +20 points
- Graviton Imploder   +20 points
- Darkfire Cannon   +25 points
- Irradiation Engine   +25 points

Reductor

A Reductor Tech-priest gains the following:
- Reductor Battle Cohort Unit Sub-type.
- Laspistol, Power Axe & Servo-arm.
- Sunder, Wrecker, Battlesmith (6+).

A Reductor Magos Auxilia gains the following:
- Reductor Battle Cohort Unit Sub-type.
- Laspistol, Power Axe & Servo-arm.
- Sunder, Wrecker, Battlesmith (5+) & Cybertheurgist Auxilia.

A Reductor Tech-priest Auxilia unit may include:
● Up to 2 additional Tech-priests	+20 points per model
● Up to 10 Servo-automata	+5 points per model

A single Tech-priest may be upgraded to a Magos Auxilia   +25 points

Any Tech-priest or Magos Auxilia may take any of the following:
● Melta Bombs	+5 points
● Cyber-familiar	+5 points
● Augury Scanner	+5 points
● Nuncio-vox	+10 points
● Volkite Charger	+10 points
● Cortex Controller	+15 points
● Graviton Gun	+15 points

Any Tech-priest or Magos Auxilia may exchange their Servo-arm for one of the following:
● Conversion Beamer	+25 points
● Graviton Imploder	+25 points

Any Charron Servo-automata may take one of the following:
● Las-lock	+2 points
● Flamer	+5 points
● Maxima Bolter	+5 points
● Servo-arm	+5 points
● Rotor Cannon	+10 points
● Heavy Bolter	+15 points
● Multi-melta	+25 points

Servo Assistance
A model with this special rule gains Battlesmith (4+) as long as their unit contains any Charron Servo-automata.

Oppugnant Aura
In the second and subsequent rounds of a close combat, units engaged in combat with at least one model with this special rule reduce their Armour Save by 1 (i.e. a 2+ becomes a 3+ etc.). Vehicles instead reduce their Armour Values by 1. Once the combat ends armour saves and armour values return to their normal values.

Taskmaster
Friendly Indentured Labour Units, Tech Guard Squads and Servitor Cohorts within 6" of one or more models with this special rule add +1 to their Feel No Pain Damage Mitigation rolls, or gain the Feel No Pain (6+) special rule if they do not already possess the Feel No Pain (X) special rule.

Cybertheurgist Auxilia
The Magos Auxilia may select one of the following Cybertheurgic Arcana, gaining all Rites and weapons that are part of that Arcana:
- Artificia Cybernetica
- Artificia Machina

Troops

Indentured Labour Unit

25 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Indentured Labourer	6	2	2	3	3	1	3	1	5	6+

Unit Composition
- 10 Indentured Labourers

Unit Type
- Infantry (Line, Lacyraemara Battle Cohort)

Wargear
- Shotgun
- Close Combat Weapon

Special Rules
- None

Dedicated Transport
- An Indentured Labour Unit of no more than 10 models may take a Rhino Armoured Transport, Arvus Lighter or Termite Assault Drill as a Dedicated Transport; or a unit of no more than 20 models may take a Triaros Armoured Conveyor as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options
- An Indentured Labourer Unit may include:
    - Up to 40 additional Indentured Labourers   +1 point per model
- The entire unit may take any of the following:
    - Tech-thrall Augmentation   +2 points per model
    - Chrono-gladiator Enhancements   +1 point per model
- The entire unit may take Flak Armour   +5 points
- The entire unit may exchange their Shotguns for one of the following:
    - Las-locks   Free
    - Mitralocks   Free
    - Chainswords   Free

Tech-thrall Augmentation

Indentured Labourers with the Tech-thrall Augmentation gain the following:
- +1 Ld & -1I.
- Heavy & Macrotechnia Battle Cohort Unit Sub-types.
- Rite of Pure Thought, Stubborn, Feel No Pain (5+) & Hatred (Everything).

Chrono-gladiator Enhancements

Indentured Labourers with Chrono-gladiator Enhancements gain the following:
- Rage (2) & Death Clock.

Any model may exchange their Close Combat Weapon for one of the following:
- Heavy Chainsword   +2 points
- Power Weapon   +5 points

Death Clock

At the end of each friendly Combat phase, each unit with this special rule that did not fight during the preceding Fight phase removes D3 models.

Rite of Pure Thought

A unit with this special rule may not make Reactions or Sweeping Advance.

Scyllax Guardian-automata Covenant

120 points

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

Unit Composition
- 4 Scyllax

Unit Type
- Automata (Guardian, Heavy, Line)

Wargear
- Scyllax Combat Array
- Kraken Bolter
- Rad Furnace
- Frag Grenades

Special Rules
- Move Through Cover
- Night Vision
- Relentless
- Support Squad

Dedicated Transport
- A Scyllax Guardian-automata Covenant of no more than 10 models may take a Rhino Armoured Transport, Arvus Lighter or Termite Assault Drill as a Dedicated Transport; or a unit of any size may take a Triaros Armoured Conveyor as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options
- A Scyllax Guardian-automata Covenant may include:
  - Up to 12 additional Scyllax   +25 points per model
- Any Scyllax may exchange their Kraken Bolter for one of the following:
  - Maxima Bolter   Free
  - Flamer   +5 points
  - Rotor Cannon   +5 points
  - Volkite Charger   +5 points
- For every four models in the unit, one Scyllax may exchange their Kraken Bolter for one of the following:
  - Graviton Gun   +5 points
  - Plasma Gun   +5 points
  - Irad-cleanser   +10 points
  - Meltagun   +10 points

Secutarii Phalanx

120 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Secutarii	7	3	4	3	3	1	3	1	7	4+
Secutarii Alpha	7	3	4	3	3	2	3	2	8	4+

Unit Composition
- 9 Secutarii
- 1 Secutarii Alpha

Unit Type
- Secutarii: Infantry (Secutarii)
- Secutarii Alpha: Infantry (Character, Secutarii)

Wargear
- Corpus Skitarii
- Kyropatris Field Generator

Special Rules
- Support Squad

Dedicated Transport
- A Secutarii Phalanx of no more than 10 models may take a Rhino Armoured Transport, Arvus Lighter or Termite Assault Drill as a Dedicated Transport; or a unit of any size may take a Triaros Armoured Conveyor as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options
- Each Secutarii Phalanx must take one of the following specialisations:
  - Hoplite   +10 points
  - Peltast   Free

Hoplite

A Secutarii Hoplite and Secutarii Hoplite Alpha gain the following:
- Arc Lance & Mag-inverter Shield.

A Secutarii Hoplite Phalanx may include:
- Up to 10 additional Secutarii   +12 points per model

A Secutarii Alpha may take one of the following:
- Radium Pistol   +5 points
- Volkite Serpenta   +5 points
- Arc Pistol   +10 points

A Secutarii Alpha may exchange their Arc Lance for one of the following:

- Arc Maul   Free
- Power Weapon   Free

A Secutarii Alpha may take any of the following:

- Augury Scanner   +5 points
- Rad Grenades   +10 points

Peltast

A Secutarii Peltast and Secutarii Peltast Alpha gain the following:

- Galvanic Caster (Flechette & Ignis Ammunition).
- Blind Barrage.

A Secutarii Peltast Phalanx may include:

- Up to 10 additional Secutarii   +10 points per model

The entire unit may take Hammershot ammunition in addition to their existing ammunition types   +5 points per model

Any model may exchange their Galvanic Caster for one of the following:

- Radium Carbine   Free
- Arc Rifle   +10 points

A Secutarii Alpha may take one of the following:

- Radium Pistol   +5 points
- Volkite Serpenta   +5 points
- Arc Pistol   +10 points

A Secutarii Alpha may exchange their Arc Lance for one of the following:

- Arc Maul   Free
- Power Weapon   Free

A Secutarii Alpha may take any of the following:

- Augury Scanner   +5 points
- Rad Grenades   +10 points
- Refractor Field   +10 points

Blind Barrage

So long as a unit with this special rule contains at least five models with Galvanic Casters, once per battle during the controlling player's Shooting phase, the unit may make a Blind Barrage instead of making a Shooting Attack. Select a friendly unit with a model within 18" and within line of sight of the unit making the Blind Barrage. That friendly unit gains the Shrouded (4+) special rule until the beginning of the controlling player's next turn. Models with the Vehicle Unit Type, the Gargantuan Unit Type, or the Monstrous Unit Sub-type may not be the target of a Blind Barrage.

Servitor Cohort

15 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Cain Servitor	7	5	1	5	3	1	3	3	8	-
Charron Servo-automata	6	3	3	4	5	1	1	1	6	5+
Kataphron Servitor	5	3	3	5	5	2	3	1	8	4+

Unit Composition
- 3 Servitors

Unit Type
- Cain Servitor: Infantry (Lacyraemara Battle Cohort, Munitoria Logis Battle Cohort)
- Charron Servo-automata: Automata (Lacyraemara Battle Cohort, Munitoria Logis Battle Cohort)
- Kataphron Servitor: Automata (Lacyraemara Battle Cohort, Munitoria Logis Battle Cohort)

Wargear
- None

Special Rules
- None

Options
- Each Servitor Cohort must take one of the following classes:
  - Cain   +15 points
  - Charron   Free
  - Kataphron   +90 points

Cain

A Cain Servitor gains the following:
- Two Close Combat Weapons.
- Feel No Pain (5+).

A Cain Servitor Cohort may include:
- Up to 17 additional Cain Servitors   +10 points per model

Charron

A Charron Servo-automata gains the following:

- Guardian Unit Sub-type.
- Close Combat Weapon.

A Charron Servitor Cohort may include:
- Up to 7 additional Charron Servo-automata   +5 points per model

Any Charron Servo-automata may take one of the following:
- Las-lock   +2 points
- Flamer   +5 points
- Maxima Bolter   +5 points
- Servo-arm   +5 points
- Rotor Cannon   +10 points
- Heavy Bolter   +15 points
- Multi-melta   +25 points

Kataphron

A Kataphron Servitor gains the following:
- Guardian & Heavy Unit Sub-types.
- Bulky (3), Relentless, Firing Protocols (2) & Support Squad.

A Kataphron Servitor Cohort may include:
- Up to 6 additional Kataphron Servitors   +35 points per model

The entire unit may take Kataphron Breacherplate   +5 points per model

The entire unit must take one of the following:
- Heavy Arc Rifle   Free
- Torsion Cannon   Free
- Plasma Culverin   +10 points per model
- Graviton Imploder   +10 points per model

The entire unit must take one of the following:
- Phosphor Blaster   Free
- Hydraulic Claw   Free
- Cognis Flamer   +5 points per model
- Arc Claw   +5 points per model

Skitarii Clade

40 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Skitarii	7	3	4	3	3	1	3	1	7	4+
Skitarii Alpha	7	3	4	3	3	2	3	2	8	4+

Unit Composition
- 4 Skitarii
- 1 Skitarii Alpha

Unit Type
- Skitarii: Infantry (Skitarii)
- Skitarii Alpha: Infantry (Skitarii, Character)

Wargear
- Corpus Skitarii

Special Rules
- Feel No Pain (6+)
- Relentless
- Support Squad

Dedicated Transport
- A Skitarii Clade of no more than 6 models may take a Archaeopter Transvector as a Dedicated Transport; a unit of no more than 10 models may take a Skorpius Dunerider, Rhino Armoured Transport, Arvus Lighter or Termite Assault Drill as a Dedicated Transport; or a unit of any size may take a Triaros Armoured Conveyor or Kulan Dunecrawler Squadron* as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

*   The Kulan Dunecrawler Squadron must take sufficient models to be capable of transporting the entire unit simultaneously.

Options
- Each Skitarii Clade must take one of the following specialisations:
  - Ranger   +5 points
  - Vanguard   Free

Ranger

A Skitarii Ranger and Skitarii Ranger Alpha gain the following:
- Galvanic Rifle.
- Move Through Cover.

A Skitarii Ranger Clade may include:
- Up to 15 additional Skitarii   +9 points per model

One Skitarii may take an Enhanced Data-tether   +10 points
One Skitarii may take an Omnispex   +10 points
One Skitarii may exchange their Galvanic Rifle for one of the following:
- Arc Rifle   +10 points
- Transauranic Arquebus   +20 points
- Plasma Caliver   +25 points

For every five models in the unit, one Skitarii may exchange their Galvanic Rifle for one of the following:
- Arc Rifle   +10 points
- Transauranic Arquebus   +20 points
- Plasma Caliver   +25 points

A Skitarii Alpha may take one of the following:
- Taser Goad   +5 points
- Power Sword   +10 points
- Arc Maul   +10 points

A Skitarii Alpha may exchange their Galvanic Rifle for one of the following:
- Radium Pistol   +5 points
- Phosphor Blast Pistol   +5 points
- Arc Pistol   +10 points

A Skitarii Alpha may take one of the following:
- Refractor Field   +10 points
- Conversion Field   +25 points

Vanguard

A Skitarii Vanguard and Skitarii Vanguard Alpha gain the following:
- Radium Carbine & Rad Grenades.

A Skitarii Vanguard Clade may include:
- Up to 15 additional Skitarii   +8 points per model

One Skitarii may take an Enhanced Data-tether   +10 points
One Skitarii may take an Omnispex   +10 points
One Skitarii may exchange their Radium Carbine for one of the following:
- Arc Rifle   +10 points
- Transauranic Arquebus   +20 points
- Plasma Caliver   +25 points

For every five models in the unit, one Skitarii may exchange their Radium Carbine for one of the following:
- Arc Rifle   +10 points
- Transauranic Arquebus   +20 points
- Plasma Caliver   +25 points

A Skitarii Alpha may take one of the following:

- Taser Goad   +5 points
- Power Sword   +10 points
- Arc Maul   +10 points

A Skitarii Alpha may exchange their Radium Carbine for one of the following:
- Radium Pistol   +5 points
- Phosphor Blast Pistol   +5 points
- Arc Pistol   +10 points

A Skitarii Alpha may take one of the following:
- Refractor Field   +10 points
- Conversion Field   +25 points

Tech Guard Squad

50 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tech Guard	6	3	3	3	3	1	3	1	6	4+
Prime	6	3	3	3	3	1	3	2	7	4+

Unit Composition
- 9 Tech Guard
- 1 Prime

Unit Type
- Tech Guard: Infantry (Line, Autokrator Battle Cohort)
- Prime: Infantry (Character, Line, Autokrator Battle Cohort)

Wargear
- Las-lock
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Special Rules
- Corps Discipline

Dedicated Transport
- A Tech Guard of no more than 10 models may take a Rhino Armoured Transport, Arvus Lighter or Termite Assault Drill as a Dedicated Transport; or a unit of any size may take a Triaros Armoured Conveyor as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options
- A Tech Guard Squad may take:
  - Up to 10 additional Tech Guard   +4 points each
- The entire unit may take Bionics   +20 points
- The entire unit may replace their Las-locks with one of the following:
  - Shotguns   Free
  - Lascarbines or Autoguns   Free
  - Mitralocks   Free
  - Bolters   +5 points
- One in five models may replace their Las-locks* with one of the following:
  - Grenade Launcher (Frag & Krak Grenades)   +5 points
  - Flamer   +5 points
  - Maxima Bolter   +5 points
  - Rotor Cannon   +10 points
  - Meltagun   +10 points

○ Plasma Gun	+10 points
● One Tech Guard may take a Omnispex	+10 points
● The Prime may take Melta Bombs	+5 points
● The Prime may replace their Las-lock* with one of the following:	
○ Laspistol	Free
○ Volkite Serpenta	+5 points
○ Power Weapon	+5 points
○ Hand Flamer	+5 points
○ Power Fist	+10 points

*   These upgrades may still be taken even if the unit replaces their Las-locks with another weapon.

Corps Discipline

When a unit with this special rule makes a Reaction, then all friendly units with this special rule that have a model within 3" of this unit may also Move or make a Shooting Attack as described in the Reaction being made (all units that Move or Shoot are counted as having made a Reaction, and thus can't make further Reactions in the same Phase, and must target the same unit with any Shooting Attacks made).

Dedicated Transport

Archaeopter Transvector

XX points

	M	BS	Armour Front	Side	Rear	HP	Transport Capacity
Archaeopter Transvector	18	4	12	11	10	3	6

This model may only be selected as a Dedicated Transport for another unit, and may not be selected as a separate unit.

Unit Composition
- 1 Archaeopter Transvector

Unit Type
- Vehicle (Transport, Skitarii, Flyer, Hover, Reinforced, Taghmata Aeronautica Battle Cohort)

Wargear
- Hull (Left) Mounted Cognis Heavy Stubber
- Hull (Right) Mounted Cognis Heavy Stubber
- Two Centreline Mounted Cognis Heavy Stubbers

Special Rules
- Deep Strike

Access Points
- An Archaeopter Transvector has one Access Point at the rear.

Arvus Lighter

75 points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Arvus Lighter	20	3	11	11	10	2	12

This model may only be selected as a Dedicated Transport for another unit, and may not be selected as a separate unit.

Unit Composition
- 1 Arvus Lighter

Unit Type
- Vehicle (Transport, Flyer, Hover, Taghmata Aeronautica Battle Cohort)

Wargear
- Searchlights
- Smoke Launchers

Special Rules
- Deep Strike
- Infantry Transport

Access Points
- An Arvus Lighter has one Access Point at the rear.

Options
- An Arvus Lighter may take any of the following:
  - Flare Shield .... +20 points
  - Retrofitted Transport Bay .... +20 points
- An Arvus Lighter may take one of the following:
  - Centreline Mounted Multi-laser .... +10 points
  - Centreline Mounted Autocannon .... +15 points
  - Centreline Mounted Two Hellstrike Missiles ... +20 points
  - Centreline Mounted Lascannon .... +20 points

Retrofitted Transport Bay
An Arvus Lighter with this upgrade has been modified to carry Battle-automata. It loses the Infantry Transport special rule and is able to transport Automata models with up to a combined maximum total of 6 Wounds, but is no longer able to transport Infantry models.

Kulan Dunecrawler Squadron

80 points

	M	BS	Front	Side	Rear	HP	Transport Capacity
			Armour				
Kulan Dunecrawler	6	4	12	12	11	3	7

This model may only be selected as a Dedicated Transport for another unit, and may not be selected as a separate unit.

Unit Composition
- 1 Kulan Dunecrawler

Unit Type
- Vehicle (Skitarii, Slow)

Wargear
- Pintle Mounted Cognis Heavy Stubber
- Searchlights
- Emanatus Force Field
- Enhanced Data Tether

Special Rules
- Move Through Cover
- Field Harmonics
- Infantry Transport
- Transport Squadron
- Support Squad

Access Points
- A Kulan Dunecrawler has one Access Point at the front.

Options
- A Kulan Dunecrawler Squadron may take:
  - Up to two additional Kulan Dunecrawlers   +70 points each
- Any model may take any of the following:
  - Smoke Launchers   +5 points
  - Mindscanner Probe   +10 points
  - Cognis Manipulator   +25 points

Field Harmonics
A model with this special rule adds 1 to any invulnerable saving throws it makes for its Emanatus Force Field for each other model, from the same squadron, within 4".

Transport Squadron
A Kulan Dunecrawler Squadron may carry any unit that the combined capacity of the squadron is capable of embarking. Only one unit may be carried by the squadron at a time. A unit must

embark/disembark together, so if one Kulan Dunecrawler is destroyed forcing the models carried to disembark, the rest of the unit must disembark with them. Units that disembark must do so into coherency.

Rhino Armoured Transport

35 points

	M	BS	Front	Side	Rear	HP	Transport Capacity
			Armour				
Rhino	14	4	11	11	10	3	12

This model may only be selected as a Dedicated Transport for another unit, and may not be selected as a separate unit.

Unit Composition
- 1 Rhino

Unit Type
- Vehicle (Transport, Orders Militant Battle Cohort)

Wargear
- Pintle Mounted Twin-linked Bolter

Special Rules
- Repair
- Infantry Transport

Access Points
- A Rhino has one Access Point on each side of the hull and one at the rear.

Options
- A Rhino may take any of the following:
    - One Hull (Front) Mounted Hunter-killer Missile   +5 points
    - Searchlights   +5 points
    - Dozer Blade   +5 points
- A Rhino may take one of the following:
    - Pintle Mounted Twin-linked Bolter   +5 points
    - Pintle Mounted Heavy Flamer   +5 points
    - Pintle Mounted Combi-weapon (any type)   +10 points
    - Pintle Mounted Heavy Bolter   +10 points
    - Pintle Mounted Havoc Launcher   +15 points
    - Pintle Mounted Multi-melta   +30 points

Skorpius Dunerider

50 points

	M	BS	Front	Side	Rear	HP	Transport Capacity
			Armour				
Skorpius Dunerider	14	4	11	11	10	3	12

This model may only be selected as a Dedicated Transport for another unit, and may not be selected as a separate unit.

Unit Composition
- 1 Skorpius Dunerider

Unit Type
- Vehicle (Transport, Skimmer, Skitarii)

Wargear
- Turret Mounted Twin-linked Cognis Heavy Stubber
- Hull (Left) Mounted Cognis Heavy Stubber
- Hull (Right) Mounted Cognis Heavy Stubber
- Enhanced Data Tether
- Searchlights

Special Rules
- None

Access Points
- A Skorpius Dunerider has one Access Point at the front.

Options
- A Skorpius Dunerider may take any of the following:
  - One Hull (Front) Mounted Hunter-killer Missile   +5 points
  - Smoke Launchers   +5 points
  - Anbaric Claw   +15 points
  - Flare Shield   +25 points

Termite Assault Drill

80 points

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

This model may only be selected as a Dedicated Transport for another unit, and may not be selected as a separate unit.

Unit Composition
- 1 Termite Assault Drill

Unit Type
- Vehicle (Transport, Macrotechnia Battle Cohort)

Wargear
- Two Pintle Mounted Twin-linked Bolters
- Melta Cutters

Special Rules
- Infantry Transport
- Subterranean Assault

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

Options
- A Termite Assault Drill may exchange both its Twin-linked Bolters for one of the following:
    - Two Pintle Mounted Twin-linked Volkite Chargers .... +5 points
    - Two Pintle Mounted Heavy Flamers .... +5 points

Triaros Armoured Conveyor

135 points

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Triaros	12	4	14	12	12	5	22

This model may only be selected as a Dedicated Transport for another unit, and may not be selected as a separate unit.

Unit Composition
- 1 Triaros Armoured Conveyor

Unit Type
- Vehicle (Transport, Autokrator Battle Cohort)

Wargear
- Shock Ram
- Two Centreline Mounted Volkite Calivers
- Pintle Mounted Twin-linked Mauler Bolt Cannon
- Flare Shield
- Searchlights

Special Rules
- Galvanic Traction Drive

Access Points
- A Triaros Armoured Conveyor has two Access Points, one on each side of the hull.

Options
- The vehicle may take up to two Hull (Front) Mounted Hunter-killer Missiles
                                                                +5 points each

Fast Attack

Cyber-hybrid Carnivora

18 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Cyber-hybrid	8	3	0	3	3	1	4	2	6	5+

Unit Composition
- 3 Cyber-hybrids

Unit Type
- Infantry (Light, Lacyraemara Battle Cohort)

Wargear
- Close Combat Weapon

Special Rules
- Move Through Cover

Options
- A Cyber-hybrid Carnivora unit may include:
  - Up to 17 additional Cyber-hybrids   +6 points per model
- The entire unit may take any of the following:
  - Aggression Stimulators   +1 point per model
  - Armoured Carapace   +1 point per model
  - Augmented Fibre-bundles   +2 points per model
  - Ferocious Jaws   +2 points per model
  - Swiftstrider Enhancements   +3 points per model

Aggression Stimulators
Any model with this upgrade gains +1WS.

Armoured Carapace
Any model with this upgrade gains a 4+ armour save.

Augmented Fibre-bundles
Any model with this upgrade gains +1S.

Ferocious Jaws
Any model with this upgrade adds the Breaching (6+) special rule to its melee attacks.

Swiftstrider Enhancements
Any model with this upgrade gains +2M and the Fleet (2) special rule.

Drone Cohort

45 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Cyber-occularis	8	2	3	2	3	1	4	1	8	3+
Psiloi	8	3	3	3	4	1	3	1	7	3+

Unit Composition
- 3 Drones

Unit Type
- Automata (Cybernetica)

Wargear
- None

Special Rules
- Noospheric Possession

Options
- Each Battle-automata Maniple must select one of the following classes:
  - Cyber-occularis   Free
  - Psiloi   Free

Cyber-occularis

A Cyber-occularis Drone gains the following:
- Anti-grav Unit Sub-type.
- Twin-linked Laspistol & Incunabulan Jet Pack.
- Augur Sweep.

A Cyber-occularis Drone Cohort may include:
- Up to 6 additional Cyber-occularis   +12 points per model

Any Drone may exchange its Twin-linked Laspistol for one of the following:
- Twin-linked Radium Pistol   +2 points
- Twin-linked Volkite Serpenta   +5 points
- Twin-linked Lucifex   +5 points
- Twin-linked Phosphor Pistol   +5 points

Psiloi

A Psiloi Drone gains the following:
- Twin-linked Las-lock & Frag Grenades.

A Psiloi Drone Cohort may include:

- ● Up to 6 additional Psiloi +12 points per model

The entire unit may exchange their Twin-linked Las-locks for one of the following:
- ● Two Close Combat Weapons Free
- ● Twin-linked Flamer +5 points per model
- ● Two Shock Chargers +5 points per model

Augur Sweep
Enemy units within 6" of at least one model with this special rule reduce their cover saves by -1 when fired at by units from the same detachment as the Cyber-occularis.

Noospheric Possession
A Cybertheurgist may use any model, that is both within range of a Cortex Controller and has this special rule, to draw line of sight and/or measure range when using any Cybertheurgic Rite, Cybertheurgic Weapon or the Battlesmith (X) ability.

Using Cybertheurgy via a proxy in this manner inflicts a -1 penalty on the Cybertheurgic test and should Cybertheurgic Feedback occur, both the Drone and Cybertheurgist's units suffer the effects. Utilising a Drone as a proxy for the Battlesmith (X) special rule means that the Cybertheurgist may not utilise any bonuses to Battlesmith rolls from their wargear (such as that provided by a Machinator Array).

At the beginning of any friendly Shooting phase a Magos with a Djinn-skein may choose to give +1 Ballistic Skill to a single unit within 3" of a model with this special rule, until the end of the phase, if they do so the unit they have joined cannot benefit from the +1 Ballistic Skill provided by the Djinn-skein until the end of the phase.

Dunestrider Maniple

55 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Dunestrider	10	3	4	4	6	4	3	2	8	4+

Unit Composition
- 1 Dunestrider

Unit Type
- Cavalry (Skitarii, Skirmisher, Light)

Wargear
- Enhanced Data-tether

Special Rules
- Fleet (2)
- Firing Protocols (3)
- Support Squad

Options
- Each Dunestrider Maniple must select one of the following classes:
  - Black Widow   +5 points
  - Ironstrider Ballistarius   +5 points
  - Sydonian Dragoon   Free

Black Widow

A Black Widow Dunestrider gains the following:
- Two Multi-lasers & Incendine Combustor.
- Scout & Move Through Cover.

A Black Widow Dunestrider Maniple may include:
- Up to 5 additional Dunestriders   +55 points per model

Any model may exchange its Incendine Combustor for a Grenade Launcher (Frag and Krak Grenades)   +5 points

Ironstrider Ballistarius

An Ironstrider Ballistarius gains the following:
- Twin-linked Cognis Autocannon.
- Crusader & Precision Shots (6+).

A Ironstrider Ballistarii Dunestrider Maniple may include:
- Up to 5 additional Dunestriders   +55 points per model

Any model may exchange its Twin-linked Cognis Autocannon for a Twin-linked Cognis
Lascannon   +10 points

Sydonian Dragoon

A Sydonian Dragoon gains the following:
- +1 WS & +1S.
- Taser Lance.
- Crusader & Shrouded (5+).

A Sydonian Dragoon Dunestrider Maniple may include:
- Up to 5 additional Dunestriders   +50 points per model

Any model may take a Phosphor Serpenta   +10 points
Any model may exchange its Taser Lance for a Radium Jezzail   Free

Pteraxii Coven

110 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Pteraxii	7	4	4	3	3	2	3	2	6	4+
Pteraxii Alpha	7	4	4	3	3	2	3	3	7	4+

Unit Composition
- 4 Pteraxii
- 1 Pteraxii Alpha

Unit Type
- Pteraxii: Infantry (Skitarii)
- Pteraxii Alpha: Infantry (Skitarii, Character)

Wargear
- Corpus Skitarii
- Utan Jump Booster

Special Rules
- Hit & Run
- Support Squad

Options
- Each Pteraxii Coven must select one of the following specialisations:
  - Skystalkers   Free
  - Sterylizors   +25 points

Skystalkers

A Pteraxii Skystalker gains the following:
- Flechette Carbine & Arc Grenade Cluster.

A Pteraxii Skystalker Coven may include:
- Up to 5 additional Pteraxii   +20 points per model

A Pteraxii Alpha may exchange their Flechette Carbine with a Flechette Blaster and Taser Goad   +2 points

Sterylizors

A Pteraxii Sterylizor gains the following:
- Phosphor Torch & Pteraxii Talons.
- Rage.

A Pteraxii Sterylizor Coven may include:

- Up to 5 additional Pteraxii   +25 points per model

A Pteraxii Alpha may exchange its Pteraxii Talons and Phosphor Torch for a Flechette Blaster and Taser Goad   Free

Serberys Corps

85 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Serberys	14	3	4	3	3	2	3	2	7	4+
Serberys Alpha	14	3	4	3	3	2	3	3	8	4+

Unit Composition
- 2 Serberys
- 1 Serberys Alpha

Unit Type
- Serberys: Cavalry (Skitarii)
- Serberys Alpha: Cavalry (Skitarii, Character)

Wargear
- Corpus Skitarii

Special Rules
- Support Squad

Options
- Each Serberys Corps must select one of the following specialisations:
  - Raiders   +5 points
  - Sulphurhounds   Free

Raiders

A Serberys Raider gains the following:
- Galvanic Carbine, Cavalry Sabre & Archaeo-revolver (Serberys Alpha only).
- Precision Shots (6+) & Scout.

A Serberys Raider Corps may include:
- Up to 5 additional Serberys   +26 points per model

One Serberys Raider may take an Enhanced Data-tether   +10 points

Sulphurhounds

A Serberys Sulphurhound gains the following:
- Sulphur Breath, Two Phosphor Pistols & Rad Grenades.

A Serberys Sulphurhound Corps may include:
- Up to 5 additional Serberys   +25 points per model

For every three models in the unit, one model may exchange one of its Phosphor Pistols for a Phosphor Blast Carbine   +10 points

A Serberys Alpha may exchange both of its Phosphor Pistols for a Phosphor Blast Pistol and a Power Maul   Free

Stratos-automata Maniple

100 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Harpax	8	4	3	6	5	3	4	3	7	3+
Vultarax	8	3	5	4	6	4	3	2	7	3+

Unit Composition
- 1 Stratos-automata

Unit Type
- Automata (Antigrav, Cybernetica, Cybernetica Battle Cohort)

Wargear
- Atomantic Deflector

Special Rules
- None

Options
- Each Stratos-automata Maniple must select one of the following classes:
    - Harpax   Free
    - Vultarax   +25 points

Harpax

A Harpax Stratos-automata gains the following:
- Two Lightning Claws & Stratos Thrusters.
- Hammer of Wrath (D3) & Deep Strike.

A Harpax Stratos-automata Maniple may include:
- Up to 2 additional Harpax   +100 points per model

Vultarax

A Vultarax Stratos-automata gains the following:
- Arc Blaster, Two Havoc Launchers & Stratos Thrusters.
- Djinn-sight, It Will Not Die (5+), Night Vision & Surveillance Protocols.

A Vultarax Stratos-automata Maniple may include:
- Up to 2 additional Vulturax   +125 points per model

Strike Fighter

140 points

	M	BS	Armour			HP	Transport Capacity
			Front	**Side**	**Rear**		
Avenger	22	4	11	10	10	3	-
Primaris-lightning	26	4	11	11	10	3	-
Stratoraptor	18	4	12	11	10	3	-

Unit Composition
- 1 Strike Fighter

Unit Type
- Vehicle (Flyer, Taghmata Aeronautica Battle Cohort)

Wargear
- None

Special Rules
- Deep Strike

Options
- Each Strike Fighter must select one of the following patterns:
  - Avenger   +40 points
  - Primaris Lightning   +40 points
  - Stratoraptor   Free

Avenger

Avenger Strike Fighters gain the following:
- Hull (Front) Mounted Avenger Bolt Cannon, Two Hull (Front) Mounted Lascannons & Hull (Rear) Mounted Heavy Stubber.

A Strike Fighter may take one of the following:
- Four Hull (Front) Mounted Hellstrike Missiles   +15 points
- Four Hull (Front) Mounted Skystrike Missiles   +20 points

A Strike Fighter may take a Ramjet Diffraction Grid   +30 points

Primaris-lightning

Primaris-Lightning Strike Fighters gain the following:
- Two Centreline Mounted Lascannon.

A Strike Fighter may select up to three options from the following:
- Two Hull (Front) Mounted Sunfury Missiles   +25 points
- Two Hull (Front) Mounted Kraken Penetrator Missiles

        +35 points

A Strike Fighter may take a Ramjet Diffraction Grid   +30 points

Stratoraptor

Stratoraptor Strike Fighters gain the following:
- Skitarii & Reinforced Unit Sub-types.
- Hull (Left) Mounted Cognis Heavy Stubber, Hull (Right) Mounted Cognis Heavy Stubber, Two Centreline Mounted Heavy Phosphor Blasters, Hull (Front) Mounted Twin-linked Cognis Lascannon.

Tarantula Sentry Gun Battery

60 points

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

Unit Composition
- 3 Tarantula Sentry Guns

Unit Type
- Infantry (Automated Artillery)

Wargear
- Two Heavy Bolters

Special Rules
- Sentry Protocols
- Bulky (4)
- Firing Protocols (2)

Options
- A Tarantula Sentry Gun Battery may include:
    - Up to 2 additional Tarantula Sentry Guns .... +20 points per model
- The entire unit may exchange both of their Heavy Bolters for one of the following:
    - One Hyperios Missile Launcher .... +5 points per model
    - Two Lascannons .... +20 points per model
- The entire unit may take any of the following:
    - Searchlights .... +5 points
    - Augury Scanners .... +20 points

Heavy Support

Archaeopter Fusilave

140 points

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Archaeopter Fusilave	18	4	12	11	10	3	-

Unit Composition
- 1 Archaeopter Fusilave

Unit Type
- Vehicle (Flyer, Reinforced, Taghmata Aeronautica Battle Cohort)

Wargear
- Hull (Left) Mounted Cognis Heavy Stubber
- Hull (Right) Mounted Cognis Heavy Stubber
- Two Centreline Mounted Cognis Heavy Stubbers
- Bomb Rack

Special Rules
- Deep Strike

Armour Squadron

110 points

	M	BS	**Armour**			HP	**Transport Capacity**
			Front	**Side**	**Rear**		
Krios	16	4	13	12	10	4	-
Onager Dunecrawler	6	4	12	12	11	3	-
Macrocarid Explorator	10	4	14	14	14	5	26
Mechanicum Land Raider	12	4	14	14	14	5	12
Skorpius Disintegrator	14	4	13	11	10	3	-

Unit Composition
- 1 Armoured Vehicle

Unit Type
- Vehicle (Autokrator Battle Cohort)

Wargear
- None

Special Rules
- None

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

Options
- Each Armour Squadron must select one of the following vehicles:
    - Krios   +15 points
    - Onager Dunecrawler   Free
    - Macrocarid Explorator   +210 points
    - Mechanicum Land Raider   +110 points
    - Skorpius Disintegrator   +10 points

Krios

A Krios Armoured Vehicle gains the following:
- Fast Unit Sub-type.

- Hull (Front) Mounted Lightning Cannon & Searchlights.
- Galvanic Traction Drive & It Will Not Die (6+)

An Armour Squadron may include:
- Up to 2 additional Krios   +120 points

Any Armoured Vehicle may exchange their Lightning Cannon for a Pulsar-fusil
                                                              +25 points

Any Armoured Vehicle may take any of the following:
- Up to two Hull (Front) Mounted Hunter-killer Missiles   +5 points each
- Flare Shield   +25 points
- Two Centreline Mounted Volkite Calivers   +30 points

Onager Dunecrawler

An Onager Dunecrawler Armoured Vehicle gains the following:
- Skitarii & Slow Unit Sub-types.
- Hull (Front) Mounted Eradication Beamer, Enhanced Data-tether & Emanatus Force Field.
- Move Through Cover, Field Harmonics & Support Squad.

An Armour Squadron may include:
- Up to 2 additional Onager Dunecrawlers   +100 points

Any Armoured Vehicle may exchange their Eradication Beamer with one of the following:
- Hull (Front) Mounted Twin-linked Heavy Phosphor Blaster   +15 points per model
- Hull (Front) Mounted Neutron Laser and Co-axial Mounted Cognis Heavy Stubber   +25 points per model
- Hull (Front) Mounted Icarus Array and Helical Targeting Matrix
                                                  +35 points per model

Any Armoured Vehicle may take any of the following:
- Cognis Heavy Stubber   +5 points
- Smoke Launchers   +5 points
- Mindscanner Probe   +10 points
- Cognis Manipulator   +25 points

Macrocarid Explorator

A Macrocarid Explorator Armoured Vehicle gains the following:
- Transport & Orders Militant Battle Cohort Unit Sub-types.
- Two Hull (Front) Mounted Lascannons, Hull (Front) Mounted Twin-linked Heavy Bolter & Smoke Launchers.

Any Armoured Vehicle may exchange their Hull (Front) Mounted Mauler Bolt Cannon for one of the following:

- Hull (Front) Mounted Volkite Culverin   Free
- Hull (Front) Mounted Multi-melta   Free
- Hull (Front) Mounted Twin-linked Phased Plasma-fusil   +10 points
- Hull (Front) Mounted Lascannon   +10 points
- Hull (Front) Mounted Twin-linked Irad Cleanser   +20 points
- Hull (Front) Mounted Conversion Beamer   +20 points
- Hull (Front) Mounted Graviton Imploder   +20 points

Any Armoured Vehicle may exchange their Two Hull (Front) Mounted Lascannon for one of the following:

- Two Hull (Front) Mounted Twin-linked Mauler Bolt Cannons   Free
- Two Hull (Front) Mounted Twin-linked Lascannons   +20 points
- Two Hull (Front) Mounted Irradiation Engines   +20 points

Any Armoured Vehicle may take any of the following:

- One Hull (Front) Mounted Hunter-killer Missile   +5 points
- Searchlights   +5 points

Mechanicum Land Raider

A Mechanicum Land Raider Armoured Vehicle gains the following:

- Transport & Reinforced Unit Sub-types.
- Two Sponson Mounted Lascannons, Hull (Front) Mounted Mauler Bolt Cannon & Smoke Launchers.
- Power of the Machine Spirit & Assault Vehicle.

An Armour Squadron may include:

- Up to 2 additional Mechanicum Land Raiders   +200 points

Any Armoured Vehicle may exchange their Hull (Front) Mounted Twin-linked Heavy Bolter for one of the following:

- Hull (Front) Mounted Twin-linked Heavy Flamer   Free
- Hull (Front) Mounted Graviton Gun   +10 points
- Hull (Front) Mounted Twin-linked Lascannon   +15 points
- Hull (Front) Mounted Volkite Culverin   +15 points
- Hull (Front) Mounted Twin-linked Phased Plasma-fusil   +20 points
- Hull (Front) Mounted Multi-melta   +20 points

Any Armoured Vehicle may exchange their Two Sponson Mounted Lascannon for one of the following:

- Two Sponson Mounted Twin-linked Heavy Bolters   Free
- Two Sponson Mounted Flamestorm Cannons   Free
- Two Sponson Mounted Plasma Cannons   +10 points
- Two Sponson Mounted Multi-meltas   +20 points

Any Armoured Vehicle may take one of the following:

- Pintle Mounted Twin-linked Bolter   +5 points

- Pintle Mounted Heavy Flamer   +5 points
- Pintle Mounted Combi-weapon (any type)   +10 points
- Pintle Mounted Heavy Bolter   +10 points
- Pintle Mounted Havoc Launcher   +15 points
- Pintle Mounted Multi-melta   +20 points

Any Armoured Vehicle may take any of the following:
- One Hull (Front) Mounted Hunter-killer Missile   +5 points
- Searchlights   +5 points

Skorpius Disintegrator

A Skorpius Disintegrator Armoured Vehicle gains the following:
- Skitarii & Skimmer Unit Sub-types.
- Hull (Front) Mounted Disruptor Missile Launcher, Turret Mounted Belleros Energy Cannon, Co-axial Mounted Cognis Heavy Stubber, Hull (Left) Mounted Cognis Heavy Stubber & Hull (Right) Mounted Heavy Stubber & Enhanced Data-tether.

An Armour Squadron may include:
- Up to 2 additional Skorpius Disintegrators   +110 points

Any Armoured Vehicle may exchange their Turret Mounted Belleros Energy Cannon for a Turret Mounted Ferrumite Cannon   +15 points

Any Armoured Vehicle may take any of the following:
- One Hull (Front) Mounted Hunter-killer Missile   +5 points
- Smoke Launchers   +5 points
- Anbaric Claw   +15 points
- Flare Shield   +25 points

Artillery Squadron

100 points

	M	BS	Armour Front	Side	Rear	HP	Transport Capacity
Karacnos	12	4	14	12	12	5	-
Minotaur	8	4	13	12	13	5	-
Reductor	10	4	12	10	10	3	-

Unit Composition
- 1 Artillery Vehicle

Unit Type
- Vehicle

Wargear
- None

Special Rules
- None

Options
- Each Artillery Squadron must select one of the following vehicles:
  - Karacnos   +125 points
  - Minotaur   +100 points
  - Reductor   Free

Karacnos

A Karacnos Artillery Vehicle gains the following:
- Shock Ram, Centreline Mounted Karacnos Mortar Battery, Two Sponson Mounted Lightning Locks, Flare Shield & Searchlights.
- Galvanic Traction Drive & Hazardous Munitions.

An Artillery Vehicle may take up to two Hull (Front) Mounted Hunter-killer Missiles
                                                        +5 points each

Minotaur

A Minotaur Artillery Vehicle gains the following:
- Slow, Reinforced & Reductor Battle Cohort Unit Sub-types.
- Centreline (Rear) Mounted Twin-linked Earthshaker Cannon & Smoke Launchers.

- Open Crew Compartment.

An Artillery Squadron may include:
- An additional Minotaur   +190 points

Any Artillery Vehicle may take any of the following:
- One Hull (Front) Mounted Hunter-killer Missile   +5 points
- Searchlights   +5 points

Reductor Artillery

A Reductor Artillery Vehicle gains the following:
- Reductor Battle Cohort Unit Sub-type.
- Turret Mounted Whirlwind Missile Launcher, Pintle Mounted Twin-linked Bolter & Smoke Launchers.

An Artillery Squadron may include:
- Up to 2 additional Reductor Artillery   +90 points per model

The entire squadron may exchange their Turret Mounted Whirlwind Missile Launchers for one of the following:
- Centreline Mounted Demolisher Cannon   +10 points per model
- Centreline Mounted Magna Laser Destroyer   +10 points per model
- Turret Mounted Gravis Melta Cannon Array   +20 points per model
- Centreline Mounted Earthshaker Cannon   +50 points per model
- Centreline Mounted Medusa Siege Mortar   +50 points per model
- Centreline Mounted Mars-Colossus Bombard   +50 points per model

Any Artillery Vehicle may take one of the following:
- Hull (Front) Mounted Heavy Flamer   +5 points
- Hull (Front) Mounted Heavy Bolter   +10 points

Any Artillery Vehicle may take any of the following:
- One Hull (Front) Mounted Hunter-killer Missile   +5 points
- Dozer Blade   +5 points
- Searchlights   +5 points

Knight Talon

200 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Knight	8	4	4	7	7	6	4	3	7	3+

Unit Composition
- 1 Knight

Unit Type
- Dreadnought (Questoris)

Wargear
- Ionic Deflector

Special Rules
- Knight Talon
- Fleet (2)
- Move Through Cover

Options
- Each Artillery Squadron must select one of the following vehicles:
  - Armiger   Free
  - Moirax   +10 points

Armiger

A Knight Armiger gains the following:
- Skirmish Unit Sub-type
- Two Phaeton Autocannons & Heavy Stubber.

A Knight Talon may include:
- Up to 3 additional Knights   +190 points per model

Any Knight may exchange its Two Phaeton Autocannons for a Thermal Lance and Reaper Chainblade   Free
Any Knight may exchange its Heavy Stubber for a Meltagun   +15 points

Moirax

A Knight Moirax gains the following:
- Siege Claw with in-built Irad-cleanser, Volkite Veuglaire & Rad Furnace.
- Greuso Protocol & Night Vision.

A Knight Talon may include:
- Up to 3 additional Knights   +200 points per model

Any Knight may exchange its Siege Claw with in-built Irad-cleanser and/or Volkite Veuglaire for any of the following:

- Siege Claw with in-built Irad-cleanser   Free
- Volkite Veuglaire   Free
- Lightning Lock   +5 points each
- Conversion Beam Cannon   +10 points each
- Graviton Pulsar   +10 points each

Siege-automata Maniple

225 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Colossus	8	4	3	8	8	7	3	3	7	2+
Thanatar	8	3	4	8	8	7	3	3	7	2+

Unit Composition
- 1 Siege-automata

Unit Type
- Automata (Cybernetica, Heavy, Cybernetica Battle Cohort)

Wargear
- Atomantic Deflector

Special Rules
- Hammer of Wrath (2)
- Siege-automata Maniple

Options
- Each Siege-automata Maniple must select one of the following classes:
  - Colossus   Free
  - Thanatar   +10 points

Colossus

A Colossus Battle-automata gains the following:
- Two Siege Wreckers with in-built Mauler Bolt Cannon & Multi-melta.
- Rage (2).

A Colossus Siege-automata Maniple may include:
- Up to 2 additional Colossus   +225 points per model

Thanatar

A Thanatar Siege-automata gains the following:
- Two Shock Chargers, Plasma Mortar & Twin-linked Mauler Bolt Cannon.

A Thanatar Siege-automata Maniple may include:
- Up to 2 additional Thanatar   +235 points per model

Any Thanatar may exchange its Two Shock Chargers & Plasma Mortar for one of the following:
- Two Shock Chargers & Plasma Ejector   Free
- Graviton Ram & Sollex Heavy-las   +20 points

Lords of War

Indentured Knight

375 points

					Armour					
	M	WS	BS	S	Front	Side	Rear	I	A	HP
Questoris	10	4	4	8	13	12	12	4	3	7
Cerastus	14	4	4	9	13	12	12	4	4	7
Acastus	12	4	4	10	14	13	12	3	3	9

Unit Composition
- 1 Indentured Knight

Unit Type
- Vehicle (Knight, Questoris)

Wargear
- None

Special Rules
- None

Options
- Each Indentured Knight must select one of the following classes:
  - Questoris   Free
  - Cerastus   +5 points
  - Acastus   +250 points

Questoris

A Knight Questoris gains the following:
- Ion Shield.

Any Knight Questoris must take two of the following:
- Arm Mounted Reaper Chainsword   Free
- Arm Mounted Lightning Cannon*   Free
- Arm Mounted Volkite Chieorovile*   Free
- Arm Mounted Thunderstrike Gauntlet   +5 points
- Arm Mounted Rapid-fire Battlecannon with in-built Heavy Stubber
                                                                            +10 points
- Arm Mounted Thermal Cannon   +10 points

- Arm Mounted Avenger Gatling Cannon with in-built Heavy Flamer
  +15 points
- Arm Mounted Las-impulsor   +20 points
- Arm Mounted Siege Claw with in-built Irad-cleanser*   +25 points

Any Knight Questoris must take one of the following:
- Hull (Front) Mounted Heavy Stubber   Free
- Hull (Front) Mounted Multi-laser   Free
- Hull (Front) Mounted Meltagun   +5 points
- Hull (Front) Mounted Graviton Gun*   +5 points
- Hull (Front) Mounted Phased-plasma Fusil*   +10 points

Any Knight Questoris may take one of the following:
- Carapace Mounted Twin-linked Icarus Autocannon +20 points
- Carapace Mounted Ironstorm Missile Pod   +25 points
- Carapace Mounted Stormspear Rocket Pod   +25 points

Any Knight Questoris may take Night Vision & Overtaxed Reactor
  Free

*   A Knight Questoris must have the Overtaxed Reactor rule to take this upgrade

Cerastus

A Knight Cerastus gains the following:
- Flank Speed.

Any Knight Cerastus must take one of the following:
- Arm Mounted Shock Lance & Ion Gauntlet Shield   +20 points
- Arm Mounted Tempest Blade, Arm Mounted Twin-linked Castigator Bolt Cannon & Ion Shield   Free
- Arm Mounted Reaper Chainfist with in-built Twin-linked Heavy Bolter, Arm Mounted Acheron Flamestorm Cannon & Ion Shield+35 points
- Arm Mounted Atrapos Phasecutter, Arm Mounted Singularity Cannon, Ion Shield, Catastrophic Destruction, Macro-extinction Targeting Protocols, Night Vision & +1 Hull Point   +120 points

0-1 Acastus

A Knight Acastus gains the following:
- Ion Shield.
- Catastrophic Explosion & It Will Not Die (6+).

Any Knight Acastus must take one of the following:
- Two Hull (Front) Mounted Twin-linked Magna Lascannons
  Free

- Two Arm Mounted Twin-linked Heavy Conversion Beam Cannons & Night Vision

Free

Any Knight Acastus must take one of the following:
- Two Hull (Front) Mounted Autocannons   Free
- Two Hull (Front) Mounted Irad-cleansers   Free
- Two Hull (Front) Volkite Culverin   Free
- Two Hull (Front) Mounted Lascannons   +20 points

Any Knight Acastus must take one of the following:
- Carapace Mounted Ironstorm Missile Pod   Free
- Carapace Mounted Karacnos Mortar Battery   Free
- Carapace Mounted Hyperios Missile Launcher   +10 points

Macro-automata

400 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Immanis	10	4	4	9	9	10	3	5	7	2+

Unit Composition
- 1 Immanis

Unit Type
- Automata (Cybernetica, Gargantuan, Unique)

Wargear
- Two Close Combat Weapons
- Atomantic Deflector

Special Rules
- Hammer of Wrath (D3)

Options
- An Immanis-class Macro-automata may exchange its Two Close Combat Weapons for one of the following:
    - Two Shock Chargers   +20 points
    - Two Graviton Rams   +50 points
    - Two Reaper Chainswords   +80 points
- An Immanis-class Macro-automata may take up to two of the following:
    - Demolisher Cannon   +40 points
    - Plasma Ejector   +40 points
    - Avenger Gatling Cannon   +60 points
    - Plasma Mortar   +60 points
- An Immanis-class Macro-automata may take any of the following:
    - Infravisor   +10 points
    - Enhanced Targeting Array   +15 points
    - Doomsday Reactor   +20 points
    - Up to two Void Shields   +20 points each
    - Paragon of Metal   +50 points
- An Immanis-class Macro-automata may take up to four of the following:
    - Heavy Flamer   +10 points
    - Lightning Gun   +10 points
    - Mauler Bolt Cannon   +15 points
    - Graviton Gun   +15 points
    - Volkite Culverin   +15 points
    - Multi-melta   +20 points
    - Irad-cleanser   +20 points
    - Phased Plasma-fusil   +20 points
    - Conversion Beamer   +25 points
    - Darkfire Cannon   +35 points

Macro-machina

350 points

	M	BS	Front	Side	Rear	HP	Transport Capacity
			Armour				
	M	**BS**	**Front**	**Side**	**Rear**	**HP**	
Macro-machina	12	3	14	13	12	12	-

Unit Composition
- 1 Macro-machina

Unit Type
- Vehicle (Super-heavy)

Wargear
- Searchlights
- Smoke Launchers

Special Rules
- It Will Not Die (6+)

Options
- A Macro-machina must take one of the following:
    - Centreline Mounted Vulcan Mega-bolter   +50 points
    - Hull (Front) Mounted Dreadhammer Siege Cannon   +60 points
    - Centreline Mounted Neutron Laser Battery   +60 points
    - Turret Mounted Twin-linked Fellblade Accelerator Cannon
                                                       +70 points
    - Hull (Front) Mounted Apocalypse Missile Launcher +80 points
    - Turret Mounted Baneblade Cannon   +80 points
    - Turret Mounted Stormhammer Cannon   +80 points
    - Centreline Mounted Inferno Gun   +85 points
    - Turret Mounted Volkite Carronade   +100 points
    - Centreline Mounted Melta Cannon   +100 points
    - Centreline Mounted Plasma Blastgun   +100 points
    - Centreline Mounted Volcano Cannon   +100 points
    - Centreline Mounted Twin-linked Volcano Cannon   +110 points
    - Centreline Mounted Turbo Laser Destructor   +140 points
- A Macro-machina may take any of the following:
    - Up to two Void Shields   +20 points each
    - Reinforced Structure   +25 points
    - Enhanced Targeting Array   +35 points
    - Flare Shield   +75 points
- A Macro-machina may take one of the following:
    - Hull (Front) Mounted Twin-linked Heavy Bolter   +15 points
    - Hull (Front) Mounted Demolisher Cannon   +40 points
    - Turret Mounted Twin-linked Battlecannon   +45 points

- - Hull (Front) Mounted Plasma Mortar   +60 points
- A Macro machina may add up to two of the following:
    - Two Sponson Mounted Lascannons & Two Sponson Mounted Twin-linked Heavy Bolters   +50 points
    - Two Sponson Mounted Quad Lascannons   +70 points
- Instead of adding sponsons a Macro-machina may take Armoured Plates
                                                                         +20 points
- A Machro-machina may take one of the following pintle-mounted weapons:
    - Heavy Flamer   +10 points
    - Lightning Gun   +10 points
    - Autocannon   +15 points
    - Mauler Bolt Cannon   +15 points
    - Graviton Gun   +15 points
    - Multi-melta   +15 points
    - Volkite Culverin   +15 points
    - Irad Cleanser   +20 points
    - Phased Plasma-fusil   +20 points
    - Conversion Beamer   +25 points
    - Darkfire Cannon   +35 points

Ordinatus-minoris

800 points

	M	BS	Armour Front	Side	Rear	HP	Transport Capacity
Ordinatus Ulator	10	4	14	13	13	14	-
Ordinatus Sagittar	10	4	14	13	13	14	-
Ordinatus Aktaeus	-	4	14	13	13	14	42

Unit Composition
- 1 Ordinatus-minoris

Unit Type
- Vehicle (Super-heavy)

Wargear
- None

Special Rules
- Reactor Meltdown (Major)
- It Will Not Die (6+)
- Reinforced Structure

Access Points
- The Ordinatus Aktaeus has two Access Points, one on either side of the hull (in any orientation).

Options
- Each Ordinatus-minoris must select one of the following classes:
  - Aktaeus   Free
  - Sagittar   +275 points
  - Ulator   +275 points

Aktaeus

An Ordinatus Aktaeus gains the following:
- Centreline Mounted Terrebrax Rocket Battery & Aktaeus-class Seismic Excavator Macro-drill.
- Subterranean Assault & Terrestrial Disregard.

Sagittar

An Ordinatus Sagittar gains the following:
- Hull (Front) Mounted Belicosa Volcano Cannon, Two Sponson Mounted Volkite Culverins, One Hull (Rear) Mounted Volkite Culverin & Ordinatus Dispersion Shield.

Ulator

An Ordinatus Ulator gains the following:
- Hull (Front) Mounted Sonic Destructor, Two Sponson Mounted Volkite Culverins, One Hull (Rear) Mounted Volkite Culverin & Ordinatus Dispersion Shield.

Legio Titanicus Titan

750 points

	M	WS	BS	S	Front	Side	Rear	I	A	HP
						Armour				
Warhound	15	5	5	10	14	13	12	4	3	12
Reaver	12	8	5	10	14	14	13	2	3	18
Warbringer Nemesis	12	8	5	10	15	14	12	2	2	24
Warlord	12	9	5	10	15	15	14	4	4	30
Warmaster	12	9	5	12	15	15	14	3	4	36

Unit Composition
- 1 Titan

Unit Type
- Vehicle (Titan)

Wargear
- None

Special Rules
- God-engine
- Night Vision

Options
- Each Legio Titanicus Titan must select one of the following classes:
    - Warhound   Free
    - Reaver   +750 points
    - Warbringer Nemesis   +1250 points
    - Warlord   +2250 points
    - Warmaster   +3250 points

Warhound

A Warhound Titan gains the following:
- Fast Unit Sub-type.
- Reactor Meltdown (Magna) & Void Shields (2).

A Warhound Titan must take two of the following:
- Arm Mounted Vulcan Mega-bolter   Free
- Arm Mounted Inferno Gun   Free
- Arm Mounted Plasma Blastgun   Free

● Arm Mounted Turbo Laser Destructor   Free

Reaver

A Reaver Titan gains the following:
- Reactor Meltdown (Major) & Void Shields (4).

A Reaver Titan must take two of the following:
- Arm Mounted Gatling Blaster   Free
- Arm Mounted Melta Cannon   Free
- Arm Mounted Titan Power Fist   Free
- Arm Mounted Turbo Laser Blaster   Free
- Arm Mounted Volcano Cannon   Free

A Reaver Titan must take one of the following:
- Carapace Mounted Vulcan Mega-bolter   Free
- Carapace Mounted Apocalypse Missile Launcher   Free
- Carapace Mounted Turbo Laser Destructor   Free

Nemesis Warbringer

A Nemesis Warbringer Titan gains the following:
- Two Carapace Mounted Defensor Autocannon Batteries, Two Hull (Front) Mounted Defensor Bolt Cannons & One Hull (Rear) Mounted Defensor Bolt Cannon.
- Heavy Structure, Reactor Meltdown (Major) & Void Shields (6).

A Nemesis Warbringer Titan must take two of the following:
- Arm Mounted Gatling Blaster   Free
- Arm Mounted Melta Cannon   Free
- Arm Mounted Turbo Laser Blaster   Free
- Arm Mounted Volcano Cannon   Free

A Nemesis Warbringer Titan must take one of the following:
- Carapace Mounted Nemesis Volcano Cannon   Free
- Carapace Mounted Nemesis Quake Cannon   Free

Warlord

A Warlord Titan gains the following:
- Two Hull (Front) Mounted Defensor Bolt Cannons & Two Hull (Rear) Mounted Defensor Lascannons.
- Towering Monstrosity, Reinforced Structure, Reactor Meltdown (Maxima) & Void Shields (6).

A Warlord Titan must take two of the following:

- Arm Mounted Mori Quake Cannon   Free
- Arm Mounted Arioch Power Claw and Vulcan Mega-bolter

                                                  Free
- Arm Mounted Belicosa Volcano Cannon   Free
- Arm Mounted Macro-gatling Blaster   Free
- Arm Mounted Sunfury Plasma Annihilator   Free
- The Sinistramanus Tenebrae*   +500 points

A Warlord Titan must take one of the following:

- Two Carapace Mounted Apocalypse Missile Launchers

                                                  Free
- Two Carapace Mounted Laser Blasters   Free

*   A model may have only one of this wargear.

Warmaster

A Warmaster Titan gains the following:

- Two Carapace Mounted Defensor Autocannon Batteries, Two Hull (Front) Mounted Defensor Lascannons & Two Hull (Front) Mounted Defensor Bolt Cannons.
- Towering Monstrosity, Reinforced Structure, Reactor Meltdown (Maxima) & Void Shields (7).

A Warmaster Titan must take two of the following:

- Arm Mounted Suzerain Plasma Destructor   Free
- Arm Mounted Desolator Chainsword   Free
- Arm Mounted Krius Grav Imploder   Free

A Warmaster must take two of the following:

- Carapace Mounted Twin-linked Gatling Blaster   Free
- Carapace Mounted Revelator Missile Launcher   Free

A Warmaster Titan must take two of the following:

- Hull (Front) Mounted Turbo Laser Destructor   Free
- Hull (Front) Mounted Inferno Gun   Free
- Hull (Front) Mounted Plasma Blastgun   Free
- Hull (Front) Mounted Vulcan Mega-bolter   Free
- Hull (Front) Mounted Apocalypse Missile Launcher   Free

Appendices

Militaris Omnissiah

Omnissian Enforcers

Insert flavour text here
The Omnissian Enforcers Force Organisation Chart may be used as a Primary Detachment, as an alternative to the Crusade Force Organisation Chart.

Ultimate Authority
All HQs taken in the Primary Detachment gain the Line Unit Sub-type. However, the Warlord of an army that uses the Omnissian Enforcers Force Organisation Chart must have the Juris Techno-arcana. Additionally, the Omnissian Enforcers Force Organisation Chart may only be used by a Mechanicum army that has Fanatical or Adherent Orthodoxy.

	Primary Detachment (Required)	Allied Detachment (Optional)	Lord of War Detachment (Optional)
Compulsory	2 HQ, 1 Elites	1 HQ, 1 Troops	1 Lords of War
Optional	+3 HQ, +3 Troops, +4 Elites, +2 Fast Attack, +2 Heavy Support, +1 Primarch	+3 Troops, +2 Elites, +1 Fast Attack, +1 Heavy Support	

Void War

Insert flavour text here
The Void War Force Organisation Chart can be used as a Primary Detachment, as an alternative to either the Crusade or Mortalis Assault Force Organisation Charts.

Mortalis Veterans
The Void War Force Organisation Chart may be used instead of the Mortalis Assault Force Organisation Chart to play Zone Mortalis games. Note that the other restrictions mentioned in the Force Selection section still apply during Zone Mortalis games.

All models in the Primary Detachment count as Fearless for the purposes of the Blind Panic special rule (and only for the purposes of that rule, unless they are already Fearless) and gain a 5+ invulnerable save that can only be used against failed Hazardous or Dangerous Terrain tests. The Void War Force Organisation Chart may only be used by a Mechanicum army.

	Primary Detachment (Required)	Allied Detachment* (Optional)	Lord of War* Detachment (Optional)

Compulsory	1 HQ, 1 Troops	1 HQ, 1 Troops	1 Lords of War
Optional	+1 HQ, +3 Troops, +3 Elites, +2 Fast Attack, +2 Heavy Support, +1 Primarch	+3 Troops, +2 Elites, +1 Fast Attack, +1 Heavy Support	

*   Note that Optional Detachments may not be taken in Zone Mortalis games.

Skitarii Legion

Insert flavour text here

The Skitarii Legion Detachment may either be used as a Primary Detachment, as an alternative to the Crusade Force Organisation chart. Or it may be used as an Optional Detachment in an army using the Crusade or Omnissian Enforcers Force Organisation charts.

Doctrina Override

Any model using the Doctrina Imperatives special rule may increase a targeted unit's Weapon Skill to 5 instead of their Ballistic Skill. Remove the Support Squad special rule from any units that also have the Skitarii Unit Sub-type in this Detachment. All models in this Detachment must have the Skitarii Unit Sub-type

	Skitarii Legion Detachment (Required or Optional)
Compulsory	2 Troops
Optional	+2 HQ, +2 Troops, +2 Elites, +2 Fast Attack, +2 Heavy Support

Questoris Household

Insert flavour text here

The Questoris Household Detachment may either be used as a Primary Detachment, as an alternative to the Crusade Force Organisation chart. Or it may be used as an Optional Detachment in an army using the Crusade or Omnissian Enforcers Force Organisation charts.

Bonds of Honour

When used as the army's Primary Detachment, the 25% limit on Lords of War choices does not count for units taken as part of the Primary Detachment of that army (but any Lords of War choices selected as part of any other Detachment must adhere to the 25% limit rule). All models in this Detachment must have the Questoris Unit Sub-type. Additionally, Knight Armigers gain the Line Unit Sub-type.

	Primary Detachment (Required)	Allied Detachment* (Optional)
Compulsory	1 Lords of War	1 HQ, 1 Troops
Optional	+X Heavy Support**, +4 Lords of War	+3 Troops, +2 Elites, +1 Fast Attack, +1 Heavy Support

* If a Questoris Household Detachment is chosen as the army's Primary Detachment, an Allied Detachment may be included as an Optional Detachment. See page 281 of the Horus Heresy: Age of Darkness rulebook for more information about Allied Detachments.

** For every Lord of War choice included as part of this Detachment, up to two Heavy Support choices may be taken.

Titan Maniple

Insert flavour text here

The Titan Maniple Detachment may either be used as a Primary Detachment, as an alternative to the Crusade Force Organisation chart. Or it may be used as an Optional Detachment in an army using the Crusade or Omnissian Enforcers Force Organisation charts.

Wardens of the Omnissiah

When used as the army's Primary Detachment, the 25% limit on Lords of War choices does not count for units taken as part of the Primary Detachment of that army (but any Lords of War choices selected as part of any other Detachment must adhere to the 25% limit rule). All models in this Detachment must have the Secutarii or Titan Unit Sub-types. Remove the Support Squad special rule from any units that also have the Secutarii Unit Sub-type in this Detachment.

	Primary Detachment (Required)	Allied Detachment* (Optional)
Compulsory	1 Troops	1 HQ, 1 Troops
Optional	+2 HQ, +5 Troops, +3 Lords of War	+3 Troops, +2 Elites, +1 Fast Attack, +1 Heavy Support

* If a Titan Maniple Detachment is chosen as the army's Primary Detachment, an Allied Detachment may be included as an Optional Detachment. See page 281 of the Horus Heresy: Age of Darkness rulebook for more information about Allied Detachments.

Forge World Orthodoxy

The forces of a Forge World, or even individual Magi, will be heavily impacted by their level of dedication to the tenets of the Cult Omnissiah, as determined by the orthodoxy of Mars. The most visible effect of this is the prominence of automata within the Taghmata's armies, more staunch followers tend to have far fewer of such questionable devices, and those they do have are kept under much stricter watch.

When creating a Taghmata Omnissiah army list, after you have chosen your Allegiance, you must pick one of the following Orthodoxy levels to represent how closely your Forge/Magos follows the tenets of Mars. These Orthodoxy levels impose differing restrictions upon Automata and can also unlock/close off certain options for your army.

Fanatical

Insert flavour text here

A detachment with Fanatical Orthodoxy gains the following benefits/restrictions:

- This detachment gains access to the following options:
  - Any Character may take Stasis Grenades   +5 points
  - Any model with a Missile Launcher, Grenade Launcher, Combi-Grenade Launcher (or any of their twin-linked variants) may take Stasis Munitions in addition to any other munitions available to them   +5 points
  - Any Model with a Medusa Siege Gun may replace it with a Stasis Field Cannon   Free
- The detachment must have more Cortex Controllers and non-Automata units (separately, not combined) than it has Automata units.
- Kastelan Robot Maniples may be taken as Troops choices.

Stasis Weapons

All weapons here are counted as 'Stasis' weapons for rules that affect such weapons. The Stasis Field Cannon is also counted as an 'Artillery Cannon' weapon, the Stasis Grenade is also counted as an 'Exotic & Miscellaneous' weapon and the Stasis Missile is also counted as a 'Missile' weapon.

	Range	S	AP	Type
Stasis Field Cannon	36"	6	4	Heavy 1, Large Blast (5"), Barrage, Concussive (1), Rending (6+), Haywire, Pinning
Stasis Grenade	24"	3	-	Assault 1, Blast (3"), Concussive (1), Pinning
Stasis Missile	48"	4	-	Heavy 1, Blast (3"), Concussive (1), Pinning

Adherent

Insert flavour text here

A detachment with Adherent Orthodoxy gains the following benefits/restrictions:

- Only one model in the army, in a unit consisting of a single model, may be upgraded to have the Paragon of Metal special rule for +35 points.
- The detachment must have more non-Automata units than it has Automata units.
- Kastelan Robot Maniples may be taken as non-compulsory Troops choices.

Nominal

Insert flavour text here

A detachment with Nominal Orthodoxy gains the following benefits/restrictions:
- One model in the army of each Automata class, in a unit consisting of a single model, may be upgraded to have the Paragon of Metal special rule for +35 points each.

Divergent

Insert flavour text here

A detachment with Divergent Orthodoxy gains the following benefits/restrictions:
- Any number of models, in units consisting of a single model, may be upgraded to have the Paragon of Metal special rule for +35 points each.

Heretek

Insert flavour text here

A detachment with Heretek Orthodoxy gains the following benefits/restrictions:
- This detachment gains access to the following options:
  - Any unit/squadron may take the Hive Consciousness upgrade for +40 points. Models in a unit/squadron with Hive Consciousness gain the following benefits:
    - Vehicle models ignore the effects of Crew Shaken results on a roll of a 4+.
    - Non-Vehicle models gain the Split Fire special rule and may re-roll failed (non-Leadership based) characteristic tests.
    - When the entire unit/squadron fires at a single target within 24", the models gain the Tank Hunters and Monster Hunter special rules.
  - Any unit/squadron may be given the Corrupted Unit Sub-type.
    - Infantry units may take this upgrade for +1 points per model.
    - Cavalry units may take this upgrade for +3 points per model.
    - Automata units and Vehicle squadrons may take this upgrade for +5 points per model.
    - A unit with this upgrade may remove the Programmed Behaviour provision +5 points per model.
  - Any unit may be given the Monstrous Unit Sub-type.
    - Infantry units may take this upgrade for +3 points per model.
    - Cavalry and Automata units may take this upgrade for +5 points per model.

- ○ Any unit/squadron may add the Howling Death special rule to all their ranged weapons for +20 points.
- ○ Any unit may increase its Weapon Skill by 1, however it must reduce its Ballistic Skill by 2, for free.
- Any number of models may be upgraded to have the Paragon of Metal special rule for +35 points per model. All models in a unit must be upgraded to have the Paragon of Metal special rule, you cannot only upgrade some models.
- Always count as Distrusted Allies (unless they would normally have a worse rating).

Battle Cohorts

A Battle Cohort is chosen when a player selects their army - before the start of a battle. The rules for each individual Battle Cohort will present a number of Effects which will grant the Detachment new options or special rules, as well as a number of Limitations which will deny the Detachment access to certain options or rules it might otherwise be able to make use of. Unless otherwise stated as part of the Battle Cohort's rules, all Effects and Limitations must be applied to, and only apply to, models and units that are selected as part of the Detachment that it has been chosen for.

Autokrator Battle Cohort

Insert flavour text here

Effects
- All models with the Autokrator Battle Cohort Unit Sub-type make Snap Shots at BS 2 instead of BS 1.
- An army that has a Primary Detachment with this Battle Cohort may make an additional Reaction during the opposing player's Movement phase.
- Remove the Support Squad special rule from any units that also have the Autokrator Battle Cohort Unit Sub-type.

Limitations
- All Compulsory unit choices in a Detachment using this Battle Cohort must have the Autokrator Battle Cohort Unit Sub-type, or have a Dedicated Transport with the Autokrator Battle Cohort Unit Sub-type.
- The Warlord must have the Autokrator Battle Cohort Unit Sub-type.
- This Battle Cohort may only be taken as part of a Primary Detachment.

Cybernetica Battle Cohort

Insert flavour text here

Effects
- All models with the Cybernetica Battle Cohort Unit Sub-type gain the Sudden Strike (1) special rule.
- An army that has a Primary Detachment with this Battle Cohort may make an additional Reaction during the opposing player's Shooting phase.
- Remove the Support Squad special rule from any units that also have the Cybernetica Battle Cohort Unit Sub-type

Limitations
- All Compulsory unit choices in a Detachment using this Battle Cohort must have the Cybernetica Battle Cohort Unit Sub-type.
- The Warlord must have the Cybernetica Battle Cohort Unit Sub-type.
- This Battle Cohort may only be taken as part of a Primary Detachment.

Lacyraemara Battle Cohort

Insert flavour text here

Effects

- All models with the Lacyraemara Battle Cohort Unit Sub-type may re-roll failed Feel No Pain rolls of a '1'.
- An army that has a Primary Detachment with this Battle Cohort may make an additional Reaction during the opposing player's Movement phase.
- Remove the Support Squad special rule from any units that also have the Lacyraemara Battle Cohort Unit Sub-type.

Limitations

- All Compulsory unit choices in a Detachment using this Battle Cohort must have the Lacyraemara Battle Cohort Unit Sub-type.
- The Warlord must have the Lacyraemara Battle Cohort Unit Sub-type.
- This Battle Cohort may only be taken as part of a Primary Detachment.

Macrotechnia Battle Cohort

Insert flavour text here

Effects

- Any unit may take a Fortified Wall (Strongpoint), Imperial Bunker or Defence Line as a Dedicated Transport.
- An army that has a Primary Detachment with this Battle Cohort may make an additional Reaction during the opposing player's Shooting phase.
- Remove the Support Squad special rule from any units that also have the Macrotechnia Battle Cohort Unit Sub-type.

Limitations

- All Compulsory unit choices in a Detachment using this Battle Cohort must have the Macrotechnia Battle Cohort Unit Sub-type.
- The Warlord must have the Macrotechnia Battle Cohort Unit Sub-type.
- This Battle Cohort may only be taken as part of a Primary Detachment.

Munitoria Logis Battle Cohort

Insert flavour text here

Effects

- All models with the Munitoria Logis Battle Cohort Unit Sub-type add the Twin-linked special rule to all of their ranged weapons during the Shooting phase if they remained stationary during the preceding Movement phase.
- An army that has a Primary Detachment with this Battle Cohort may make an additional Reaction during the opposing player's Shooting phase.
- Remove the Support Squad special rule from any units that also have the Munitoria LogisBattle Cohort Unit Sub-type.

Limitations

- All Compulsory unit choices in a Detachment using this Battle Cohort must have the Munitoria Logis Battle Cohort Unit Sub-type.
- The Warlord must have the Munitoria Logis Battle Cohort Unit Sub-type.
- This Battle Cohort may only be taken as part of a Primary Detachment.

Orders Militant Battle Cohort

Insert flavour text here

Effects
- All models with the Orders Militant Battle Cohort Unit Sub-type gain the Outflank special rule.
- An army that has a Primary Detachment with this Battle Cohort may make an additional Reaction during the opposing player's Assault phase.
- Remove the Support Squad special rule from any units that also have the Orders Militant Battle Cohort Unit Sub-type.

Limitations
- All Compulsory unit choices in a Detachment using this Battle Cohort must have the Orders Militant Battle Cohort Unit Sub-type.
- The Warlord must have the Orders Militant Battle Cohort Unit Sub-type.
- This Battle Cohort may only be taken as part of a Primary Detachment.

Reductor Battle Cohort

Insert flavour text here

Effects
- All models with the Reductor Battle Cohort Unit Sub-type gain the Line Unit Sub-type.
- An army that has a Primary Detachment with this Battle Cohort may make an additional Reaction during the opposing player's Assault phase.
- Remove the Support Squad special rule from any units that also have the Reductor Battle Cohort Unit Sub-type.

Limitations
- All Compulsory unit choices in a Detachment using this Battle Cohort must have the Reductor Battle Cohort Unit Sub-type.
- The Warlord must have the Reductor Battle Cohort Unit Sub-type.
- This Battle Cohort may only be taken as part of a Primary Detachment.

Taghmata Aeronautica Battle Cohort

Insert flavour text here

Effects
- All models with the Taghmata Aeronautica Battle Cohort Unit Sub-type gain the Strafing Run (2) special rule.

- An army that has a Primary Detachment with this Battle Cohort may make an additional Reaction during the opposing player's Movement phase.
- Remove the Support Squad special rule from any units that also have the Taghmata Aeronautica Battle Cohort Unit Sub-type.

Limitations
- All Compulsory unit choices in a Detachment using this Battle Cohort must have the Taghmata Aeronautica Battle Cohort Unit Sub-type, or have a Dedicated Transport that has the Taghmata Aeronautica Battle Cohort Unit Sub-type.
- The Warlord must have the Taghmata Aeronautica Battle Cohort Unit Sub-type.
- This Battle Cohort may only be taken as part of a Primary Detachment.

Orders of High Techno-arcana

All Magi have The Orders of High Techno-arcana special rule – this requires them to select a single High Techno-arcana upgrade during army selection, no Magos may take more than one such upgrade.

Each High Techno-arcana upgrade grants the model a number of additional special rules or items of additional Wargear. They may also modify the model's Unit Type, Unit Sub-type or Characteristics. In all cases, the High Techno-arcana type's description will indicate all changes, benefits and restrictions; as well as which levels of Magos (Militant, Ordinary, Majoris) have access to them. Additionally, each High Techno-arcana will have an Archmagos ability which will be labelled as such and is only available to a Magos that has taken the Archmagos upgrade.

In addition, the rules for each individual High Techno-arcana will present a number of effects which will grant a Detachment that contains a model with that High Techno-arcana new options or special rules. Unless otherwise stated as part of the High Techno-arcana's rules, all effects must be applied to models and units that are selected as part of the Detachment that contains a model with that High Techno-arcana. In addition, unlike Warlord Traits, effects granted to units within a Detachment by the High Techno-arcana persist, should the model that possesses the Orders of High Techno-arcana rule be removed from play.

Adnector Concilium

A nigh unknown class of Magos sequestered upon Terra itself. They are seen rarely during the Crusade exploring the remains of ancient xenos ruins accompanied by members of the Emperor's personal Household.

- **Labyrinthine Ways:** Only a single model with this special rule may be included in a Detachment. Additionally, this model gains the Loyalist special rule and the Ephemera Tenebrae Cybertheurgic Arcana, but may not select any other Cybertheurgic Arcana from those available with the Cybertheurgist special rule. Additionally, this model gains the Deep Strike special rule.
- **The Emperor's Household:** A model with this special rule may be joined by one of the following for their normal points cost:
    - Prosecutor Cadre
    - Vigilator Cadre
    - Custodian Guard Squad
    - Sentinel Guard Squad

  This unit may be upgraded freely as described in their profile, including taking a Dedicated Transport option listed in the appropriate unit profile. If taken in this manner, the unit forms a single unit with the Adnector Concilium and he may not voluntarily leave this unit during the course of the battle. This bodyguard unit counts as being part of the same HQ choice as the owning unit and does not take up a separate Force Organisation slot. This unit gains the Deep Strike special rule.

- **Archmagos:** For the purposes of placing a unit containing a model with this special rule (and only this unit), a Deep Strike Assault is never considered Disordered. Other units in the Deep Strike Assault will be affected by it being Disordered as normal. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Adnector Concilium gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** A Magos Militant may not take this High Techno-arcana.
- **Magos Ordinary:** Labyrinthine Ways
- **Magos Majoris:** Labyrinthine Ways, The Emperor's Household

Alchemys

Patient masters of reagents and acids, there are few materials proof against these Magi should they wish it.
- **Potio Interitus:** This model's attacks (Melee and Ranged) gain the Rending (6+) special rule, or improve the value of any existing Rending rule by +1 (a 6+ becoming a 5+ etc.).
- **Ius Letum:** This model's attacks (Melee and Ranged) improve the value of any existing Rending rule by a further +1. Additionally, the attacks (Melee and Ranged) of any unit this model has joined gain the Rending (6+) special rule, or improve the value of any existing Rending rule by +1 (a 6+ becoming a 5+ etc.).
- **Masters of Alchemy:** Tech-priest Auxilia units in a Detachment that includes a model with this special rule may be taken as Troops choices. However, any Tech-priest Auxilia units that are taken in this way must choose the Bio-alchemist Techno-arcana. Additionally, replace the Breaching (6+) special rule on any Alchemical Reagents weapons in the Detachment with the Rending (6+) special rule.
- **Archmagos:** This model's attacks (Melee and Ranged) gain the Deflagrate special rule. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Alchemys gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Potio Interitus
- **Magos Ordinary:** Potio Interitus, Ius Letum
- **Magos Majoris:** Potio Interitus, Ius Letum, Masters of Alchemy

Archimandrite

At the pinnacle of each Forge World's intricate web of power and fealty sits the archimandrite class; they who have risen above all to supreme power. In their hands are entrusted the secrets of the lost Dark Age of Technology, its treasures and its secret sins. At their will does the vast power of a Forge World march to war; whether it be under the banner of the Emperor or the Warmaster, they are rulers in their own right.

- **Bonds of Vassalage:** A model with this special rule must be the army's Warlord. In addition, a Mechanicum army that includes a model with this special rule may include a Mechanicum Allied Detachment. A Magos Majoris included in this Allied Detachment cannot select the Archimandrite Order of High Techno-arcana.
- **Magister Theurgica:** A model with this special rule may select an additional Cybertheurgic Arcana from those available to it.
- **Master Technomancer:** Models with the Battlesmith (X) special rule in a Detachment that includes a model with this special rule may add the following effect to the list of options they may apply to units with the Vehicle, Dreadnought or Automata Unit Type targeted by the Battlesmith (X) rule:
  - Until the end of the Shooting phase, the target unit may make Shooting Attacks using the Ballistic Skill of the model that successfully used the Battlesmith (X) rule.
  - Until the end of the Shooting phase, the target gains the Power of the Machine Spirit special rule. This effect may only be applied to units with the Vehicle Unit Type.
- **Archmagos:** This model gains +1 Leadership, which may take them to Leadership 11. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Archimandrite gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Master Technomancer
- **Magos Ordinary:** Master Technomancer, Magister Theurgica
- **Magos Majoris:** Master Technomancer, Magister Theurgica, Bonds of Vassalage

Cordantor

Masters of psychology and mental conditioning, these Magi sow disorder amongst the enemy ranks whilst simultaneously bolstering friendly forces.

- **Bolster Spirits:** This model gains the Fearless special rule.
- **Rector Legatus:** All models in this army count as being Sworn Brothers with all other models in the army as long as this model is still alive.
- **Seminare Inordinatio:** This model gains the Fear (1) special rule and the Lacyraemara Battle Cohort Unit Sub-type.

- **Archmagos:** A unit that includes this model adds +1 to the Wounds score used to determine if they win a Combat in the Assault phase. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Cordantor gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Seminare Inordinatio
- **Magos Ordinary:** Seminare Inordinatio, Bolster Spirits
- **Magos Majoris:** Seminare Inordinatio, Bolster Spirits, Rector Legatus

Cybernetica

Most often found leading the Cohorts Cybernetica, these magi are masters at manipulating the automata found throughout the armies of the Mechanicum.
- **Cohorts Cybernetica:** All Castellax Battle-automata Maniples in a Detachment that includes a model with this special rule gain the Line Unit Sub-type.
- **Networked Sensorium Protocols:** When making Shooting Attacks, models with the Automata Unit Type in a Detachment that includes a model with this special rule reduce the benefits of any Cover Save the target unit has by -2 (a 4+ becoming a 6+, a 5+ being ignored entirely, and so on) if the model making the Shooting Attack is within 12" of two or more friendly models with cortex controllers.
- **Preservation Protocols:** A model with this special rule gains the Patris Cybernetica special rule and the Cybernetica Battle Cohort Unit Sub-type. In addition, when joined to a unit with the Automata Unit Type, any Wounds which would be allocated to the Character (even those caused by the Precision Strikes (X) or Sniper special rules) may instead be allocated to a model with the Automata Unit Type first.
- **Archmagos:** Any models with the Automata Unit Type in a unit joined by this model gain +1WS on any turn in which they successfully Charge. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Cybernetica gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Preservation Protocols
- **Magos Ordinary:** Preservation Protocols, Cohorts Cybernetica
- **Magos Majoris:** Preservation Protocols, Cohorts Cybernetica, Networked Sensorium Protocols

Explorator

These Magi serve at the forefront of the Crusade, relentlessly searching for lost relics, technology and Forges, they lead rugged forces capable of surviving without support for extended periods.

- **Quest for Knowledge:** This model gains the Line and Orders Militant Battle Cohort Unit Sub-types. Additionally, this model has the Fearless special rule while within 3" of an Objective.
- **Scientia Oblitus:** A model with this special rule gains the Ephemera Explorator Cybertheurgic Arcana in addition to those available with the Cybertheurgist special rule.
- **The Explorator Fleets:** All Vehicles in a Detachment with this model gain the Repair special rule. Additionally, Difficult Terrain only reduces Movement and Charge Distance by -1" when models from this Detachment move/charge through it.
- **Archmagos:** After Deployment, but before the first turn this model may choose to apply Master-crafted and one of the following sets of rules to one of their weapons.
    - Rending (3+)
    - Blind & Concussive (1)
    - Poisoned (2+) & Rad-phage

  Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Explorator gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:

- **Magos Militant:** Quest for Knowledge
- **Magos Ordinary:** Quest for Knowledge, Scientia Oblitus
- **Magos Majoris:** Quest for Knowledge, Scientia Oblitus, The Explorator Fleets

Genetor/Biologis

Secretive masters and manipulators of flesh, the Genetors are the most knowledgeable about the many forms of life in the galaxy. Knowing the best methods to bend or break a body in order to forward the cause of the Omnissiah.

- **Biologis Acolytes:** Tech-priest Auxilia units in a Detachment that includes a model with this special rule may be taken as Troops choices. However, any Tech-priest Auxilia units that are taken in this way must choose the Bio-alchemist or Lachrimallus Techno-arcana.
- **Experimental Subjects:** Cyber-hybrid Carnivora units may be taken as Troops choices in a Detachment which contains a model with this special rule. Additionally, Charron Servo-automata in Tech-priest Auxilia units may be exchanged for Cyber-hybrids for +1 point per model; these Cyber-hybrids retain

access to their normal upgrades (see the Cyber Hybrid Carnivora unit). If this option is taken all Charron Servo-automata in the Tech-priest Auxilia unit must be replaced by Cyber-hybrids.

- **Opus Viscera:** This model gains the Lacyraemara Battle Cohort Unit Sub-type. If a model with the Battlesmith (X) special rule in a Detachment that includes a model with this special rule is in base contact with at least one model in a unit comprised of only models with the Infantry Unit Type during the Shooting phase, they can attempt to enhance that unit instead of making a Shooting Attack. Roll a D6. If the result is equal to or more than the value listed in brackets as part of the Battlesmith (X) rule, then one of the following effects may be applied to the unit this model is in base contact with:
  - Restore a lost Wound. This will not return a model that has been previously removed from the battle.
- **Masters of Flesh:** A model with this special rule gains the It Will Not Die (5+) special rule. Additionally any Infantry model in a unit with this special rule gains the Feel No Pain (5+) special rule, or improves their Feel No Pain rolls by +1 if they already have an instance of that rule.
- **Archmagos:** This model and any unit they have joined gain the Preferred Enemy (Infantry) special rule. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Genetor/Biologis gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Opus Viscera, Masters of Flesh
- **Magos Ordinary:** Opus Viscera, Masters of Flesh, Experimental Subjects
- **Magos Majoris:** Opus Viscera, Masters of Flesh, Experimental Subjects, Biologis Acolytes

Gladius

The Mechanicum's weaponsmiths, these Magi take to battle with the finest weapons in the Imperium, personally customised by the Magos themself.
- **Exemplary Artificer:** All of this model's weapons gain the Master-crafted special rule.
- **Personal Armoury:** Every Character in the same Detachment as this model may add the Master-crafted special rule to one of their weapons for free.
- **Telum Faber:** This model adds the following effects to the list of options they may apply to models targeted by the Battlesmith (X) rule:
  - Until the end of the Shooting phase, the target model may add one of the following to one of its weapons until the beginning of the next turn:
    - Brutal (2)
    - Pinning & Shell Shock (1)
    - Armourbane (Ranged)

- **Archmagos:** This model may select one of their weapons at the beginning of the game, this weapon's Armour Penetration Characteristic is improved by 1 (i.e. from 3 to 2). Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Gladius gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Telum Faber
- **Magos Ordinary:** Telum Faber, Exemplary Artificer
- **Magos Majoris:** Telum Faber, Exemplary Artificer, Personal Armoury

Hesphestari

Armoursmiths and masters of augmetics, the defences of these Magi outclasses those of almost any in the Imperium.
- **Augmented Bodyguard:** A model with this special rule may be joined by one of the following for their normal points cost:
  - Cataphract Battle-automata Maniple
  - Kastelan Robot Maniple
  - Scyllax Guardian-automata Covenant
  - Servitor Cohort

  This unit may be upgraded freely as described in their profile, including taking a Dedicated Transport option listed in the appropriate unit profile. If taken in this manner, the unit forms a single unit with the Hesphestari and he may not voluntarily leave this unit during the course of the battle. This bodyguard unit counts as being part of the same HQ choice as the owning unit and does not take up a separate Force Organisation slot.

  The bodyguard unit may choose to add one and/or remove one of the following Unit Sub-types, additionally the Hesphestari may add any Sub-types possessed by the bodyguard unit to itself:
  - Guardian
  - Light
  - Heavy
- **Gifts of the Omnissiah:** This model adds the following effects to the list of options they may apply to models targeted by the Battlesmith (X) rule:
  - The target Mechanicum model (this ability may explicitly target any model of the Mechanicum Faction, not just those normally allowed by the Battlesmith rule) increases its base Strength Characteristic by +1 until the end of the player turn (this modifier occurs before all other modifiers, such as any equipped weapons), while in effect all melee attacks made by the target model have the Gets Hot special rule.

- ○ The target Vehicle/Automata improves any invulnerable save(s) it has by +1 (to a max of 3+) or gains a 6+ invulnerable save if it didn't already have one.
- **Impregnable:** This model gains the Battle-hardened (1) special rule and improves any invulnerable save(s) they possess by +1 (to a max of 3+).
- **Archmagos:** If this model suffers an unsaved Wound with the Instant Death special rule it is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Hesphestari gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Impregnable
- **Magos Ordinary:** Impregnable, Gifts of the Omnissiah
- **Magos Majoris:** Impregnable, Gifts of the Omnissiah, Augmented Bodyguard.

Juris

Representatives of the Prefecture Magisterium, Juris Magi have the responsibility to root out Hereteks and the wargear and power to do so.

- **Zelus Omnissiah:** Only a single model with this special rule may be included in a Detachment and it may only be taken in a Detachment with a Fanatical or Adherent Orthodoxy level. This model is equipped with Stasis Grenades and gains the Preferred Enemy (Heretek) special rule. Additionally, enemy units within 6" must use the lowest Leadership value of any models within the unit rather than the highest when taking Morale checks or Pinning tests.
- **Vaults of the Faithful:** A detachment that contains a model with this special rule gains access to the following options:
  - ○ Any Character may take Stasis Grenades   +5 points
  - ○ Any model with a Missile Launcher, Grenade Launcher, Combi-grenade Launcher (or any of their twin-linked variants) may take Stasis Munitions in addition to any other munitions available to them   +5 points
  - ○ Any Model with a Medusa Siege Gun may replace it with a Stasis Field Cannon   Free
- **Archmagos:** Enemy units within 12" must use the lowest Leadership value of any models within the unit rather than the highest when taking Morale checks or Pinning tests. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Juris gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:

- **Magos Militant:** A Magos Militant may not take this High Techno-arcana.
- **Magos Ordinary:** Zelus Omnissiah
- **Magos Majoris:** Zelus Omnissiah, Vaults of the Faithful

Lacyraemarta

Masters of the thralls and servitors that work the forges and march to war in the name of the Mechanicum, the Lacyraemarta can marshal vast hosts to the battlefield at need and have few qualms at expending the lives of their servitors to grasp victory.

- **Incorruptible Flesh:** Any Hits allocated to a model with this special rule, or any model with the Infantry Unit Type in a unit they join, with the Rending (X), Poisoned (X) or Fleshbane special rules only affect that model on a D6 roll of a 6 instead of their usual effect.
- **Opus Viscera:** This model gains the Lacyraemara Battle Cohort Unit Sub-type. If a model this special rule is in base contact with at least one model in a unit composed of only models with the Infantry Unit Type during the Shooting phase, they can attempt to enhance that unit instead of making a Shooting Attack. Roll a D6. If the result is equal to or more than the value listed in brackets as part of the Battlesmith (X) rule, then one of the following effects may be applied to the unit this model is in base contact with:
    - Restore a lost Wound. This will not return a model that has been previously removed from the battle.
    - The unit may immediately move a number of inches equal to twice the Initiative Characteristic of the majority of models in the unit. This movement is not Running, and therefore, if the unit did not Run in the Movement phase, it may still make Shooting Attacks and declare a Charge as normal for the remainder of the turn.
- **The Sanguine Hook:** A model with this special rule gains the Ephemera Lacyraemarta Cybertheurgic Arcana, but may not select any other Cybertheurgic Arcana from those available with the Cybertheurgist special rule.
- **Archmagos:** This model and the unit they have joined gain the It Will Not Die (6+) special rule. However, whenever a model in this unit is killed, place them on their side until it is time to roll for It Will Not Die. Make It Will Not Die rolls for these downed models separately, on a successful roll place the model back in coherency with the unit with a single Wound remaining, on a failed roll remove the model from the board. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Lacyraemarta gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Opus Viscera
- **Magos Ordinary:** Opus Viscera, The Sanguine Hook
- **Magos Majoris:** Opus Viscera, The Sanguine Hook, Incorruptible Flesh

Lictanex

Lictanex Magi are expert xeno-linguists, in battle they focus on breaking the enemy's communications and maintaining those of friendly forces.

- **Augury Web:** An army that contains at least one model with this special rule may choose one of the following benefits before the start of the first turn, they may change which benefit they have at the beginning of any friendly Movement phase:
  - +1 to friendly Reserve rolls
  - -1 to enemy Reserve rolls
- **Nuntius Peritus:** This model is equipped with a Cognis-signum and adds the Ignores Cover special rule to all their weapons. Additionally, this model gains the Munitoria Logis Battle Cohort Unit Sub-type.
- **Omnituens:** When making an Interceptor or Overwatch Reaction a unit that contains a model with this special rule may make a Leadership check, if successful the Reaction does not expend a point of the Reactive player's Reaction Allotment. This does not allow the unit to make more than one Reaction per Phase, but does allow the controlling player to exceed the normal three Reactions limit in a given Phase.
- **Archmagos:** Any unit joined by this model adds the Ignores Cover special rule to all of their weapons. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Lictanex gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:

- **Magos Militant:** Nuntius Peritus
- **Magos Ordinary:** Nuntius Peritus, Omnituens
- **Magos Majoris:** Nuntius Peritus, Omnituens, Augury Web

Logis

Logis Magi have heavily modified cranial implants that allow them to process vast amounts of information rapidly, making them capable of predicting the enemy's movements.

- **Advanced Predictions:** This model gains access to the following Advanced Reaction:
  - **Advanced Predictions:** This Advanced Reaction may be made whenever an enemy unit deploys, redeploys or enters play from Reserves within 18" and Line of Sight of a model with the Advanced Predictions special rule, and within the maximum range of at least one weapon in that unit. The Reacting unit may make a Shooting Attack, targeting a unit deployed onto the battlefield in this Phase and following all the usual rules

for Shooting Attacks. Vehicles may only fire Defensive weapons, unless another rule specifically states otherwise. Shooting Attacks made as part of this Reaction do not cause Morale checks, regardless of the number of casualties inflicted and are always Snap Shots. Using this Reaction does not expend a point of the Reactive player's Reaction Allotment. This does not allow the unit to make more than one Reaction per Phase, but does allow the controlling player to exceed the normal three Reactions limit in a given Phase. Additionally, it is explicitly allowed to use this Reaction once before the first turn of the game if the other conditions are met.

- **Prophetic Algorithms:** This model is equipped with a Helical Targeting Array and gains the Precision Shots (6+) special rule. Additionally, this model gains the Munitoria Logis Battle Cohort Unit Sub-type.
- **Vacitinus Doctrina:** An army containing a model with this special rule may make one additional Reaction per turn in any one of the opposing player's Phases, as long as the Warlord has not been removed as a casualty. This additional Reaction may only be made by the Warlord's unit and does not allow any unit to make more than one Reaction per Phase.
- **Archmagos:** This model may grant all the benefits of their Helical Targeting Array to any unit they have joined. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Logis gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Prophetic Algorithms
- **Magos Ordinary:** Prophetic Algorithms, Advanced Predictions
- **Magos Majoris:** Prophetic Algorithms, Advanced Predictions, Vacitinus Doctrina

Macrotek

Often the most numerous of the classes of Magos who govern the Forge Worlds, the Macrotek are venerated fane andforge masters, the tech-wrights of the great macro-furnaces that power the endless cycle of production, and at whose ministrations the vast engines of industry and war thunder.
- **High Enginseer:** Tech-priest Auxilia units in a Detachment that includes a model with this special rule may be taken as Troops choices. However, any Tech-priest Auxilia units that are taken in this way must choose the Enginseer Techno-arcana.
- **Moderati Munitoria:** During the battle's set-up, but before Objective markers have been placed or deployment has been determined, the player that controls a model with this special rule may choose to alter the terrain set-up on the battlefield. The player that controls a model with this special rule may choose to move up to three pieces of terrain each up to 6", so long as their final position is not within 2" of another piece of terrain. If two or more players control models

with this special rule, they roll off. They then take turns choosing and moving terrain, starting with the winner of the roll-off, until each player has moved three pieces of terrain, or chosen to pass. A piece of terrain can only be moved once by this rule.

- **Rector Aedificii:** This model gains the Macrotechnia Battle Cohort Unit Sub-type. Models with the Battlesmith (X) special rule in a Detachment that includes a model with this special rule may repair Buildings in addition to units with the Vehicle, Dreadnought or Automata Unit Type. In addition, they add the following effects to the list of options they may apply to models targeted by the Battlesmith (X) rule:
  - Until the start of the controlling player's next turn, any Hits allocated to the chosen model, with the Breaching (X), Exoshock (X) or Rending (X) special rules only affect that model on a D6 roll of a 6 instead of their usual effect.
- **Archmagos:** This model gains the Wrecker special rule and adds +2 to any Battlesmith rolls when targeting a Building. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Macrotek gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Rector Aedificii
- **Magos Ordinary:** Rector Aedificii, High Enginseer
- **Magos Majoris:** Rector Aedificii, High Enginseer, Moderatii Munitoria

Malagra

The sinister Malagra are the Magos-warlords of the Prefecture Magisterium, charged with enforcing the doctrine of the Omnissiah and the execution of the heretek and the transgressor.

- **Ictus Insidiae**: Any models with the Character Unit Sub-type in a Detachment that includes a model with this special rule may upgrade a Machinator Array or Servo-arm they are equipped with to include an in-built Prehensile Data-spike for +10 points.
- **Interfector Auxilia:** Tech-priest Auxilia units in a Detachment that includes a model with this special rule may choose the Interfector Techno-arcana instead of the standard options.
  - **Interfector:** Tech-priests and Magos Auxilia in the unit are each equipped with a prehensile data-spike. In addition, models in the unit gain the Scout special rule.
- **Hunter Killer**
  A model with this rule may be joined by one of the following for their normal points cost:
  - An Arlatax Battle-automata Maniple (see page XX)

- ○ A Crusader Battle-automata Maniple (see page XX)
- ○ A Vorax Battle-automata Maniple (see page XX)

This unit may be upgraded freely as described in their profile, though they may not take the Paragon of Metal upgrade. If taken in this manner, the unit forms a single unit with the Magos, and the Magos gains the Patris Cybernetica special rule. The Magos may not voluntarily leave this unit during the course of the battle. This unit counts as being part of the same Force Organisation choice as the Magos and does not take up a separate Force Organisation slot.

- **Scindex-malagrus:** A model with this special rule gains the Preferred Enemy (Characters), Precision Strikes (5+) and the Monster Hunter special rules. In addition, a model with this special rule increases their Weapon Skill Characteristic by 2 and Attacks Characteristic by 1. A model with this special rule may take a Paragon Blade for +25 points.
- **Archmagos:** This model increases their Movement Characteristic by 1 and gains the Feel No Pain (5+) and Precision Strikes (4+) special rules. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Malagra gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Scindex-malagrus, Hunter Killer
- **Magos Ordinary:** Scindex-malgrus, Interfector Auxilia
- **Magos Majoris:** Scindex-malagrus, Interfector Auxilia, Ictus Insidiae

Manipulus

Experts in controlling galvanic fields and the motive force, Manipulus Magi can supercharge nearby Automata and exterminate enemies with potent lightnings.
- **Cult of the Motive Force:** Tech-priest Auxilia units in a Detachment that includes a model with this special rule may be taken as Troops choices. However, any Tech-priest Auxilia units that are taken in this way must choose the Electro-priest Techno-arcana.
- **Luminen Magster:** This model is equipped with a Voltagheist Field and gains the Shock and Siphoned Vigour special rules.
- **Praetor Electrolid:** A model with this special rule gains the Ephemera Fulgur Cybertheurgic Arcana, but may not select any other Cybertheurgic Arcana from those available with the Cybertheurgist special rule.
- **Archmagos:** This model and any model in their unit equipped with a Voltagheist Field will inflict one Strength 4, AP- hit on an enemy unit engaged in close combat with them during Initiative Step 1.

A Magos Manipulus gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:

- **Magos Militant:** Luminen Master
- **Magos Ordinary:** Luminen Master, Praetor Electrolid
- **Magos Majoris:** Luminen Master, Praetor Electrolid, Cult of the Motive Force

Metallurgicus

Experts in and researchers of materials, Metallurgicus Magi go to war with their subordinates clad in strange, but potent armours of often unknown providence.

- **Advanced Arsenal:** A detachment that contains a model with this special rule gains access to the following options:
  - Any Vehicle may gain the Reinforced Unit Sub-type   +10 points
  - Any unit may gain the Heavy Unit Sub-type   +20 points
  - Any Vehicle/unit may take Advanced Weapons   +25 points
- **Materiae Ignota:** This model adds +1 to their Wounds characteristic and may select one of their weapons at the beginning of the game, this weapon's Strength Characteristic is improved by +1.
- **Regenerative Armour:** One friendly Vehicle squadron or Automata unit in a Detachment that contains a model with this rule gains the It Will Not Die (5+) special rule, or improves an existing version of It Will Not Die by 1 (i.e. a 6+ goes to a 5+ etc.).
- **Archmagos:** This model may select one of their weapons at the beginning of the game, this weapon's Strength Characteristic is improved by +1 (this may be a second weapon, or added to the same weapon as selected by the Materiae Ignota special rule for a total of +2 Strength). Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Metallurgicus gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Materiae Ignota
- **Magos Ordinary:** Materiae Ignota, Regenerative Armour
- **Magos Majoris:** Materiae Ignota, Regenerative Armour, Advanced Arsenal

Myrmidax

The Myrmidax are the lords of the Myrmidon sub-cult, savants of firepower and master weaponsmiths. Few magi are more feared by their own kind, or as lethal.

- **Avatar of Destruction:** A single Thanatar Siege-automata Maniple unit consisting of a single model armed with a Sollex Heavy-las may be taken as a non-Compulsory HQ choice in a Detachment that includes a model with this special rule. This model may not take the Paragon of Metal upgrade. While wholly within 6" of this model, friendly Myrmidon Tech-priest Auxilia units gain the Line Unit Sub-type and add +1 to the Wounds score used to determine if they win a combat in the Assault phase.

- **The Myrmidon Host:** Myrmidon Tech-priest Auxilia units in a Detachment that includes a model with this special rule may be taken as Troops choices.
- **Vessel of Destruction:** A model with this special rule gains the Hatred (Everything) and Bulky (3) special rules and the Orders Militant Battle Cohort Unit Sub-type. In addition, a model with this special rule increases their Wound and Toughness Characteristics by +1.
- **Archmagos:** This model gains the Precision Shots (5+) special rule and any unit they join gains the Precision Shots (6+) special rule. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Myrmidax gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Vessel of Destruction
- **Magos Ordinary:** Vessel of Destruction, Avatar of Destruction
- **Magos Majoris:** Vessel of Destruction, Avatar of Destruction, The Myrmidon Host

Ordinatos

Master artillerists and demolitionists, Ordinatos Magi are skilled at breaking apart the enemy's fortresses and cities.
- **Breaker of Cities:** This model adds the Armourbane (Ranged or Melee as appropriate to the weapon) special rule to all of their attacks.
- **Ruination:** This model gains the Wrecker special rule and the Macrotechnia Battle Cohort Unit Sub-type. Additionally, they are equipped with an Ordinatos Bombardment.
- **Superior Firepower:** When resolving the Limited Ammunition special rule, this model applies a -1 modifier to the total. Additionally, all Barrage weapons in the same army as a model with this special rule may fire directly against targets within this model's line of sight, even if the firing model does not have line of sight.
- **Archmagos:** This model and any unit they join, gain the Move Through Cover special rule. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Ordinatos gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Ruination
- **Magos Ordinary:** Ruination, Superior Firepower
- **Magos Majoris:** Ruination, Superior Firepower, Breaker of Cities

	Range	AP	Type
Ordinatos	Unlimited	4	Heavy 1, Blast (3"), Sunder, Barrage, Limited

Bombardment   Ammunition

Physic

Masters of the laws of the physical world, Physic Magi bring exotic energy weapons to the field that seem to defy the laws of the physical realm in both their potency and effect.

- **Esoteric Knowledge:** This model adds the following effects to the list of options they may apply to models targeted by the Battlesmith (X) rule:
  - Until the end of the Shooting phase, the target model may add one of the following to one of its weapons until the beginning of the next turn:
    - This model increases the range of all of their non-Melee weapons by +6". Template weapons gain Torrent (6"), or increase the value of any Torrent rule they possess by +6".
    - Phase Shift
    - Burst (D3)
    - Lance
- **Experimental Weapons:** This model increases the range of all of their non-Melee weapons by +6". Template weapons gain Torrent (6"), or increase the value of any Torrent rule they possess by +6".
- **Noospheric Engram:** Any unit this model joins increases the range of all of their non-Melee weapons by +3". Template weapons gain Torrent (3"), or increase the value of any Torrent rule they possess by +3".
- **Archmagos:** This model may select one of their weapons at the beginning of the game, this weapon's gains two of the following special rules:
  - Phase Shift
  - Burst (D3)
  - Lance
  - Exoshock (5+)

Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Physic gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Experimental Weapons
- **Magos Ordinary:** Experimental Weapons, Esoteric Knowledge
- **Magos Majoris:** Experimental Weapons, Esoteric Knowledge, Noospheric Engram

Provender

Responsible for all matters of supply, campaigns led by a Provender Magos are guaranteed to be organised affairs with plentiful materiel and provisions.

- **Fearsome Logistics:** If an Infantry or Cavalry unit that contains a model with this special rule has not moved or Run during the Movement phase of its controlling

player's turn then each model in that unit may add one to the number of shots fired when making a Shooting Attack with a ranged weapon.

- **Extravagant Provisions:** An Infantry or Cavalry unit that contains a model with this special rule gains the Fleet (2) and Crusader special rules. Additionally, this model gains the Munitoria Logis Battle Cohort Unit Sub-type.
- **Bountiful Rations:** Infantry and Cavalry units in an army that contains a model with this special rule gain the Scout special rule, however they may only redeploy 6" regardless of their Unit Type.
- **Archmagos:** A unit that contains a model with this special rule gains the Preferred Enemy (Everything) special rule. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Provender gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Extravagant Provisions
- **Magos Ordinary:** Extravagant Provisions, Bountiful Rations
- **Magos Majoris:** Extravagant Provisions, Bountiful Rations, Fearsome Logistics

Reductor

Though often considered a minor and esoteric order, the magi of the Ordo Reductor are a fearsome force on the battlefield, where their skill in the employment of heavy artillery has turned the tide of many a battle.

- **Demolisher:** Models with this special rule may target Buildings with the Battlesmith (X) special rule, in addition to models with the Vehicle, Dreadnought or Automata Unit Type. In addition, they add the following effects to the list of options they may apply to models targeted by the Battlesmith (X) rule:
  - Cause a target Building or model with the Vehicle Unit Type to lose a single Hull Point.
  - Inflict an automatic Wound with no Saves of any kind to a model with the Dreadnought or Automata Unit Type.
  - Inflict an automatic Weapon Destroyed result on a Building or model with the Vehicle Unit Type. The target does not lose a Hull Point as a result of this effect.
  - Inflict an automatic Immobilised result on a model with the Vehicle Unit Type. The target does not lose a Hull Point as a result of this effect.
- **Harbinger of Devastation:** During the battle's setup, but before Objective markers have been placed or deployment has been determined, the player that controls a model with this special rule may nominate up to three areas of terrain, Buildings, or Fortifications. If the chosen item is an area of terrain that provides a Cover Save, then that Cover Save is removed and the area counts as both Difficult Terrain and Dangerous Terrain. If the item chosen is a Building or Fortification then all rolls on the Building Damage table made for that Building or

Fortification gain a modifier of +1. If two or more players control models with this special rule, they roll off. They then take turns nominating terrain, starting with the winner of the roll-off, until each player has nominated three pieces of terrain, or chosen to pass. A piece of terrain can only be nominated once by this rule.

- **Secrets of Annihilation:** A model with this special rule gains the Artificia Reductor Cybertheurgic Arcana, but may not select any other Cybertheurgic Arcana from those available with the Cybertheurgist special rule. Additionally, this model gains the Reductor Battle Cohort Unit Sub-type.
- **Archmagos:** This model gains the Move Through Cover special rule and all of their attacks gain the Ignores Cover special rule. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Reductor gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Secrets of Annihilation
- **Magos Ordinary:** Secrets of Annihilation, Demolisher
- **Magos Majoris:** Secrets of Annihilation, Demolisher, Harbinger of Devastation

Stataraga

The personal attendants to the massive Knights and Titans, these Magi are quite capable of bringing out the best performance of their charges in even the most deadly battlefields.

- **Contempt of the Mighty:** This model gains the Preferred Enemy (Infantry) special rule and the Macrotechnia Battle Cohort Unit Sub-type.
- **Household Member:** This model may be chosen as an HQ choice in a Mechanicum Detachment, as a Troops choice in an army using the Titan Maniple Detachment, or as a Heavy Support choice in an army using the Questoris Household Detachment.
- **Personal Vassals:** If taken as part of a Questoris Household or Titan Maniple Detachment, this model allows Castellax Battle-automata Maniples and Vorax Battle-automata Maniples to be taken as non-compulsory Troops or Heavy Support choices for their Detachment.
- **Archmagos:** One Vehicle in the army that has either the Knight or Titan Sub-types increases its Hull Point Characteristic by +2. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Stataraga gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Contempt of the Mighty
- **Magos Ordinary:** Contempt of the Mighty, Household Member

- **Magos Majoris:** Contempt of the Mighty, Household Member, Personal Vassals

Technicus

Responsible for the maintenance and running of the Mechanicum's vast fleet of vehicles, Technicus Magi are experts of multi-tasking enabling them to bring multiple vehicles back to fighting strength simultaneously.

- **Divitiae Cognitionis:** When a model with this special rule uses the Battlesmith ability they may roll two dice and use the highest to determine if the roll is successful. Additionally, this model gains the Autokrator Battle Cohort Unit Sub-type.
- **High Enginseer:** Tech-priest Auxilia units in a Detachment that includes a model with this special rule may be taken as Troops choices. However, any Tech-priest Auxilia units that are taken in this way must choose the Enginseer Techno-arcana.
- **Divided Consciousness:** When a model with this special rule uses the Battlesmith ability they may roll two dice and use both results, however the dice rolls both suffer a -1 penalty. The effects of the two rolls may be different or the same as the owning player chooses, they may even target two different models with the effects, assuming that both are otherwise valid targets for the Battlesmith ability.
- **Archmagos:** Any Vehicle model within 6" of a model with this special rule may roll a dice when they take a Penetrating Hit, on a roll of 5+ that hit instead becomes a Glancing Hit. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Technicus gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Divitiae Cognitionis
- **Magos Ordinary:** Divitiae Cognitionis, Divided Consciousness
- **Magos Majoris:** Divitiae Cognitionis, Divided Consciousness, High Enginseer

Vulpaxis

Scouts and spies, Vulpaxis Magi are the best at infiltrating the enemy and bringing small strike teams with them to ensure maximum effect.

- **Bellum Emissicius:** An army that contains a model with this special rule will always be allowed to choose which player deploys their army first, do not roll-off as you would normally. Should both armies possess a model with this rule (or similar ability), then perform the roll-off as normal. Additionally, models in the same Detachment as a model with this special rule that have the Scout special rule, may redeploy up to their Movement + Initiative characteristics in inches rather than the standard Scout values for their Unit Type.

- **Furto Domini:** This model gains the Infiltrate and Scout special rules. Additionally, an army that contains at least one model with this special rule may re-roll failed Seize the Initiative rolls.
- **Stealth Subroutines:** Before Deployment you may select one friendly unit that this model may join, that unit gains the Infiltrate and Scout special rules. However, this model must begin the game deployed with that unit.
- **Archmagos:** This model and any unit they have joined that have deployed/redeployed via the Scout or Infiltrate special rules may attempt to Charge during the first turn. However, if successful, the Charge will be Disordered. Additionally, an Archmagos may not join a unit that contains a model with a different High Techno-arcana to them, nor may a model with a different High Techno-arcana join their unit.

A Magos Vulpaxis gains the above special rules according to their level (Militant, Ordinary, Majoris) as follows:
- **Magos Militant:** Furto Domini
- **Magos Ordinary:** Furto Domini, Stealth Subroutines
- **Magos Majoris:** Furto Domini, Stealth Subroutines, Bellum Emissicius

Cybertheurgy

On the battlefields of the Horus Heresy, the Mechanicum is feared not only for the power of the war engines it produces, but also for the terrifying control they wield over all forms of technology, a control so absolute that to some it seems as strange and potent as the warp-magic of the psyker. By means of the arts known as Cybertheurgy, the magi of the Mechanicum can unleash terrible data-djinn to corrupt systems, overload power cells and even turn the enemy's own weapons against them.

In games of Horus Heresy: Age of Darkness, certain models may make use of Cybertheurgy to attack the enemy and confound their plans. Cybertheurgic Attacks will use the existing rules for attacking the enemy, being resolved as either Shooting or Melee Attacks, and occur during the Shooting and Assault phases as do other attacks. Cybertheurgic Rites, any effect of Cybertheurgy that is not represented as a weapon and resolved as an attack, are also resolved during one of the existing Phases, but often have their own unique rules, each of which is explained as part of that power.
In all cases, to use a Cybertheurgic Attack, weapon or Rite, a model must possess the Cybertheurgist Unit Sub-type.

Cybertheurgist

Much like Character, Cybertheurgist is a Unit Sub-type that can be applied to a model of any other Unit Type. This is used to indicate models that are capable of using Cybertheurgic Rites and weapons. On its own this Unit Sub-type grants no abilities or rules, but many other rules, weapons and abilities will target or require a model with this Unit Sub-type in order to be used. Often a rule will reference or target a 'Cybertheurgist' – this means any model with the Cybertheurgist Unit Sub-type. Models that are or can become Cybertheurgists are also often given the option to acquire other abilities or attacks that require that Unit Sub-type. If such options exist, they will be noted on that unit's profile or Army List entry.

The following example shows the most common unit that also has the Cybertheurgist Unit Sub-type:
- Mechanicum Magos Majoris: Infantry (Cybertheurgist, Character)

This means any rules or weapons that have additional effects when targeting or activated by a Cybertheurgist would apply those effects to a model with this Unit Sub-type.

Throughout the rules for Cybertheurgy there are references to 'Cybertheurgy checks' – a Cybertheurgy check is a kind of Leadership test and is taken in exactly the same manner as any other Leadership test – however, special rules that allow a model to modify or automatically pass Leadership tests have no effect on Cybertheurgy checks.

It is also worth noting that while Cybertheurgy and the rules for its use are very similar to those used for Psychic Powers and the Psyker Unit Sub-type, these two sets of rules do not interact

with each other. Effects that modify Psychic Powers or attacks have no effect on Cybertheurgic Rites or attacks, and effects that target Psykers have no effect on Cybertheurgists unless the effect also specifically targets them.

Cybertheurgic Weapons

The most common form of Cybertheurgic power encountered on the battlefield are those that act in a manner akin to more conventional weapons. Whether the esoteric manipulation of energy or the release of data djinn, these attacks are presented and function in exactly the same manner as any other weapon. They use exactly the same rules, Characteristics and resolution methods as any other attack made and can be both ranged and melee.

A Cybertheurgist that gains a Cybertheurgic attack has it in the same manner as any other model has Wargear that is part of its profile. A model that has the Cybertheurgist Unit Sub-type may make Shooting Attacks using any ranged Cybertheurgic weapon available to it (or more than one, or in combination with ranged non-Cybertheurgic weapons if that model has a rule that allows more than one weapon to be used during a Shooting Attack) or during the Assault phase a Cybertheurgist may attack using a Cybertheurgic weapon with the Melee type. In close combat, a Cybertheurgic weapon with the Melee type does count for deciding if a model has more than one weapon, but obeys all the usual restrictions. However, a Cybertheurgic weapon can never be destroyed or otherwise removed from a model unless a rule specifically targets a Cybertheurgic weapon.

In most cases, the Cybertheurgic Arcana available to a Cybertheurgist will provide one or more Cybertheurgic Weapons as part of their portfolio of abilities (see pages XX).

Cybertheurgic Rites

The next type of Cybertheurgic ability falls under the more common heading of Cybertheurgic Rites. These abilities can achieve many diverse ends, from simple destruction to the subtle subversion of the enemy, and are represented in a form more akin to special rules in order to represent the many effects a trained Magos of the Mechanicum can produce. Not all Cybertheurgists have access to the same suite of Rites, and those available to any given model will be detailed in that model's profile or Army List. The key difference between a Cybertheurgic Rite and a Cybertheurgic weapon is that a Rite is not resolved as a standard attack and has its own rules for resolving any effects it may cause, much like other special rules.

In most cases the Cybertheurgic Arcana available to a Cybertheurgist will provide one or more Cybertheurgic Rites as part of their portfolio of abilities (see pages XX).

Cybertheurgic Arcana

Models with the Cybertheurgist Unit Sub-type gain a number of special rules and abilities to represent their technical mysteries. These collections of abilities are known as Arcana, and represent one of a myriad of possible focuses for a Cybertheurgist. Each Arcana will be composed of a set of special rules, Cybertheurgic Weapons and Cybertheurgic Rites themed to represent specific talents of a certain focus of technical esoterica, and those Arcana available to a given Cybertheurgist will be listed on their Army List entry. Some models may be able to choose from several different Arcana, however, they only gain abilities from one that is selected or set as part of their basic abilities. When a model or unit is granted an Arcana or asked to select one, they gain all the powers, attacks and other rules included as part of that Arcana. Some models may be able to take more than one Arcana, if so, they gain all abilities from all Arcana selected. A set of Cybertheurgic Arcana is presented as follows, but other publications may present additional Arcana.

Cybertheurgic Feedback
Common to all forms of Cybertheurgic Ritual is the possibility of the temperamental spirits of the machine rebelling and sending feedback cascading through the consciousness of the cybertheurgist. This is represented by the Cybertheurgic Feedback special rule. Most Cybertheurgic Rites and attacks dictate under what conditions a Cybertheurgist must suffer Cybertheurgic Feedback, but in most cases this will be as the result of a failed Leadership test while using a Cybertheurgic Rite or attack.

Whenever a Cybertheurgist or other model/unit suffers Cybertheurgic Feedback, apply the rule below:

> **Cybertheurgic Feedback:** When a model or unit suffers Cybertheurgic Feedback, it receives a single Wound against which only Invulnerable Saves may be taken (no Damage Mitigation rolls may be made to negate these Wounds). This Wound must be allocated to a model with the Cybertheurgist Unit Sub-type if possible, otherwise it may be allocated to any model in the unit that has suffered Cybertheurgic Feedback, in the same manner as those received during a Shooting Attack. In addition, the Cybertheurgist and any unit it is currently part of are immediately Pinned. If the Cybertheurgist is a model with the Vehicle or Automata Unit Type then it suffers D3 Hull Points of damage or Wounds against which only Invulnerable Saves may be taken instead, but the unit is not Pinned.

Artificia Cybernetica

A Cybertheurgist with this Arcana gains all the listed Rites, Weapon and other special rules.

Cybernetica Exortus (Cybertheurgic Rite)
The master magi of the Cybernetica cohorts are well versed in the intricacies of their steel charges; they know the incantations to coax the greatest potential from them. In

battle it is by their efforts that the unfeeling legions of the Mechanicum can overcome the fickle and unpredictable armies of flesh and blood soldiers.

Instead of making a Shooting Attack, a Cybertheurgist with this Cybertheurgic Rite may select a single friendly unit with a model within 12" which contains at least one model with the Automata Unit Type and apply one of the following effects to all models with the Automata Unit Type in the unit:

- When making a Charge roll for the unit in the same turn as this Rite is used, roll an additional dice and discard the lowest rolled dice before determining the results of the Charge roll.
- The unit (not each individual model) ignores the first Wound inflicted upon it in each Shooting Attack that targets it until the beginning of the controlling player's next player turn. Simply discard that Wound without allocating it to a model.
- The unit adds +1 to its BS for the remainder of the Shooting phase in which this power is used.
- Until the start of the controlling player's next turn as the Active player, the unit may ignore the restriction against making Reactions imposed by the Automata Unit Type.

The Cybertheurgist's controlling player may choose to make a Cybertheurgy check before using this power, if the Check is successful then two different options may be applied to the target unit instead of one. If the Check is failed then no options may be chosen and the Cybertheurgist suffers Cybertheurgic Feedback.

Mordeo Cogita (Cybertheurgic Weapon)
Many have thought the automata of the Mechanicum among the toughest warriors to tread the battlefields of the Age of Darkness, but by means of coded incantations the adepts of the Arcana Cybernetica can purge the engrams of these metal beasts, bringing them to a sudden stop with but a thought.

	Range	S	AP	Type
Mordeo Cogita	12"	10	1	Assault 1, Data-djinn, Instant Death, Cybertheurgic Focus

Artificia Machina

A Cybertheurgist with this Arcana gains all the listed Rites, Weapon and other special rules.

Animatus Integro (Cybertheurgic Rite)
Manipulating the machine spirit of any complex machine, the cybertheurgist is capable of remote activation of repair sub-routines and of repurposing auxiliary systems to perform repairs other lesser artificers might have deemed impossible. Such is the formidable skill of these machine-wrights that such ministrations are carried out from afar, without laying hand nor tool upon the shattered hull of the stricken machine.

Instead of making a Shooting Attack, a Cybertheurgist with this Cybertheurgic Rite may apply the effects of any version of the Battlesmith (X) special rule they have to a single

model with the Vehicle, Dreadnought or Automata Unit Type that is within 12" of the Cybertheurgist. The effect is rolled for as normally required by the Battlesmith (X) special rule, but does not require the Cybertheurgist to be in base contact or Embarked upon the model. If successful, the controlling player may choose to make a Cybertheurgy check for the Cybertheurgist model, if successful then the effect of the Battlesmith (X) special rule is applied twice without further rolls (i.e., an
additional Wound is restored, or an additional Weapon Destroyed result removed from the target, etc.). If the Cybertheurgy check is failed then the Cybertheurgist suffers Cybertheurgic Feedback.

Animatus Excindor (Cybertheurgic Weapon)
Just as Cybermancy can over-charge a machine's systems to power its re-invigoration, so can it overload those systems and crush the heart of even the most powerful war machines.

	Range	S	AP	Type
Animatus Excindor	12"	1	1	Assault D6, Haywire, Data-djinn, Cybertheurgic Focus

Artificia Reductor

A Cybertheurgist with this Arcana gains all the listed Rites, Weapons and other special rules.

Porta Fractis (Cybertheurgic Rite)
There is no gate or portal that can be held against the magi of the Ordo Reductor. No bar nor lock will halt their passage and no enemy will find refuge from their onslaught. The data-djinn and subtle knowledge at their disposal will turn any key and expel any that cower in the false security of fortifications.
Instead of making a Shooting Attack, a Cybertheurgist with this Cybertheurgic Rite may select a single Building, Fortification or enemy unit with the Transport Unit Sub-type that has an enemy unit Embarked within and is within 12" of the Cybertheurgist and must then make a Cybertheurgy check. If the Check is successful then the enemy unit Embarked on the chosen target must immediately make an emergency Disembarkation and once Disembarked must make a Pinning test. If the Cybertheurgy check is failed then the Cybertheurgist suffers Cybertheurgic Feedback.

This Cybertheurgic Rite may not target an enemy model with the Flyer, Super-heavy, Knight or Titan Unit Sub-type.

Manos Ruinus (Cybertheurgic Weapon)
A mere gesture from the adepts of the Ordo Reductor sunders armour and reduces fortifications to ruin, they know exactly where to strike any defence to shatter it utterly.

	Range	S	AP	Type
Manos	-	10	1	Melee, Data-djinn, Armourbane, Exoshock

Ruinus	(3+), Unwieldy, Cumbersome, Cybertheurgic Focus

Ephemera Explorator

A Cybertheurgist with this Arcana gains all the listed Rites, Weapon and other special rules.

Ephemera Scutum (Cybertheurgic Rite)

Operating independently for many years, Explorators often develop many methods of keeping their personal forces intact against the uncertainties of a cruel galaxy. These defences vary from Personal Void Shields to devices of even more esoteric origin, but all of them possess tremendous defensive potency.

Instead of moving during the Movement phase, a Cybertheurgist with this Cybertheurgic Rite may instead activate this Cybertheurgic Rite. All models, friendly and enemy, that are within 8" of the Cybertheurgist gain a 6+ Invulnerable Save when targeted by any model that is not also within 8" of the Cybertheurgist. If the Cybertheurgist moves, makes a Shooting Attack, Charges or is successfully Charged by an enemy unit, then the Cybertheurgic Rite ends, otherwise it remains in effect indefinitely.

When initially using the Cybertheurgic Rite, or at the start of any of the controlling player's subsequent Movement phase while it is in effect, the controlling player may choose to have the Cybertheurgist take a Cybertheurgy check. If the Check is passed then models affected by this Cybertheurgic Rite gain a 4+ Invulnerable Save instead of a 6+ Invulnerable Save. If the Check is failed then the Cybertheurgist suffers Cybertheurgic Feedback and the Cybertheurgic Rite immediately ends.

Ephemera Pilum (Cybertheurgic Weapon)

Many a foe of the Mechanicum has thought themselves proof against attack by hiding behind their fellows. The Magi Explorator know well how to correct such erroneous conclusions.

	Range	S	AP	Type
Ephemera Pilum	24"	5	-	Heavy 1, Burst (D6), Rending (5+), Sniper, Cybertheurgic Focus

Ephemera Fulgur

A Cybertheurgist with this Arcana gains all the listed Rites, Weapon and other special rules.

Ephemera Augeo (Cybertheurgic Rite)

The motive force is one of the three pillars of the Martian orthodoxy; it permeates all of the Omnissiah's children, imbuing them with vigour and explosive potential. Through an intricate manipulation of this motive force, a knowledgeable cybertheurgist can

temporarily remove a target's limitations allowing it to race across the battlefield at incredible speed.

Instead of moving during the Movement phase, a Cybertheurgist with this Cybertheurgic Rite may select a single friendly unit within 12" that is entirely composed of models of the Mechanicum Faction. The targeted unit gains one of the following benefits:

- The target unit increases its Movement Characteristic by +3" and gains a +3 modifier modifier to its Initiative when determining how far that unit may move as part of a Reaction; until the beginning of the controlling player's next Movement phase.
- The target unit increases the range of all of their non-Melee weapons by +3". Template weapons gain Torrent (3"), or increase the value of any Torrent rule they possess by +3". This range increase lasts until the beginning of the controlling player's following Movement phase.

The Cybertheurgist's controlling player may choose to make a Cybertheurgy check for the Cybertheurgist. If the Check is successful, the target unit gains both benefits. If the Check is failed, the chosen unit and the Cybertheurgist suffer Cybertheurgic Feedback.

Ephemera Arcus (Cybertheurgic Weapon)
All forms of life contain some small spark of the motive force, which can be utilised by an experienced Cybertheurgist. Drawing on this reserve of power a Magos is able to conjure potent lightning to scourge the enemies of the Omnissiah, though sometimes the racing power can burn out the living conduits leaving only charred husks behind.

	Range	S	AP	Type
Ephemera Arcus	18"	7+	4	Heavy D3, Shred, Rending (4+), Cybertheurgic Focus, Power Drain

Power Drain
When firing this weapon you may increase the Strength of the attack (to a maximum of 14). However, for each point of increased Strength the Cybertheurgist's unit suffers 1 Wound. Additionally, if the Strength of the attack is increased beyond 10 the Cybertheurgist also suffers a Wound for each point of Strength increase. These Wounds are in addition to the ones that the unit suffers and cannot be allocated to anyone other than the Cybertheurgist who used this power. Armour and Cover saves may not be taken against the self-inflicted Wounds caused by this Cybertheurgic Weapon.

Ephemera Incursus

A Cybertheurgist with this Arcana gains all the listed Rites, Weapons and other special rules.

Ephemera Perfidiae (Cybertheurgic Rite)
The sheer ubiquity of the Machine Cult's works in every fighting force on both sides of the civil war give the more insidious tech-magi an incredible amount of power over their enemies. With little more than a thought and a muttered binaric chant, a canny

technomancer can alter their opponent's target priority and friendly fire protocols, deceiving them into bearing down on their allies.

Instead of making a Shooting Attack, a Cybertheurgist with this Cybertheurgic Rite may select a single enemy unit with a model within 12" that is entirely composed of models with the Vehicle or Automata Unit Type. The Cybertheurgist's controlling player may immediately make a Shooting Attack as if they controlled the chosen unit – this Shooting Attack may target any unit that is considered an enemy unit by the Cybertheurgist's controlling player and is made as Snap Shots.

The Cybertheurgist may choose to make a Cybertheurgy check before making this Shooting Attack, if successful the Shooting Attack is made using the Cybertheurgist's BS and is not made as Snap Shots. If the Check is failed then the Cybertheurgist suffers Cybertheurgic Feedback and no Shooting Attack is made. An enemy unit used to make a Shooting Attack with this Rite may attack normally in its controlling player's turn and gains the Hatred (Cybertheurgists) special rule for the rest of the battle.

Ephemera Exocluo (Cybertheurgic Weapon)
There are few warriors on the battlefields of the Age of Darkness that do not rely on some form of technological aid to function, from targeting scanners to vox communicators. A magos skilled in the ephemera exocluo can disrupt, destroy and subvert these devices and leave their users helpless.

	Range	S	AP	Type
Ephemera Exocluo	24"	3	-	Assault 6, Data-djinn, Blind, Vox Silence, Cybertheurgic Focus

Ephemera Lacyraemarta

A Cybertheurgist with this Arcana gains all the listed Rites, Weapons and other special rules.

Ephemera Instigare (Cybertheurgic Rite)
Flesh bound to the will of iron is the trade of the Lacyraemarta, thralls for the armies and forges of the Mechanicum. In battle they use their cybertheurgic talents to goad their minions into battle regardless of the danger or the brutal injuries they suffer in the process.

Instead of making a Shooting Attack, a Cybertheurgist with this Cybertheurgic Rite may select a single friendly unit within 12" that is entirely composed of models with the Infantry Unit Type and is of the Mechanicum Faction. The chosen unit may immediately move a number of inches up to twice its unmodified Initiative Characteristic directly towards the nearest enemy unit. If the chosen unit has mixed Initiative Characteristics, use the highest unmodified Characteristic.

The Cybertheurgist's controlling player may choose to make a Cybertheurgy check for the Cybertheurgist. If the Check is successful, then the chosen unit gains the Hammer of

Wrath (1) and Furious Charge (1) special rules until the end of the subsequent Assault phase. If the Check is failed, the chosen unit and the Cybertheurgist suffer Cybertheurgic Feedback.

Ephemera Excrusis (Cybertheurgic Weapon)

The adepts of the Lacyraemarta are experts on the application and manipulation of pain to motivate and damage flesh. In combat they often employ short range bursts of exotic radiation and energy discharges to weaken and disrupt the enemy.

	Range	S	AP	Type
Ephemera Excrusis	-	*	3	Melee, Fleshbane*, Rad-phage, Concussive (3), Cybertheurgic Focus

Ephemera Tenebrae

A Cybertheurgist with this Arcana gains all the listed Rites, Weapon and other special rules.

Ephemera Ostium (Cybertheurgic Rite)

Using esoteric practices of unknown providence the Magos is able to 'tunnel' and create a temporary connection to the webway, allowing allied forces to enter the field of battle in a manner altogether safer than Teleportation.

Instead of making a Shooting Attack, a Cybertheurgist with this Cybertheurgic Rite may select a point within 12" and at least 3" away from any enemy model or Impassable Terrain – place a Blast (3") Marker to represent the Webway Portal until this power is resolved.

The controlling player may then choose to make a Cybertheurgy check for the Cybertheurgist. If the Check is failed or not taken then the chosen point is scattered as per the normal rules for Scatter. If it scatters onto Impassable Terrain, within 3" of an enemy model, or off of the edge of the battlefield then the Cybertheurgist suffers Cybertheurgic Feedback, and the chosen point is moved the minimum distance required in a direction of the controlling player's choice to place it clear of all Impassable Terrain, on the battlefield, and at least 3" away from any enemy model. If the Check is passed then the Webway Portal does not scatter.

Once the final location of the chosen point is determined, the Cybertheurgist's controlling player may choose to deploy up to one Infantry or Automata unit in Reserves onto the battlefield (that player may choose to place no units if they wish). That unit moves onto the battlefield from any point along the edge of the Blast marker placed to represent the Webway Portal as if it was entering play from Reserves, treating the Webway Portal's marker as though it was the controlling player's battlefield edge.

Once all models in the unit have moved onto the battlefield, the Webway Portal marker is removed from play. The unit brought into play by use of this power may be targeted by

the Interceptor Reaction and may act as normal in the Shooting phase in which it arrives and may declare a Charge in the Assault phase of the turn in which it enters play.

Ephemera Securis (Cybertheurgic Weapon)

Adept at manipulating the energies needed to access the webway the Magos is capable of twisting the resulting portal so that it instead becomes a devastating weapon similar in effect to the Distortion weapons of the perfidious Eldar.

	Range	S	AP	Type
Ephemera Securis	12"	8	2	Heavy 1, Blast (3"), Distort, Cybertheurgic Focus

Distort

When rolling To Wound against non-vehicle models with this weapon, on rolls of a 6, it wounds automatically (regardless of the target's Toughness) and has the Instant Death special rule. Against vehicles, if this weapon rolls a 6 for armour penetration, it causes a penetrating hit, regardless of whether the armour penetration roll was higher than the vehicle's armour value or not.

Household Ranks

Insert flavour text here

Any Lords of War choice selected as part of a Questoris Household Detachment may select one upgrade from those listed below, but note that some upgrades are limited to certain units or may only be selected a limited number of times as noted in their description.

Seneschal (0-1)

+80 points

Insert flavour text here

Only a single unit in a Questoris Household Detachment may be upgraded to have theSeneschal rank, and an Acastus Knight may not be given this upgrade.

A model with this upgrade gains the Character Unit Sub-type and increases its Weapon Skill and Ballistic Skill Characteristics by +1. In addition, if the Questoris Household Detachment is the Primary Detachment of the army, then a model with this upgrade must be chosen as the army's Warlord. If selected as the army's Warlord, a model with this upgrade automatically gains the following Warlord Trait:

> **Master of the Household**
> Any friendly model with the Knight Unit Sub-type within 8" of a Warlord with this Warlord Trait may make Reactions as per the standard rules, ignoring the usual restriction for Knights and Titans. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Shooting phase as long as the Warlord has not been removed as a casualty.

Arbalester

+55 points

Insert flavour text here

A model with this upgrade increases its Ballistic Skill Characteristic by +1, gains the Character Unit Sub-type and the Arbalester special rule.

> **Arbalester**
> When a model with this special rule is required to make a Scatter roll, roll an additional Scatter dice and the model's controlling player chooses which is used to determine the results of the Scatter roll.

Aspirant

-30 points

Insert flavour text here

A model with this upgrade must reduce its Weapon Skill and Ballistic Skill Characteristics by -1 and its Movement Characteristic by -2.

Aucteller

+55 points

Insert flavour text here

A model with this upgrade increases its Weapon Skill Characteristic by +1, gains the Character Unit Sub-type and the Aucteller special rule.

Aucteller

When engaged in a Challenge a model with this special rule gains +1 Weapon Skill and +1 Attack. This bonus to Weapon Skill is in addition to the +1 Weapon Skill Increase from the Aucteller upgrade detailed above.

Dolorous

+35 points

Insert flavour text here

A model with this upgrade increases its Weapon Skill Characteristic by +1, gains the Character Unit Sub-type and the Dolorous special rule.

Dolorous

A model with this special rule may attempt to make Sweeping Advances (as an exception to the normal rules for models with the Knight Unit Sub-type).

Implacable

+65 points

Insert flavour text here

A model with this upgrade increases its Hull Points by +1, gains the Character Unit Sub-type and the Implacable special rule.

Implacable

No attack targeting a model with this special rule may inflict more than a single Hull Point of damage, including those attacks with the Exoshock (X) special rule.

Preceptor

+45 points

Insert flavour text here

A model with this upgrade increases its Ballistic Skill Characteristic by +1, gains the Character Unit Sub-type and the Preceptor special rule.

Preceptor

Any Knight Talons that have at least one model within 6" of a friendly model with this special rule increase the Leadership of all models in the unit to 9.

Uhlan

+45 points

Insert flavour text here

A model with this upgrade increases its Movement Characteristic by +4, gains the Character Unit Sub-type and the Scout and Outflank special rules. An Acastus Knight may not be given this upgrade.

Knights and the Character Unit Sub-type

Unless otherwise specified, a model with the Knight Unit Sub-type and the Character Units Sub-type may not issue or accept Challenges - except when the enemy unit includes at least one model with the Knight, Titan or Monstrous Unit Sub-type or the Primarch Unit Type, and in those circumstances the Challenge must be accepted by a model with the Knight, Titan or Monstrous Unit Sub-type or the Primarch Unit Type. While engaged in a Challenge, a model with the Knight and Character Unit Sub-types may not leave combat or the Challenge and may not make Stomp attacks.

Taghmatae Unit Types

Cybernetica Unit Sub-type
Insert flavour text here
The following rules apply to all models with the Cybernetica Unit Sub-type:
- Models with the Cybernetica Unit Sub-type are subject to the Programmed Behaviour provision. During both the controlling player's Shooting phase and the Charge sub-phase, a Cybernetica unit must attempts a Shooting Attack and/or Charge if there is an enemy unit within range, and must target the closest enemy unit possible that is within line of sight and is a valid target for the Shooting Attack or Charge. If two or more targets are equally close then the controlling player chooses which will be the target of a Shooting Attack or Charge.
- A model with the Cybernetica Unit Sub-type may fire all weapons they are equipped with in each Shooting Attack they make, including as part of a Reaction where eligible (this rule on its own does not allow units to make Reactions if they would otherwise be prevented from doing so).
- Models with the Cybernetica Unit Sub-type may fire Heavy and Ordnance weapons and count as Stationary even if they moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- Models with the Cybernetica Unit Sub-type ignore any penalties to their Initiative Characteristic when charging through Difficult Terrain or Dangerous Terrain.

Gargantuan Unit Sub-type
Insert flavour text here
The following rules apply to all models with the Gargantuan Unit Sub-type:
- Models with the Gargantuan Unit Sub-type have the Eternal Warrior and Fearless special rules.
- Models with the Gargantuan Unit Sub-type are not affected by special rules that negatively modify their Characteristics (other than Wounds).
- Models with the Gargantuan Unit Sub-type are not slowed by difficult terrain and automatically pass Dangerous Terrain tests – but may not pass through or end their move in Impassable Terrain.
- Models with the Gargantuan Unit Sub-type count as ten models for the purposes of determining if the model is outnumbered by another unit.
- Models with the Gargantuan Unit Sub-type may only make Reactions triggered by models with the Dreadnought, Primarch or Vehicle Unit Type, or any model with a Wounds Characteristic of 8 or more.
- Successful Wounds scored by attacks with the Poisoned (X) or Fleshbane special rules must be re-rolled against models with the Gargantuan Unit Sub-type.
- A model with the Gargantuan Unit Sub-type may attack with all weapons they have in each Shooting Attack they make, including as part of a Reaction.
- A model with the Gargantuan Unit Sub-type may make Shooting Attacks with Heavy and Ordnance weapons, counts as Stationary even if it moved in the preceding Movement

phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.

- No model that does not have the Gargantuan Unit Sub-type may join a unit that includes a model with the Gargantuan Unit Sub-type.
- A model with the Gargantuan Unit Sub-type ignores all effects (both detrimental and beneficial) of all Psychic Powers and cannot be Wounded or affected by any Attack with the Psychic Focus special rule. Weapons with the Force special rule that are used to make Attacks against a model with the Gargantuan Unit Sub-type are not affected and are resolved normally.

Guardian Unit Sub-type

Insert flavour text here

The following rules apply to all models with the Guardian Unit Sub-type:

- Units including models with the Guardian Sub-type may Embark freely upon models with the Transport Unit Sub-type and within Buildings and Fortifications as if they had the Infantry Unit Type, even if their Unit Type would normally restrict this.
- Units including models with the Guardian Unit Sub-type may be joined by models with the Character Unit Sub-type or Independent Character special rule, and when they are joined in this manner may make reactions, even if their Unit Type would normally restrict this.
- If a unit contains any models with the Guardian Unit Sub-type as well as one or more models with the Character Unit Sub-type, any Wounds which would be allocated to the Character (even those caused by the Precision Strikes (X) or Sniper special rules) may instead be allocated to a model with the Guardian Unit Sub-type first.
- Unless they are joined by a friendly Character, all models with the Guardian Unit Sub-type suffer the following provisions:
  - Reduce their Movement Characteristic by -2 and may not Run.
  - Reduce their Initiative Characteristic to 1.

Paragon Unit Sub-type

The finest warriors, be they honed flesh and blood or masterwork automaton, are capable of feats of arms and endurance unthinkable to standard humans.

The following rules apply to all models with the Paragon Unit Sub-type:

- Models with the Paragon Unit Sub-type are not affected by special rules that negatively modify their Characteristics (other than Wounds or Hull Points).
- A model with the Paragon Unit Sub-type may fire all weapons they are equipped with in each Shooting Attack they make, including as part of a Reaction.
- Models with the Paragon Unit Sub-type may fire Heavy and Ordnance weapons and count as stationary even if they moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- Models with the Paragon Sub-type may make Reactions as per the standard rules, ignoring the usual restriction for models with the Automata Unit Type.
- A unit that contains a model with the Paragon Unit Sub-type may never be joined by any other models, regardless of any other special rule.

Questoris Unit Sub-type

Insert flavour text here

By itself this Unit Sub-type does nothing, only acting as a limiter on which units may be included in the Questoris Household Detachment.

Reinforced Unit Sub-type

Insert flavour text here

The following rules apply to all models with the Reinforced Unit Sub-type:
- A model with the Reinforced Unit Sub-type ignores the effects of any Crew Shaken result on the Vehicle Damage table.
- A model with the Reinforced Unit Sub-type does not have to make Snap Shots due to the effects of the Crew Stunned result on the Vehicle Damage table (but still cannot move or pivot until the end of its next turn).

Secutarii Unit Sub-type

Insert flavour text here

The following rules apply to all models with the Skitarii Unit Sub-type:
- Models with the Secutarii Unit Sub-type have the Feel No Pain (6+) special rule.

Skitarii Unit Sub-type

Also known as the army of Mars, Skitarii are seen by many forges as extensions of Kelbor Hal's will and enforcers of the orthodoxy and control of Mars. As such they are not always welcome on more independent Forges, though they are grudgingly accepted to avoid calls of rebellion.

The following rules apply to all models with the Skitarii Unit Sub-type:
- Models with the Skitarii Unit Sub-type have the Feel No Pain (6+) and Relentless special rules.

Unique Unit Sub-type

Insert flavour text here

The following rules apply to all models with the Unique Unit Sub-type:
- An army may not include more than a single instance of a unit with the Unique Unit Sub-type. For example, if Unit A and Unit B both have the Unique Unit Sub-type, then a single army could include one of Unit A and one of Unit B, but no more than one of either unit.
- A model or unit composed entirely of models with the Unique Unit Sub-type may not select any options other than those included on its Army List Profile (this includes options provided by other sources, such as Orders of High Techno-arcana).

X Battle Cohort Unit Sub-type

Insert flavour text here

By itself this Unit Sub-type does nothing, but when included in the appropriate Battle Cohort, units with this Unit Sub-type may gain additional bonuses.

Taghmatae Special Rules

Archmagos
A model with this rule gains the Archmagos ability of their chosen High Techno-arcana. Additionally, a model with this special rule may also include a Drone Cohort as part of the same Force Organisation slot as the model with the Archmagos special rule.

Ardex-defensor
A model with the Knight or Titan Unit Sub-types that has weapons with this special rule may make the Overwatch Reaction when it is triggered by models that do not have the Knight, Titan, Super-heavy, or Lumbering Flyer Unit Sub-types, or that have fewer than 8 Wounds. When making Shooting Attacks as part of the Overwatch Reaction, the Reacting model may only make Shooting Attacks with weapons with this special rule.

Augur Sweep
Enemy units within 6" of at least one model with this special rule reduce their cover saves by -1 when fired at by units from the same detachment as the Cyber-occularis.

Binaric Stratagems
At the start of the battle, once both armies have set up all their models, including any units with the Infiltrator special rule, a player that controls any models with this special rule may select one of the effects listed below as part of this special rule. All units with the Kyropatris Field Generator item of Wargear in the Detachment that includes the model with this special rule gain the chosen effect for the duration of the battle. Note that only a single bonus may be given to the units, regardless of how many models with this special rule are present in the Detachment. If an army includes multiple Detachments that include any models with this special rule, the controlling player must select an effect for each such Detachment and may select the same or different effects for each Detachment:
  ● **Pain Suppression Override:** Affected models gain the Feel No Pain (5+) special rule.
  ● **Explorator Synaesthesis:** Models in affected units gain the Move Through Cover special rule.
  ● **Deconstructive Confluence:** Models in affected units gain the Wrecker special rule.
  ● **Extinction Interlock:** Models in the affected units gain the Preferred Enemy (Infantry) special rule.
  ● **Conquest Directive:** Models in the affected units gain the Line Unit Sub-type.

Blind Barrage
So long as a unit with this special rule contains at least five models with galvanic casters, once per battle during the controlling player's Shooting phase, the unit may make a Blind Barrage instead of making a Shooting Attack. Select a friendly unit with a model within 18" and within line of sight of the unit making the Blind Barrage. That friendly unit gains the Shrouded (4+) special rule until the beginning of the controlling player's next player turn. Models with the Vehicle Unit Type, the Knight Unit Sub-type, the Titan Unit Sub-type, or the Monstrous Unit Sub-type may not be the target of a Blind Barrage.

Breaching (X)
When rolling To Wound for a model that has the Breaching (X) special rule, or is attacking with a weapon that has the Breaching (X) special rule, for each To Wound roll equal to or higher than the value listed in brackets, the controlling player must resolve these wounds at AP 2 instead of the weapon's normal AP value. This rule has no effect on models that do not have Wounds, such as models with the Vehicle Unit Type.

For example, a model with the Breaching (5+) special rule that rolls To Wound and rolls a result of '5' or higher, the Wound inflicted gains an AP of '2' regardless of the AP value listed on the weapon's profile. Note that a weapon that has both the Breaching (X) and the Gets Hot special rules always uses the base AP of the weapon when rolls of '1' To Hit inflict Wounds on the attacking model.

Brutal (X)
When a model is allocated a Wound inflicted by a weapon with this special rule, it does not suffer only one Wound but instead suffers a number of Wounds equal to the number in brackets associated with the specific variant of this special rule, with all of the Wounds inflicted using the same AP and special rules as that of the initial Wound. Roll to save against each Wound inflicted separately, but note that Wounds caused in excess of a given model's remaining Wounds do not spill over to other models and are lost. This special rule has no effect on models that do not have a Toughness value.

Burst (X)
If this weapon inflicts a Hit then instead of one Hit it inflicts a number of Hits equal to the number in brackets included as part of the rule. This special rule has no effect on weapons with the Blast or Template special rules.

Catastrophic Destruction
When destroyed, a model with this special rule resolves Catastrophic Damage at AP 1.

Catastrophic Explosion
When destroyed, a model with this special rule resolves Catastrophic Damage at AP 2.

Cognis
A weapon that has the Cognis special rule makes Snap Shots at BS 2 instead of BS 1. Additionally, if the weapon fires using the Wall of Death special rule, it automatically inflicts 3 hits rather than D3.

Corps Discipline
When a unit with this special rule makes a Reaction, then all friendly units with this special rule that have a model within 3" of this unit may also Move or make a Shooting Attack as described in the Reaction being made (all units that Move or Shoot are counted as having made a

Reaction, and thus can't make further Reactions in the same Phasee, and must target the same unit with any Shooting Attacks made).

Cybertheurgic Focus

Before making any To Hit rolls with this weapon, the Cybertheurgist must make a Cybertheurgy check. If the Check is passed then the Cybertheurgist may attack as normal using the profile shown for this weapon. If the Check is failed then the Cybertheurgist suffers Cybertheurgic Feedback, and if the model is not removed as a casualty then it may attack as normal but may not use this weapon.

Data-djinn

When allocated to a model that does not have the Automata, Vehicle or Dreadnought Unit Types or is not a Building or Fortification, any Hits from a weapon with this special rule automatically fail to Wound without any dice being rolled and regardless of the weapon's Strength or the target's Toughness.

Destructor

Any model which suffers an unsaved Wound or Hull Point loss from a weapon with this special rule instead suffers D6 unsaved Wounds or Hull Points of damage. In addition, if the target of this attack is a model with the Knight, Titan, Super-heavy Vehicle, or Building or Fortification Unit Type, or the Monstrous Unit Sub-type, increase the number of Wounds suffered or Hull Points lost to 2D6.

Detonation

A weapon with this special rule may only be used to attack models of the Vehicle, Dreadnought or Automata Unit Types, any model with a Movement Characteristic of 0 or '-', or Buildings or Fortifications. Furthermore, a model that is chosen to attack with a weapon with this special rule during the Assault phase may only make a single attack in the Fight sub-phase, regardless of its Attacks Characteristic and any bonus attacks from Charging or other special rules.

Disruption (X)

Successful To Hit rolls of the value X indicated made by a weapon with this rule cause an automatic Glancing Hit against models with the Vehicle Unit Type instead of rolling for Armour Penetration, and an automatic Wound against models with the Dreadnought or Automata Unit Types, instead of rolling To Wound.

Djinn-sight

When making Shooting Attacks, djinn-sight reduces the benefits of any Cover Save the target unit has by -2 (a 4+ becoming a 6+, a 5+ being ignored entirely, and so on). Additionally, Infiltrators may not be set up within 24" of units with this special rule, regardless of line of sight.

Doctrina Imperatives

All Skitarii Clades in the same detachment as a Skitarii Marshal gain the Line Unit Sub-type. Additionally, at the beginning of each friendly Player turn you may select one unit equipped with

an Enhanced Data-tether and increase its Ballistic Skill to 5 until the beginning of the next friendly Player turn.

Feedback
If a weapon with this special rule fails its Armour Penetration roll against a target with an Armour Value, or fails a To Wound roll against any other model (note that successful Saves or Damage Mitigation rolls don't count for this), roll a D6. If the result is a 1, the attacking model loses 1 Hull Point or Wound.

Feudal Hierarchy
Only a single model with this special rule may be included in a Detachment.

Field Harmonics
A model with this special rule adds 1 to any invulnerable saving throws it makes for its Emanatus Force Field for each other model from the same squadron within 4".

Flank Speed
A model with this special rule may increase its Movement Distance by 4" in any Movement phase, but if it does so it may not make any Shooting Attacks in the subsequent Shooting phase. Note this model may still Charge in the Assault phase. In addition, when declaring a Charge after making a Shooting Attack, a model with this special rule may Charge a unit that it did not target in that turn's Shooting phase, provided that the target of the Charge meets all other criteria of a valid Charge target.

Galvanic Traction Drive
A model with this special rule must re-roll failed Dangerous Terrain tests.

God-engine
A model with this special rule ignores all Psychic Powers and Cybertheurgic Rites and Attacks made by Psychic and Cybertheurgic Weapons. In addition, a model with this special rule ignores the effects of the Haywire and Disruption (X) special rules. In all cases, weapons which benefit from these special rules must attempt to damage a model with this special rule normally using the attack's Strength value. In addition, all friendly Mechanicum units with at least one model within 24" of a model with this special rule gain the Fearless special rule.

Grav Wave
Any successful Charge that targets a unit containing a model with a weapon with this special rule is always counted as a Disordered Charge.

Graviton Singularity
Before firing a weapon with this special rule, roll a D6. On a 1, the firing unit suffers a single Wound against which no Saves or Damage Mitigation rolls may be made. A model with the Vehicle Unit Type instead suffers 1 Hull Point against which no Saves or Damage Mitigation rolls

may be made. On a 2-5, the weapon fires normally. On a result of a 6, the attack is carried out with the Vortex special rule.

Greuso Protocol
A unit that includes one or more models with this special rule may make use of the Greuso Protocol Advanced Reaction.

> ### ADVANCED REACTION: GREUSO PROTOCOL
> Advanced Reactions are available to specific players as noted in their description. Unlike Core Reactions, they are activated in unique and specific circumstances, as noted in their descriptions, and can often have game changing effects. Advanced Reactions use up points of a Reactive player's Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description.
>
> **Greuso Protocol** – This Advanced Reaction may be made whenever an enemy unit declares a Charge targeting a friendly unit with the Automata Unit Type or Knight Unit Sub-type which is within 12" of another friendly unit that includes at least one model with the Greuso Protocol special rule and is not itself locked in combat. The unit with the Greuso Protocol special rule may make a Shooting Attack, targeting the unit that triggered this Reaction and following all the usual rules for Shooting Attacks. A unit that makes a Shooting Attack as part of a Greuso Protocol Reaction may not make any attacks indirectly (without line of sight) including weapons with the Barrage special rule or other weapons or special rules that otherwise ignore line of sight, and Vehicles may only fire Defensive Weapons. Template weapons used as part of a Greuso Protocol Reaction use the Wall of Death rule instead of firing normally. The unit targeted by the Greuso Protocol Reaction may not take Cover Saves against Wounds inflicted as part of that Reaction.

Hazardous Munitions
If a model with this special rule suffers an Explodes result on the Vehicle Damage table as a result of a Melee or Shooting Attack, the Explodes result causes nearby units to suffer a Str 8, AP 4 Hit for each model within D6+6" instead of the usual damage and area of effect.

Heavy Beam
When the weapon with this special rule is used to make a Shooting Attack, draw a 1" wide line from the end of the gun barrel up to the listed range of the weapon - this is the beam area. The initial target for the weapon (the model in the beam area closest to the attacking model) must be an enemy model.
- All models (friend and enemy) suffer a Hit with the listed profile of the weapon, except models with the Flyer Unit Sub-type which cannot be affected or targeted.
- Units with any models in the beam area receive a number of Hits equal to the number of models caught in the path of the beam; casualties are removed from affected units using the normal rules for removing casualties.

- If a Terrain piece, Building, model with the Vehicle Unit Type or any model with 6 or more Wounds is in the beam area, the attack is blocked and its line of effect will go no further than that model. The blocking model will, however, suffer 1+D3 separate Hits, rather than just 1.
- If a model with the Vehicle Unit Type and the Transport Unit Sub-type suffers a Penetrating Hit from a weapon with this special rule, each unit Embarked on it suffers D6 Str 4 AP - Hits with the Deflagrate special rule, in addition to any other effects. Any Wounds caused are allocated by the controller of the target unit.

Heavy Structure
A model with this special rule has an Invulnerable Save of 6+ against Shooting Attacks.

Howling Death
Any unit suffering at least one casualty from this weapon must take a Morale check just as if they had lost 25% of their number, at -1 Leadership.

Hunter-killer Protocols
At the beginning of the game, select one enemy unit. When engaged in close combat with the chosen Unit all Crusader Battle-automata in the unit gain Rage (2) and Rampage (2). However, they must always declare a charge against the selected unit if it is in charge range.

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

Knight Talon
When deployed onto the battlefield (either at the start of the battle or when arriving from Reserves) all models in the unit must be placed within unit coherency, but afterwards operate independently and are not treated as a single unit.

Limited Ammunition
After all Shooting Attacks for a weapon with this special rule have been fully resolved, roll a D6, adding +1 if the weapon has fired before in the battle. If the total of this roll is 6 or more then the weapon may no longer be used to make Shooting attacks in this battle. If this weapon is unable to make further Shooting Attacks then it may not be targeted by a Weapon Destroyed result on the Vehicle Damage table, and for the purposes of such a result is treated as though it had already been destroyed.

Loyalist
A model with this special rule may only be included in an army that has the Loyalist Allegiance.

Macro-extinction Targeting Protocols

When making Shooting Attacks against targets with the Titan Unit Type or the Knight, Super-heavy or Monstrous Unit Sub-types, a model with this special rule counts all of its ranged weapons as twin-linked.

Magi Collective
When deployed onto the battlefield (either at the start of the battle or when arriving from Reserves), all models with this special rule in a unit must be placed at the same time, but not necessarily in coherency and afterwards operate independently and are not treated as a unit.

Measured Strike
A model attacking with a weapon or profile that has this special rule may only make a single attack, regardless of the value of its Attacks Characteristic, any other special rules or whether it has Charged or is wielding more than one weapon.

Molecular Dissonance
Any To Hit roll of a 6 made by a weapon with this special rule Wounds automatically. This special rule has no effect on models with the Primarch or Vehicle Unit Types.

Neurostatic Aura
All enemy models within 6" of one or more models with this special rule subtract 1 from their Weapon Skill, Ballistic Skill, Initiative and Leadership.

Noospheric Possession
A Cybertheurgist may use any model, that is both within range of a Cortex Controller and has this special rule, to draw line of sight and/or measure range when using any Cybertheurgic Rite or Weapon or the Battlesmith (X) ability.

Using Cybertheurgy via a proxy in this manner inflicts a -1 penalty on the Cybertheurgic test and should Cybertheurgic Feedback occur, both the Drone and Cybertheurgist's units suffer the effects. Utilising a Drone as a proxy for the Battlesmith (X) special rule means that the Cybertheurgist may not utilise any bonuses to Battlesmith rolls from their wargear (such as that provided by a Machinator Array).

At the beginning of any friendly Shooting phase a Magos with a Djinn-skein may choose to give +1 Ballistic Skill to a single unit within 3" of a model with this special rule, until the end of the phase, if they do so the unit they have joined cannot benefit from the +1 Ballistic Skill provided by the Djinn-skein until the end of the phase.

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

Ordinatus Transport Bay

A model with this special rule may carry models with jet packs and jump packs, as well as models of the Dreadnought, Cavalry and Automata Unit Types. Each Dreadnought model uses10 points of Transport Capacity, while each Automata and Cavalry model uses up a number of Transport Capacity points equal to twice its starting Wounds Characteristic.

Overtaxed Reactor
When destroyed, a model with this special rule resolves Catastrophic Damage at AP 3.

Paragon of Metal
Models upgraded with the Paragon of Metal special rule must have the Automata (Cybernetica) Unit Type before the upgrade is applied. This rule confers the Paragon Unit Sub-type, which replaces the Cybernetica Unit Sub-type, and confers the It Will Not Die (4+), Precision Strikes (4+), Precision Shots (4+) and Rampage (2) special rules. A model upgraded with the Paragon of Metal special rule also increases both their starting Wounds Characteristic and their Weapon Skill Characteristic by +1

In addition, a model with the Paragon of Metal special rule may not be targeted or affected by any Cybertheurgic Power or any weapon with the Data-djinn special rule, either friendly or enemy.

Patris Cybernetica
An Independent Character with this special rule may join a unit composed of models with the Automata Unit Type or Monstrous Unit Sub-type. However they cannot join a unit which contains models of any other Unit Type if the model with this rule also has the Automata or Dreadnought Unit Type, or the Monstrous Unit Sub-type.

Phase Shift
On a To Wound roll of a 6+, the target model automatically suffers a Wound with no Armour Saves, Invulnerable Saves or Damage Mitigation rolls allowed. This rule has no effect on models that do not have a Toughness Characteristic.

Pride of Place
A model with this special rule may not embark upon any model with the Transport Unit Sub-type, regardless of its Unit Type or any special rules the model with the Transport Sub-type may have.

Prisoned
A weapon with this special rule may only target models with the Infantry Unit Type, and a model attacking with a weapon with this special rule makes only a single attack (regardless of any other factors).

Psychic Focus
Before making any To Hit rolls with this weapon, the Psyker must make a Psychic check. If the Check is passed, then the Psyker may attack as normal using the profile shown for this weapon.

If the Check is failed, then the Psyker suffers Perils of the Warp, and if the model is not removed as a casualty then it may attack as normal, but may not use this weapon.

Ram
When a model with a weapon with this special rule performs a Ram Attack, it makes a number of additional attacks equal to the value of X. These attacks automatically hit the target of the Ram Attack and are resolved using the profile of the weapon with this special rule equal to the value of (X).

Reach (X)
A model making attacks as part of an Assault using a weapon with this special rule, adds the value of (X) that is included as part of this special rule to its Initiative Characteristic. If a model has more than one weapon with this special rule then that model only increases the value of its Initiative by the value of the special rule on the weapon whose profile is used by that model to attack during the Fight sub-phase. A weapon that is not used to attack does not modify the model's Initiative Characteristic – models that may attack with more than one weapon, or models claiming the bonus for having a second weapon, may only add the value of the highest variant of this special rule and do not add the values together.

For example, a model attacking as part of an Assault with a weapon that has the Reach (1) special rule increases its Initiative by +1.

Reactor Meltdown (X)
When a model with this special rule is destroyed, the damage caused by its Catastrophic Damage is altered depending on the value of (X) in the version of this special rule as follows:

>   **Magna**
>   When destroyed, a model with this special rule resolves Hits caused by Catastrophic Damage as Destroyer attacks.

>   **Major**
>   When destroyed, a model with thisspecial rule resolves Hits caused by Catastrophic Damage as Destroyer attacks at AP2.

>   **Maxima**
>   When destroyed, a model with this special rule resolves Hits caused by Catastrophic Damage as Destroyer attacks at AP2, and doubles the range of the Catastrophic Damage effect.

Reactor Overload
A weapon with this special rule may double the number of shots it makes, but if it does so the firing model suffers D3 Wounds or Hull Points of damage with no Saves or Damage Mitigation rolls of any kind allowed.

Reinforced Structure
A model with this special rule has an Invulnerable Save of 5+ against Shooting Attacks.

Repair
In any of the controlling player's Shooting phases, instead of making any Shooting Attack with a model with this special rule, the controlling player may instead roll a D6. Ona roll of '4' or more, a damage result of Immobilised that has been inflicted on this model may be removed but no Hull Points are returned.

Rite of Pure Thought
A unit with this special rule may not make Reactions or Sweeping Advance.

Seismic Shock
Units which suffer one or more Wounds or Hull Points lost from an attack from a weapon with this special rule halve their Movement Characteristic and may not Run or make Reactions until the end of the attacker's next Shooting phase.

Shock
Whenever a model or weapon with this special rule rolls a To Hit roll of 6 it inflicts an additional 2 hits to the target unit. When a model or weapon with this special rule fires a Snap Shot, this special rule has no effect.

Siege-automata Maniple
When deployed onto the battlefield (either at the start of the battle or when arriving from Reserves) all models in the unit must be placed within unit coherency, but afterwards operate independently and are not treated as a single unit.

Siphoned Vigour
If a unit that contains one or more models with this special rule, or models equipped with a weapon with this special rule, completely destroys an enemy unit (i.e. causes the last model in the enemy unit to be removed as a casualty) in the Assault phase, all Voltagheist Fields in the unit confer a 3+ invulnerable save instead of a 5+ invulnerable save until the end of the battle. This includes catching an enemy unit in a Sweeping Advance.

If several units with this special rule are involved in a multiple combat, be sure to resolve each unit's close-combat attacks separately to determine which (if any) of the units completely destroy the enemy unit.

Sonic Wave
When making a Shooting Attack with this weapon, place the Large Blast (5") marker so that its edge touches the Front hull of the firing model. Instead of scattering this Blast marker, move the template in a direct line away from the firing model, travelling in any direction within the weapon's 45° forward firing arc until its maximum range is reached or the template leaves the battlefield. All models the template passes over suffer a single automatic Hit. Flyers are also Hit

if the template passes over their base. Should a model with the Knight, Titan, Super-heavy Vehicle, Building or Fortification Unit Type be Hit by this attack, increase the Strength of the attack to 10.

Subterranean Assault
Before the start of the first turn, when placing units into Reserve, a player must assign all units with the Subterranean Assault special rule and any Infantry units Embarked upon them to perform a Subterranean Assault. All models in a unit assigned to a Subterranean Assault must have the Subterranean Assault special rule, or be Embarked on a model with the Transport Sub-type that has the Subterranean Assault special rule itself.

When rolling for Reserves, roll a single dice for all of the units assigned to the Subterranean Assault rather than rolling separately for each unit. If the roll is successful then all of the Subterranean Assault units must enter play in that turn and follow this procedure:

> ### Performing a Subterranean Assault
> Once a Reserves roll for the units assigned to the Subterranean Assault has succeeded and the units are to be brought into play, the controlling player selects a single unit to deploy first. That player must place a single model with the Subterranean Assault special rule that is either a Dedicated Transport or a unit of its own (this model may have a unit Embarked within) anywhere on the battlefield that is at least 1" from any enemy model, battlefield edge or piece of Impassable Terrain and then scatter that model (see the Scatter rules on page 152 of the Horus Heresy: Age of Darkness rulebook).
>
> If the model's final position is within 1" of an enemy model, any battlefield edge or a piece of Impassable Terrain, the controlling player's opponent may move that model to any position within 18" that is more than 1" from any enemy model, battlefield edge or piece of Impassable Terrain.
>
> If there is no suitable position within 18" then the model may be repositioned anywhere on the battlefield that is more than 1" from any enemy model, battlefield edge or piece of Impassable Terrain.
>
> Once this first unit has been deployed, roll a dice. On the roll of a '1' the Subterranean Assault is Disordered, and the opposing player may deploy each remaining unit in the Subterranean Assault anywhere within 12" of the first unit without scattering, though no model may be within 1" of an enemy model or within Impassable Terrain. If the roll is a '2' or higher, the controlling player deploys each other unit anywhere within 12" of the first, though no model may be within 1" of an enemy model or within Impassable Terrain. Any models Embarked on a model with the Transport Sub-type must remain Embarked and may not Disembark as part of a Subterranean Assault (but may Disembark normally during the following Movement phase).

Once all units are deployed, any enemy units with one or more models within 6" of any unit deployed as part of the Subterranean Assault suffer D6+3 Str 6, AP 4 Hits (Wounds caused by these Hits do not cause Morale checks or Pinning tests). Once all Hits are resolved, any enemy units that are neither Pinned or Falling Back and are within line of sight may choose to make the Interceptor Reaction (see page 309 of the Horus Heresy: Age of Darkness rulebook) targeting any one of the units deployed as part of the Subterranean Assault. Note that no Reaction other than Interceptor may be made against the deployment of a unit as part of a Subterranean Assault.

Once all units from the Subterranean Assault have been deployed and any Interceptor Reactions have been resolved, the turn proceeds as normal. Units that have been deployed as part of a Subterranean Assault may Move, Run or Shoot as normal. However, only units deployed aboard a model with the Transport Sub-type with the Assault Vehicle special rule may declare and resolve a Charge and Assault as normal. Other units deployed as part of a Subterranean Assault may not declare or resolve a Charge on the same turn as they are deployed.

Sudden Strike (X)
In a turn in which a model with this special rule Charges into combat, it adds a bonus to its Initiative Characteristic until the end of the Assault phase. The bonus added to the model's Initiative is equal to the value in brackets after the special rule; for example, a model with Sudden Strike (2) adds a bonus of +2 to its Initiative.

A model that has made a Disordered Charge that turn receives no benefit from Sudden Strike (X).

Surveillance Protocols
A model with this special rule and the Cybernetica Unit Sub-type may ignore the Programmed Behaviour provision described as part of that Sub-type during the Charge sub-phase.

Tempest
Instead of making a Melee Attack, a model with a weapon with this special rule may make a special attack at Initiative step 2. This automatically inflicts a single Hit against each model (friendly or enemy) in contact with the attacking model's base, using the profile of the weapon with this special rule.

Terrestrial Disregard
Instead of using the normal rules for Subterranean Assault, when a model with this special rule enters play via Subterranean Assault, place an Apocalyptic Blast marker (10") anywhere on the battlefield that is at least 1" from any enemy model, battlefield edge or piece of Impassable Terrain and then scatter that marker (see the Scatter rules on page 152 of the Horus Heresy: Age of Darkness rulebook).

If the marker's final position is within 1" of an enemy model, any battlefield edge or a piece of Impassable Terrain, then the controlling player's opponent may move that model to any position within 18" that is more than 1" from any enemy model, battlefield edge or piece of Impassable Terrain. If there is no suitable position within 18", then the model may be repositioned by the controlling player's opponent anywhere on the battlefield that is more than 1" from any enemy model, battlefield edge or piece of Impassable Terrain.

Once the final position of the marker has been determined, the controlling player may place the model with this special rule on the battlefield so long as the centre of the marker is underneath part of the model's hull, and the model remains more than 1" away from any enemy model. After the model has been placed, each Fortification within 6" of it immediately suffers D6 Str 10, AP 2 Hits, and nearby units suffer one S10, AP 2 Hit for each model within 6" of the model. Any unit that suffers one or more Hits from this effect must take an immediate Pinning test.

The area under the Apocalyptic Blast marker (10") is treated as DifficultTerrain and Dangerous Terrain for the remainder of the battle.

Torsion Crusher
When a target with an Armour Value is struck by a weapon with this special rule, the amount of Hull Point damage caused by the weapon is doubled.

Towering Monstrosity
No melee attack made by models with the Knight Unit Sub-type or the Super-heavy Unit Sub-type may successfully hit a model with this special rule on better than a 5+. No melee attack made by models with the Automata, Cavalry, Dreadnoughts, and Infantry Unit Types may successfully hit a model with this special rule on better than a 6+.

When making Shooting Attacks with Carapace Mounted weapons, a model with this special rule may not choose a unit as a target if all models in that unit are within 24" of the attacking model.

Lastly, a model with this special rule makes a number of Stomp attacks equal to 6 plus the model's unmodified Attacks Characteristic.

Traitor
A model with this special rule may only be included in an army that has the Traitor Allegiance.

Transonic
From the second turn of each combat a model equipped with a weapon with this special rule is engaged in, it improves the value of any Rending (X) special rule this weapon has by 1, or gains Rending (6+) if the weapon does not possess the Rending special rule. Once a given combat has ended and the equipped model is no longer locked in combat, the weapon's Rending special rule is reset to its original value.

Transport Squadron

A Kulan Dunecrawler Squadron may carry any unit that the combined capacity of the squadron is capable of embarking. Only one unit may be carried by the squadron at a time. A unit must embark/disembark together, so if one Kulan Dunecrawler is destroyed forcing the models carried to disembark, the rest of the unit must disembark with them. Units that disembark must do so into coherency.

Void Shields (X)
A model with this special rule has a number of void shields, as listed on its profile. Shooting Attacks which Hit a model with this special rule instead target this model's void shields while at least one remains active. Void shields have an Armour Value of 12. A successful Glancing Hit, Penetrating Hit or any successful Hit from a Destroyer weapon which targets a void shield causes it to collapse, reducing the number 'X' by -1. When the number of void shields is reduced to 0, this special rule has no further effect and subsequent Shooting Attacks target the model instead. Void shields have no effect on close combat attacks, and may not be affected by close combat attacks.

Vortex
Once an attack with this special rule has been fully resolved, any Blast markers placed as part of that attack are not removed from play and instead are left in place for the remainder of the battle. Such a Blast marker is then referred to as the Vortex marker. The area under a Vortex marker is treated as Area Terrain for the remainder of the battle, and applies the following effects to all models that enter its boundaries:
- No line of sight may be drawn through, into, or out of the area covered by the Vortex marker (as such, models within such an area of terrain cannot draw line of sight to any other model, nor can other models draw a line of sight to them).
- Any models that enter the boundary of this area of terrain, or begin the Movement phase of the model's Controlling player within its boundaries, immediately suffer one Str 10, AP 1 Hit and the Instant Death and Armourbane (Melee) special rules. If the model has the Vehicle Unit Type and suffers a Penetrating Hit due to this effect then it adds a modifier of +3 to that roll on the Vehicle Damage table.
- This area of terrain does not confer a Cover Save and no model within its boundary may use a Cover Save granted by any other rule or effect.

Vox Silence
Any models with the Infantry or Cavalry Unit Types in a unit that suffers one or more Hits from a weapon with this special rule must reduce their Leadership by -2 until the start of their controlling player's next turn. This modifier is not cumulative, and any given unit can only be affected by a single instance of the Vox Silence special rule at a time. Nor is it cumulative with other special rules that negatively modify Leadership. Always use the highest single modifier among those applicable. In addition, units affected by this special rule do not gain the benefits of nuncio vox, command vox or other similar Wargear items until the start of their controlling player's next turn. Units that include one or more models with the Stubborn special rule ignore this effect.

Wrecker
Penetrating Hits caused by attacks made with weapons or models with this special rule add +1 to the result of any rolls on the Vehicle or Building Damage tables.

Taghmatae Armoury

Arc and Lightning Weapons

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

Weapon	Range	Strength	AP	Type
Anbaric Claw	-	5	4	Melee, Rending (6+), Ram (D6)
Arc Blaster	24"	6	5	Heavy 4, Shred, Disruption (4+)
Arc Claw	-	User	5	Melee, Disruption (5+)
Arc Grenade Cluster	-	1	1	Bomb 1, Disruption (4+), Data-djinn
Arc Lance				
- Melee	-	+1	5	Melee, Disruption (5+)
- Ranged	12"	6	5	Assault 1, Disruption (6+)
Arc Maul	-	+2	5	Melee, Disruption (5+)
Arc Pistol	12"	6	5	Pistol 1, Disruption (6+)
Arc Rifle	30"	6	5	Rapid Fire, Disruption (6+)
Arc Scourge	-	+2	3	Melee, Rampage (D3), Disruption (5+)
Corposant Stave	-	+1	4	Melee, Two-handed, Haywire
Heavy Arc Rifle	36"	6	5	Heavy 2, Disruption (5+)
Lightning Cannon	36"	7	3	Heavy 1, Large Blast (5"), Rending (4+), Shred, Exoshock (4+)
Lightning Gun				
- Arc	18"	4	-	Heavy 3, Shred
- Strike	18"	7	5	Heavy 1, Rending (4+), Shred
Lightning Lock	36"	7	3	Heavy 1, Blast (3"), Rending (4+), Shred, Exoshock (4+)

Archaeotech Weapons

The Archaeotech weapons, like several classes of weapons available to the magi of the Mechanicum, are intended to represent a wide variety of weapons and to give players a profile that can be used for converted or unusual handguns whose power exceeds that of more common weaponry.

Weapon	Range	Strength	AP	Type
Archaeo-revolver	12"	5	4	Pistol 1, Rending (5+), Master-crafted
Archaeotech Pistol	12"	6	4	Pistol 1, Rending (3+), Master-crafted

Artillery Cannons

The Karacnos Mortar Battery counts as a 'Rad' weapon and the Stasis Field Cannon counts as a 'Stasis' weapon for those rules that affect such weapons.

Weapon	Range	Strength	AP	Type
Demolisher Cannon	24"	12	3	Ordnance 1, Blast (3"), Sunder, Rending (6+), Brutal (3)
Dreadhammer Siege Cannon	24"	12	3	Ordnance 1, Large Blast (5"), Rending (4+), Sunder, Brutal (4)

Weapon	Range	Strength	AP	Type
Earthshaker Cannon	240"	9	4	Ordnance 1, Barrage, Large Blast (5"), Shred, Pinning, Breaching (6+)
Karacnos Mortar Battery	60"	6	4	Heavy 1, Massive Blast (7"), Barrage, Fleshbane, Rad-phage, Ignores Cover, Pinning, Shell Shock (3), Crawling Fire
Mars-colossus Bombard	12"-72"	7	4	Ordnance 1, Large Blast (5"), Pinning, Ignores Cover
Medusa Siege Mortar	36"	9	4	Ordnance 1, Barrage, Massive Blast (5"), Pinning, Rending (5+), Brutal (2)
Mori Quake Cannon	24"-360"	10/8/6	3	Destroyer 1, Apocalyptic Mega-blast, Barrage, Seismic Shock, Concussive (1)
Nemesis Quake Cannon	24"-480"	10/8/6	3	Destroyer 1, Apocalyptic Mega-blast, Barrage, Seismic Shock, Concussive (1)
Ordinatos Bombardment	Unlimited	7	4	Heavy 1, Blast (3"), Sunder, Barrage, Limited Ammunition
Stasis Field Cannon	36"	6	4	Heavy 1, Large Blast (5"), Barrage, Concussive (1), Rending (6+), Haywire, Pinning

Auto Weapons

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

Weapon	Range	Strength	AP	Type
Autocannon	48"	7	4	Heavy 2, Rending (6+)
Autogun	24"	3	-	Rapid Fire
Avenger Gatling Cannon	36"	6	4	Heavy 12, Rending (6+)
Baneblade Cannon	72"	8	3	Ordnance 1, Large Blast (5"), Rending (6+), Pinning
Battlecannon	48"	8	4	Heavy 1, Blast (3"), Pinning, Breaching (5+)
Defensor Autocannon Battery	72"	7	4	Heavy 4, Rending (6+), Twin-linked, Sunder, Skyfire
Fellblade Accelerator Cannon				
- HE Shell	100"	8	3	Ordnance 1, Massive Blast (7")
- AP Shell	100"	10	2	Ordnance 1, Armourbane (Ranged), Exoshock (4+), Blast (3")
Ferrumite Cannon	48"	8	4	Heavy 3, Rending (5+)
Gatling Blaster	60"	8	3	Destroyer 2, Apocalyptic Blast (9"), Pinning, Shell Shock (1)
Heavy Stubber	36"	4	6	Heavy 3
Icarus Autocannon	48"	7	4	Heavy 2, Rending (6+), Skyfire
Light Autocannon	36"	6	4	Assault 2
Macro-gatling Blaster	72"	10	3	Destroyer 3, Massive Blast (7"), Pinning, Shell Shock (1)
Phaeton Autocannon				
- AP Rounds	64"	7	3	Heavy 2, Rending (6+), Sunder
- Ignis Rounds	64"	7	3	Heavy 2, Rending (6+), Ignores Cover
Rapid-fire Battlecannon	48"	8	4	Heavy 2, Large Blast (5"), Breaching (5+)
Rotor Cannon	30"	3	-	Assault 4, Pinning, Shell Shock (1)
Shotgun	12"	3	-	Assault 2, Concussive (2)
Stub Carbine	12"	3	-	Assault 3

Basic

As stated in the Horus Heresy: Age of Darkness rulebook, all models are considered to have some form of basic close combat weapon – be it a knife, entrenchment tool or simply bared fists and stubborn determination. Regardless of the nature of this weapon, all basic close combat weapons share the same profile, repeated here for ease of reference:

Weapon	Range	Strength	AP	Type
Basic Close Combat Weapon	-	User	-	Melee

Bolt Weapons

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

Weapon	Range	Strength	AP	Type
Avenger Bolt Cannon	36"	6	3	Heavy 7
Bolt Pistol	12"	4	5	Pistol 1
Bolter	24"	4	5	Rapid Fire
Castigator Bolt Cannon	36"	6	4	Heavy 18, Pinning, Shell Shock (1), Twin-linked
Defensor Bolt Cannon	24"	6	4	Heavy 6, Ardex-defensor
Heavy Bolter	36"	5	4	Heavy 4
Kraken Bolter	30"	4	4	Rapid Fire
Mauler Bolt Cannon	24"	6	4	Heavy 4, Pinning
Maxima Bolter	12"	4	5	Assault 3
Vulcan Mega-bolter	60"	6	3	Heavy 15, Pinning, Shell Shock (1)

Chain Weapons

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

Weapon	Range	Strength	AP	Type
Chain Bayonet	-	+1	-	Melee, Shred, Two-handed
Chainfist	-	x2	2	Melee, Armourbane (Melee), Unwieldy
Chainsword	-	User	-	Melee, Shred
Desolator Chainsword	-	16	1	Melee, Shred, Destructor, Instant Death, Armourbane (Melee), Wrecker
Heavy Chainsword	-	+2	-	Melee, Shred, Two-handed
Reaper Chainblade	-	9	2	Melee, Shred
Reaper Chainfist	-	10	2	Melee, Armourbane (Melee), Brutal (2)
Reaper Chainsword	-	10	2	Melee, Shred, Brutal (2)
Scyllax Combat Array				
- Standard	-	User	5	Melee, Shred
- Dismember	-	+3	2	Melee, Measured Strike, Unwieldy

Charnabal Weapons

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

Weapon	Range	Strength	AP	Type
Cavalry Sabre	-	+1	4	Melee
Pteraxii Talons	-	User	4	Melee, Furious Charge (1)

Combi-weapons

Combi-weapons are divided into two types: magna and minor. Both are composed of a primary weapon and a secondary weapon, and a model with a combi-weapon may attack with both primary and secondary weapons in the same Shooting Attack without needing the Firing Protocols (X) special rule.

- Any Mechanicum profile that allows a model to select a magna combi-weapon grants the model a weapon with a Bolter as the primary weapon and a secondary weapon chosen from the following list: Meltagun or Plasma Gun.
- Any Mechanicum profile that allows a model to select a minor combi-weapon grants the model a weapon with a Bolter as the primary weapon and a secondary weapon chosen from the following list: Flamer, Volkite Charger or Grenade Launcher.

Note that the Combi-bolter, though similarly named, does not use these rules, is fired as a normal ranged weapon and has no primary and secondary components.

Weapon	Range	Strength	AP	Type
Combi-weapon				
- Bolter (Primary)	24"	4	5	Rapid Fire
- Flamer (Secondary)	Template	4	5	Assault 1
- Meltagun (Secondary)	12"	8	1	Assault 1, Armourbane (Melta), One Shot
- Plasma Gun (Secondary)	24"	7	4	Rapid Fire, Breaching (4+), Gets Hot, One Shot
- Volkite Charger (Secondary)	15"	5	5	Assault 2, Deflagrate
- Grenade Launcher (Secondary)				
- Frag	24"	3	6	Assault 1, Blast (3"), Pinning
- Krak	24"	6	4	Assault 1

Conversion Beam Weapons

All weapons listed here are counted as 'Conversion Beam' weapons for those rules that affect such weapons. An attack made with a Conversion Beam weapon has a number of different profiles, the use of which depends upon how far the chosen target is from the attacking model up to the weapon's maximum range. When attacking with one of these weapons measure the distance to the target, place the weapon's Blast template and scatter as normal for a blast weapon. Once the final location of the template has been determined, measure to the centre of the Blast marker and consult the weapon's chart to determine the effect.

Weapon	Range	Strength	AP	Type
Conversion Beam Cannon	Up to 18"	7	-	Heavy 1, Blast (3"), Blind
	More than 18"-42"	9	4	Heavy 1, Blast (3"), Blind
	More than 42"-72"	12	1	Heavy 1, Blast (3"), Blind
Conversion Beamer	Up to 18"	6	-	Heavy 1, Blast (3"), Blind
	More than 18"-42"	8	4	Heavy 1, Blast (3"), Blind
	More than 42"-72"	10	1	Heavy 1, Blast (3"), Blind

Eradication Beamer	Up to 9"	10	1	Heavy 1
	More than 9"-18"	8	3	Heavy 1, Blast (3")
	More than 18"-36"	6	5	Heavy 1, Large Blast (5")
Eradication Ray	Up to 12"	8	1	Heavy 1
	More than 12"-24"	6	3	Heavy 1, Blast (3")
Heavy Conversion Beam Cannon	Up to 18"	7	-	Heavy 1, Large Blast (5"), Blind
	More than 18"-42"	9	4	Heavy 1, Large Blast (5"), Blind
	More than 42"-72"	12	1	Heavy 1, Large Blast (5"), Blind

Exotic and Miscellaneous Weapons

The Mechanicum also employs a number of other weapons that do not fall into any easy category. These are listed here.

Weapon	Range	Strength	AP	Type
Alchemical Reagents	-	User	-	Melee, Brutal (2), Poisoned (3+), Rending (6+), Two-handed
Atrapos Phasecutter				
- Melee	-	10	1	Melee, Armourbane (Melee), Instant Death, Brutal (2)
- Ranged	12"	10	2	Ordnance 2, Sunder, Instant Death
Sonic Destructor	72"	6	2	Destroyer 1, Large Blast (5"), Sonic Wave, Pinning, Armourbane (Ranged), Murderous Strike (5+), Ignores Cover
Transauranic Arquebus	60"	5	3	Heavy 1, Sniper, Armourbane (Ranged)

Flame Weapons

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

Weapon	Range	Strength	AP	Type
Acheron Flamestorm Cannon	Hellstorm	7	4	Ordnance 1, Shred
Flamer	Template	4	5	Assault 1
Flamestorm Cannon	Template	6	4	Heavy 1, Torrent (18")
Heavy Flamer	Template	5	4	Assault 1
Incendine Combustor	Template	4	5	Assault 1, Torrent (12")
Inferno Gun	Hellstorm	7	3	Destroyer 1, Torrent (24")
Sulphur Breath	Template	4	4	Assault 1

Galvanic Weapons

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

Weapon	Range	Strength	AP	Type
Flechette Blaster	12"	2	-	Pistol 5, Shred
Flechette Carbine	24"	2	-	Assault 5, Shred
Galvanic Carbine	18"	4	4	Assault 2, Breaching (6+)
Galvanic Caster				
- Flechette	24"	3	6	Rapid Fire, Shred
- Ignis	18"	2	5	Assault 2, Blind, Ignores Cover
- Hammershot	30"	4	3	Assault 1, Molecular Dissonance
Galvanic Rifle	30"	4	4	Rapid Fire, Precision Shots (6+)

Graviton Weapons

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

Weapon	Range	Strength	AP	Type
Graviton Gun	18"	*	4	Heavy 1, Blast (3"), Concussive (1), Graviton Pulse*, Haywire
Graviton Hammer				
- Melee	-	10	2	Melee, Armourbane (Melee), Concussive (2)
- Ranged	Template	*	6	Heavy 1, Concussive (1), Graviton Pulse*, Grav Wave, Haywire
Graviton Imploder	18"	*	2	Heavy 2, Concussive (1), Graviton Pulse*, Haywire
Graviton Pulsar	24"	*	4	Heavy 2, Blast (3"), Concussive (1), Graviton Pulse*, Haywire
Graviton Ram				
- Melee	-	10	1	Melee, Armourbane (Melee), Concussive (2)
- Ranged	Template	*	4	Heavy 1, Concussive (1), Graviton Pulse*, Grav Wave, Haywire
Krius Grav Imploder				
- Melee	-	14	1	Melee, Concussive (4), Destructor, Brutal (2)
- Ranged	24"	10	1	Destroyer 1, Concussive (2), Graviton Singularity, Massive Blast (7"), Instant Death, Armourbane (Ranged)
Singularity Cannon	36"	8	2	Heavy 1, Large Blast (5"), Haywire, Concussive (1), Graviton Singularity
Torsion Cannon	24"	8	1	Heavy 1, Torsion Crusher

Grenade Weapons

All weapons listed here are counted as 'Grenade' weapons for those rules that affect such weapons. In addition, the Stasis Grenade also counts as a 'Stasis' weapon and the Rad Grenade also counts as a 'Rad' weapon for those rules that affect such weapons.

Weapon	Range	Strength	AP	Type
Grenade Launcher				
- Rad Grenade	24"	4	4	Assault 3, Rad-phage, Fleshbane
- Frag Grenade	24"	3	6	Assault 1, Blast (3"), Pinning
- Krak Grenade	24"	6	4	Assault 1
- Stasis Grenade	24"	3	-	Assault 1, Blast (3"), Concussive (1), Pinning
Melta Bomb	-	8	1	Melee, Detonation, Unwieldy, Armourbane (Melee), Instant Death
Shattersphere Grenade	8"	3	5	Assault 1, Blast (3"), Pinning, Brutal (2)

Icarus Array

When making a Shooting Attack with the Icarus Array all of its constituent profiles may fire simultaneously as if it were a single weapon system. The Daedalus Missile Launcher and Gatling Rocket Launchers count as 'Missile' weapons and the Dual Icarus Autocannon counts as an 'Auto' weapon for those rules that affect such weapons.

Weapon	Range	Strength	AP	Type
Icarus Array				
- Daedalus Missile Launcher	48"	7	2	Heavy 1
- Gatling Rocket Launcher	48"	6	4	Heavy 5, Ignores Cover
- Dual Icarus Autocannon	48"	7	4	Heavy 2, Twin-linked, Rending (6+)

Las Weapons

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

Weapon	Range	Strength	AP	Type
Belicosa Volcano Cannon	120"	14	1	Destroyer 1, Apocalyptic Blast (9"), Sunder
Belleros Energy Cannon	36"	6	4	Heavy 1, Large Blast (5"), Barrage
Darkfire Cannon	36"	7	2	Heavy 2, Blind, Lance, Gets Hot
Defensor Lascannon	48"	9	2	Heavy 1, Ardex-defensor, Sunder, Twin-linked
Las Impulsor				
- Melee	-	10	1	Melee, Armourbane (Melee), Instant Death, Brutal (2)
- Ranged	12"	10	2	Heavy 2, Sunder, Instant Death
Las-lock	18"	4	6	Assault 2
Lascannon	48"	9	2	Heavy 1, Sunder
Lascarbine	24"	3	-	Rapid Fire
Laspistol	12"	3	-	Pistol 1
Magna Lascannon	72"	10	2	Ordnance 2, Large Blast (5")
Magna Laser Destroyer	36"	9	1	Ordnance 3, Twin-linked, Exoshock (6+)
Magnarail Lance	18"	7	2	Heavy 1, Burst (D3), Lance
Mitralock	8"	4	6	Assault 2, Shred
Multi-laser	36"	6	6	Heavy 3
Nemesis Volcano Cannon	36"-180"	14	1	Destroyer 1, Apocalyptic Blast (9"), Sunder
Neutron Laser	48"	10	1	Ordnance 1, Concussive (3), Shock Pulse, Gets Hot
Neutron Laser Battery	72"	10	2	Ordnance 4, Concussive (3), Feedback, Shock Pulse, Gets Hot
Photon Gauntlet	12"	5	2	Assault 2, Blind, Gets Hot
Photon Thruster	24"	6	2	Assault 2, Blind, Gets Hot, Lance
Pulsar-fusil	36"	9	2	Ordnance 4, Pinning
Quad Lascannon	48"	9	2	Heavy 2, Twin-linked, Sunder
Sollex Heavy-las	48"	10	2	Heavy 3, Armourbane (Ranged), Shock Pulse
Turbo Laser Blaster	96"	12	2	Destroyer 1, Massive Blast (7"), Ignores Cover
Turbo Laser Destructor	96"	12	2	Destroyer 1, Large Blast (5"), Ignores Cover
Volcano Cannon	120"	14	1	Destroyer 1, Large Blast (5"), Ignores Cover

Melta Weapons

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

Weapon	Range	Strength	AP	Type
Gravis Melta Cannon Array	24"	8	1	Heavy 4, Armourbane (Melta), Twin-linked
Melta Cannon	60"	10	1	Heavy 1, Massive Blast (7"), Armourbane (Melta)
Melta Cutters	6"	8	1	Heavy 3, Armourbane (Melta)
Meltagun	12"	8	1	Assault 1, Armourbane (Melta)
Multi-melta	24"	8	1	Heavy 1, Armourbane (Melta), Twin-linked
Thermal Cannon	36"	8	1	Heavy 1, Large Blast (5"), Armourbane (Melta)

Weapon	Range	Strength	AP	Type
Thermal Lance	36"	8	2	Heavy 2, Armourbane (Melta), Twin-linked

Missile Weapons

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons. In addition, the Stasis Missile also counts as a 'Stasis' weapon for those rules that affect such weapons.

Weapon	Range	Strength	AP	Type
Apocalypse Missile Launcher	24"-360"	7	3	Destroyer 2, Apocalyptic Barrage
Bomb Rack	-	8	4	Bomb 1, Blast (3")
Disruptor Missile Launcher	36"	7	5	Heavy 1, Large Blast (5"), Pinning
Havoc Launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked
Hellstrike Missile	72"	9	2	Heavy 1, Sunder, One Shot
Hunter-killer Missile	48"	8	3	Heavy 1, One Shot
Hyperios Missile Launcher	48"	7	3	Heavy 3, Skyfire
Ironstorm Missile Pod	48"	5	4	Ordnance 1, Large Blast (5")
Kraken Penetrator Missile	36"	8	1	Heavy 1, Armourbane (Ranged), One Shot
Missile Launcher				
- Frag Missile	48"	4	6	Heavy 1, Blast (3"), Pinning
- Krak Missile	48"	8	3	Heavy 1
- Flak Missile	48"	7	3	Heavy 1, Skyfire
- Ignis Missile	48"	5	6	Heavy 1, Blast (3"), Ignores Cover
- Rad Missile	24"	4	4	Assault 3, Rad-phage, Fleshbane
- Stasis Missile	48"	4	-	Heavy 1, Blast (3"), Concussive (1), Pinning
Revelator Missile Launcher	48"	8	2	Destroyer D3, Apocalyptic Barrage, Brutal (2), Limited Ammunition
Skystrike Missile	72"	8	2	Heavy 1, Skyfire, Sunder, One Shot
Stormspear Rocket Pod	48"	8	3	Heavy 3
Sunfury Missile	36"	7	4	Heavy 1, Blast (3"), Breaching (4+), Gets Hot, One Shot
Terrebrax Rocket Battery	48"	7	5	Heavy 12
Whirlwind Missile Launcher				
- Talonis HE Missile	48"	6	4	Ordnance 1, Barrage, Large Blast (5")
- Thermios AP Missile	48"	7	4	Ordnance 1, Barrage, Blast (3"), Breaching (4+)
- Icarios AA Missile	48"	7	3	Ordnance 1, Twin-linked, Skyfire

Paragon Blades

Weapon	Range	Strength	AP	Type
Paragon Blade	-	+1	2	Melee, Murderous Strike (6+), Specialist Weapon

Phosphex Bombs

Phosphex Bombs count as a 'Phosphex' weapon for those rules that affect such weapons.

Weapon	Range	Strength	AP	Type
Phosphex Bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death

Phosphor Weapons

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

Weapon	Range	Strength	AP	Type
Heavy Phosphor Blaster	36"	6	4	Heavy 3, Ignores Cover
Phosphor Blast Carbine	18"	5	4	Assault 4, Ignores Cover
Phosphor Blast Pistol	12"	5	4	Pistol 1, Ignores Cover
Phosphor Blaster	24"	5	4	Rapid Fire, Ignores Cover
Phosphor Pistol	12"	4	4	Pistol 1, Ignores Cover
Phosphor Serpenta	18"	5	4	Pistol 1, Ignores Cover
Phosphor Torch	Template	5	4	Assault 1

Plasma Weapons

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

Weapon	Range	Strength	AP	Type
Phased Plasma-fusil	24"	6	3	Heavy 3, Breaching (4+), Gets Hot
Plasma Blastgun	72"	9	3	Ordnance 1, Massive Blast (7"), Breaching (4+), Reactor Overload
Plasma Caliver	18"	7	4	Assault 3, Breaching (4+), Gets Hot
Plasma Cannon	36"	7	4	Heavy 1, Breaching (4+), Gets Hot, Blast (3")
Plasma Culverin	24"	7	4	Heavy 1, Large Blast (5"), Gets Hot, Breaching (4+)
Plasma Ejector	18"	8	4	Heavy 4, Breaching (4+), Gets Hot, Reactor Overload
Plasma Gun	24"	7	4	Rapid Fire, Breaching (4+), Gets Hot
Plasma Mortar	36"	8	4	Ordnance 1, Large Blast (5"), Breaching (4+), Ignores Cover, Reactor Overload
Plasma Pistol	12"	7	4	Pistol 1, Breaching (4+), Gets Hot
Sunfury Plasma Annihilator	72"	9	2	Destroyer 2, Apocalyptic Barrage, Ignores Cover, Reactor Overload
Suzerain Plasma Destructor	48"	12	2	Destroyer 2, Apocalyptic Barrage, Ignores Cover, Reactor Overload, Plasma Burn

Power Weapons

All weapons listed here are counted as 'Power' weapons for those rules that affect such weapons. A model that is eligible to select a Power Weapon may only take one of the entries under the Power Weapon profile i.e. Axe, Maul, Spear or Sword. All other weapons listed here count as 'Power' weapons, but may not be selected by a model eligible to claim a generic power weapon.

Weapon	Range	Strength	AP	Type
Arioch Power Claw	-	15	1	Melee, Shred, Destructor, Instant Death, Armourbane (Melee)
Hydraulic Claw				
- Standard	-	+2	-	Melee
- Iron Grasp	-	x2	2	Melee, Unwieldy, Cumbersome
Lightning Claw*	-	User	3	Melee, Shred, Specialist Weapon, Rending (6+)

Myrmidon Axe	-	+2	2	Melee, Sunder, Unwieldy, Two-handed
Power Blade Array*	-	User	4	Melee, Breaching (5+)
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon
Power Weapon				
- Axe	-	+1	2	Melee, Unwieldy
- Maul	-	+2	3	Melee
- Spear	-	+1	3	Melee, Reach (1)
- Sword	-	User	3	Melee, Rending (6+)
Tempest Warblade	-	10	2	Melee, Deflagrate, Tempest
Thunderstrike Gauntlet	-	12	2	Melee, Sunder, Brutal (2)
Titan Power Fist	-	14	1	Melee, Sunder, Destructor

*   When a model is equipped with two Lightning Claws or two Power Blade Arrays, that model gains +2 Attacks instead of the usual +1 Attack for using an additional weapon in combat.

Rad Weapons

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

Weapon	Range	Strength	AP	Type
Irad-cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage
Irradiation Engine	Template	4	3	Heavy 1, Fleshbane, Rad-phage, Torrent (12")
Lucifex	8"	2	5	Pistol 1, Fleshbane, Rad-phage
Radium Carbine	18"	3	5	Assault 3, Brutal (2)
Radium Jezzail	30"	5	5	Heavy 2, Sniper, Brutal (2), Rending (6+)
Radium Pistol	12"	3	-	Pistol 1, Brutal (2)

Servo Weapons

A model equipped with a servo-arm or prehensile dataspike may make an additional single attack per turn as well as any they would normally be eligible to make, while a model equipped with a machinator array makes two additional attacks per turn. These attacks are made using the weapon profiles shown below.

Additionally, a machinator array incorporates a Flamer and a Meltagun. A model with the Battlesmith (X) special rule may add +2 to their Repair roll result if they also have a machinator array.

Weapon	Range	Strength	AP	Type
Machinator Array	-	+1	2	Melee, Unwieldy, Shred, Armourbane (Melee)
Prehensile Dataspike	-	5	4	Melee, Breaching (4+), Murderous Strike (6+), Reach (2)
Servo-arm	-	8	2	Melee, Unwieldy

Shock Weapons

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

Weapon	Range	Strength	AP	Type

Electroleech Stave	-	+2	3	Melee, Two-handed, Murderous Strike (6+), Siphoned Vigour
Electrostatic Gauntlet				
- Melee	-	+1	-	Melee, Shock
- Ranged	12"	4	-	Pistol 1, Twin-linked, Shock
Shock Charger	-	User	3	Melee, Shock
Shock Lance				
- Melee	-	10	2	Melee, Reach (1), Exo-shock (5+), Brutal (2)
- Ranged	18"	7	3	Heavy 6, Concussive (2)
Shock Ram	-	10	4	Melee, Concussive, Ram (D6)
Taser Goad	-	+2	-	Melee, Shock
Taser Lance	-	+3	-	Melee, Shock, Reach (3)

Siege Destroyer Weapons

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

Weapon	Range	Strength	AP	Type
Siege Claw	-	x2	2	Melee, Brutal (2), Sunder, Wrecker
Siege Wrecker	-	10	2	Melee, Brutal (2), Sunder, Wrecker, Specialist Weapon

Transonic Weapons

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

Weapon	Range	Strength	AP	Type
Chord Claw	-	User	5	Melee, Transonic, Molecular Dissonance, Rending (6+)
Transonic Blade	-	+1	5	Melee, Transonic, Rending (6+)
Transonic Cannon	Template	4	4	Assault 1, Rending (5+), Torrent (6")
Transonic Razor	-	User	5	Melee, Transonic, Rending (6+)

*   When a model is equipped with two Transonic Razors, that model gains +2 Attacks instead of the usual +1 Attack for using an additional weapon in combat.

Volkite Weapons

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

Weapon	Range	Strength	AP	Type
Volkite Caliver	30"	6	5	Heavy 3, Deflagrate
Volkite Carronade	45"	8	3	Heavy 1, Heavy Beam, Deflagrate
Volkite Charger	15"	5	5	Assault 2, Deflagrate
Volkite Chieorovile	45"	8	4	Heavy 5, Deflagrate
Volkite Culverin	45"	6	5	Heavy 5, Deflagrate
Volkite Incinerator				
- Melee	-	6	2	Melee, Instant Death, Prisoned
- Ranged	10"	5	5	Assault 2, Deflagrate
Volkite Serpenta	10"	5	5	Pistol 2, Deflagrate

| Volkite Veuglaire | 30" | 6 | 4 | Heavy 5, Deflagrate |

Taghmatae Wargear

Abeyant
A model with this upgrade increases its Toughness Characteristic by +1, its Wounds Characteristic by +2, reduces its Initiative Characteristic by -1, gains the Anti-grav and Monstrous Unit Sub-types and the Pride of Place special rule. It additionally loses the Relentless and Firing Protocols (X) special rules as these are superfluous with the above changes.

Advanced Weapons
Select one weapon type (Las, Bolt, Auto etc.), all ranged weapons of that type in a unit with this upgrade gain +1 Strength. Note that a detachment may select only one weapon type to be 'advanced', you may not mix and match on different units.

Aktaeus-class Seismic Excavator Macro-drill
The Aktaeus-class seismic excavator macro-drill grants the Ordinatus Aktaeus the Ordinatus Transport Bay special rule.

In addition, once per battle, at the end of the controlling player's Movement phase, the Ordinatus Aktaeus may employ its seismic excavator macro-drill to cause a Seismic Shockwave. When this occurs, the Ordinatus Aktaeus cannot move for the rest of the battle and counts as a vehicle that has suffered an irreparable Immobilised result on the Vehicle Damage table (although no Hull Point loss is suffered). Units may not choose to Embark or Disembark in a turn in which the Seismic Shockwave ability is used, but may do so as normal in subsequent turns.

At the beginning of each of the controlling player's Shooting phases for the rest of the battle after the Ordinatus Aktaeus has employed its seismic excavator macro-drill to cause a Seismic Shockwave, pick a point within 6" of the front of the hull of the Ordinatus Aktaeus (for the purposes of determining this point you should use the Front arc of the unit). All units, friendly or enemy (excluding the Ordinatus Aktaeus itself), within a number of inches equal to the current Game Turn number multiplied by 6 of this point suffer D6 Str 7, AP 4 Hits with the Pinning special rule. Models with the Vehicle Unit Type are hit on their weakest Armour Facing. Should a model with the Vehicle Unit Type suffer a Penetrating Hit from this attack, it immediately suffers from Crew Shaken in addition to any other effect.

Armour of the Mechanicum
Corpus Skitarii
The Corpus Skitarii confers a 4+ Armour Save. In addition, a model with Corpus Skitarii may re-roll Feel No Pain Damage Mitigation rolls which are the result of attacks made with the Poisoned (X) or Rad-phage special rules.

Kataphron Breacherplate
The Kataphron Breacherplate confers a 3+ Armour Save.

Lorica Thallax
The Lorica Thallax confers a 4+ Armour Save. In addition, a unit that includes any models with Lorica Thallax may not not make Sweeping Advances.

Sicarian Battle Plate
The Sicarian Battle Plate confers a 4+ Armour Save and a 6+ Invulnerable Save.

Titanshard Armour
Titanshard Armour confers a 3+ Armour Save and a 5+ Invulnerable Save. In addition, a model with Titanshard Armour may re-roll Feel No Pain Damage Mitigation rolls which are the result of attacks made with the Poisoned (X) or Rad-phage special rules.

Augury Scanner
A unit that includes at least one model with an augury scanner gains all of the following benefits:
- Enemy models cannot be deployed using the Infiltrate special rule within 18" of a model with an augury scanner.
- A unit that includes at least one model with an augury scanner ignores the 24" limit to line of sight when making Shooting Attacks while the Night Fighting rules are in effect.
- When any enemy unit is deployed to the battlefield from Reserves, a unit that includes at least one model with an augury scanner may make the Interceptor Advanced Reaction (see the Horus Heresy: Age of Darkness rulebook, page 309) without expending a point of the Reactive player's Reaction Allotment. This does not allow the unit to make more than one Reaction per Phase, but does allow the controlling player to exceed the normal three Reactions limit in a given Phase.

Bionics
A model with Bionics gains a 6+ Invulnerable Save.

Cognis Manipulator
A model with a Cognis Manipulator gains the Battlesmith (5+) special rule and may target valid models within 3".

Cognis-signum
A model with a Cognis-signum gains the Night Vision special rule. In addition, in lieu of the model with the Cognis-signum making a Shooting Attack in the Shooting phase, all other models in the same unit gain a bonus of +1 to their Ballistic Skill for that Shooting phase. This benefit is not cumulative, and no unit can benefit from more than one bonus to their BS from Cognis-signum.

Cortex Controller

Any unit that includes one or more models with the Cybernetica Unit Sub-type may ignore the Programmed Behaviour provision described as part of that Unit Sub-type while within 12" of a friendly model with a Cortex Controller.

Cyber-familiar

A model with a Cyber-familiar adds +1 to its Invulnerable Save (to a maximum of 3+) or an Invulnerable Save of 6+ if they do not already possess one. In addition, they allow them to re-roll failed Characteristic tests other than Leadership tests, Psychic checks or failed Dangerous Terrain tests.

Djinn-skein

A Magos with a Djinn-skein increases the Ballistic Skill of any unit he joins by +1. In addition, while the Magos is present on the battlefield and not Embarked in a Building or on a unit with the Transport Unit Sub-type and not locked in combat, the controlling player may re-roll any Scatter rolls made (whether as part of a weapon attack or the deployment of a model or unit), as long as the Magos has line of sight to the unit targeted by the attack or the point chosen as the target of the deployment.

Doomsday Reactor

A model with this upgrade gains the Fleet (2) and Rage (3) special rules.

Dozer Blade

A model with a Dozer Blade may re-roll failed Dangerous Terrain tests made for it.

Energy Fields & Deflectors

Atomantic Deflector

A model with an atomantic deflector gains a 5+ Invulnerable Save and any model with an atomantic deflector and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with an atomantic deflector loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at Str 8, AP -.

Conversion Field

A model with a Conversion Field gains a 4+ Invulnerable Save. In addition, at the end of any phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test.

Flare Shield

A model with a flare shield reduces the strength of Shooting Attacks made against its Front Armour by -1, or -2 if that Shooting Attack has the Blast special rule or uses a

template to determine its Range. A flare shield has no effect on Shooting Attacks inflicted with weapons of the Destroyer type.

Ion Gauntlet Shield
A model with an ion gauntlet shield gains a 5+ Invulnerable Save against Shooting Attacks which target its Front or Side Armour Values, and a 5+ Invulnerable Save against all Melee Attacks.

Ion Shield
A model with an ion shield gains a 4+ Invulnerable Save against Shooting Attacks which target its Front Armour Value, and a 5+ Invulnerable Save against Shooting Attacks which target its Side Armour Value.

Ionic Deflector
A model with an ionic deflector gains a 5+ Invulnerable Save, and any model with an ionic deflector and a Wounds Characteristic gains the Eternal Warrior special rule. In addition, when a model with an ionic deflector loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6+3" suffer an automatic Hit at Str 8, AP -.

Kyropatris Field Generator
So long as a unit contains at least five models with a Kyropatris field generator, all models in the unit may re-roll failed Armour Saves of 1. In addition, if the unit contains at least 10 models with Kyropatris field generators then all Shooting Attacks made against the unit suffer a modifier of -1 to the Strength of the attack (to a minimum of Strength 1).

Ordinatus Dispersion Shield
For the duration of the first Game Turn, all Shooting Attacks made against a model with an Ordinatus dispersion shield that target the model's Front or Side Armour values, or any indirect Shooting Attacks (such as those with the Barrage special rule) are reduced by -2 Strength, and any Explodes results on the Vehicle Damage table are ignored.

Refractor Fields, Mechanicum Protectiva, Emanatus Force Fields & Voltagheist Fields
A model with a Refractor Field gains a 5+ Invulnerable Save. A model with a Mechanicum Protectiva gains a 4+ Invulnerable Save. A model with an Emanatus Force Field gains a 6+ Invulnerable Save. A model with a Voltagheist Field gains a 5+ Invulnerable Save.

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

Enhanced Data Tether
A unit that includes at least one model with an Enhanced Data-tether ignores the -1 penalty to Leadership imposed by Night Fighting rules. In addition, a unit that includes at least one model with an Enhanced Data-tether may choose to fall back only a distance equal to the roll of a D6 instead of 2D6 (or 3D6 if a Cavalry unit) nad if forced to move off the edge of the battlefield will instead stop with each model 1" away from the edge of the battlefield.

Enhanced Targeting Array
A model with an Enhanced Targeting Array gains +1 Ballistic Skill.

Grenades
Breacher Charge
The controlling player may choose to have a model with a Breacher Charge that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification model, inflict one automatic Str 10, AP 2 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using Breacher Charges may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).

Frag Grenades
A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.

Krak Grenades
The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).

Mindscrambler Grenades
The controlling player may choose to have a model with Mindscrambler Grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Haywire Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using Mindscrambler Grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts

Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).

Rad Grenades

During a turn in which a unit with at least one model with rad grenades successfully Charges, or is themselves successfully Charged, all models in the enemy unit(s) suffer a -1 penalty to their Toughness Characteristic, to a minimum of Toughness 1, until the end of the Fight sub- phase that follows the successful Charge. Note: This does affect Instant Death thresholds.

Stasis Grenades

Once per battle, a model equipped with stasis grenades's controlling player may choose to use stasis grenades when a Charge is declared for this model and any unit they have joined. If the Charge for which the stasis grenades are used is successful then the target enemy unit or units must take an Initiative test (using the majority Initiative value of the unit(s)). If the Initiative test is passed then there is no further effect. If any of the target units fail the Test, then all enemy models in that unit must reduce their Initiative by -1 for the duration of the Assault phase in which the Charge was made.

Helical Targeting Array

The controlling player of a model with a Helical Targeting Array may activate it at the start of any of their own turns, or, if the controlling player is not taking the first turn of the battle, at the start of the battle, before the beginning of the opposing player's first turn. Once the Helical Targeting Array is activated, the model is affected by the following conditions until the beginning of the controlling player's next turn:

- The model may not move, Run or declare or make any Reactions other than the Interceptor or Overwatch Reactions.
- The controlling player may choose to use the Skyfire special rule when making any Shooting Attacks with the model.
- No model may make a Damage Mitigation roll provided by the Shrouded special rule against an attack made by a model with a Helical Targeting Array while it is active.
- When the model makes a Shooting Attack as part of the Interceptor Reaction, the Reaction does not cost the controlling player a point from their Reaction Allotment. This does not allow the unit to make more than one Reaction per Phase, but does allow the controlling player to exceed the normal three Reactions limit in a given Phase.
- When a model with the Vehicle Unit Type and a Helical Targeting Array make a Shooting Attack as part of the Interceptor Reaction, that model may fire all of its weapons, not just Defensive Weapons, as part of the Shooting Attack.

Infravisor

Any model with an Infravisor gains the Night Vision special rule and increases their Ballistic Skill Characteristic by +1. However, the model, and any unit they have joined, counts as having an Initiative of 1 when taking Blind tests.

Mag-inverter Shield
Mag-inverter shields confer a 5+ Invulnerable Save. A model with a mag-inverter shield cannot claim bonus attacks for having more than one melee weapon, or make attacks during the Assault phase using a weapon with the Two-handed special rule.

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

Mechanicum Jet Packs & Jump Packs
Incunabulan Jet Pack
A unit composed entirely of models with Incunabulan jet packs may choose to increase its Move Characteristic by +6" and ignore terrain while Moving during the Movement phase. A unit that ends or begins its movement in Dangerous Terrain will still need to take Dangerous Terrain tests as normal, even when employing Incunabulan jet packs and treats DifficultTerrain as Dangerous Terrain. In addition to the bonus to Move during the Movement phase, a unit composed entirely of models with Incunabulan jet packs may make an additional Move of 6" during the Shooting phase. This Move must be taken after the unit has completed any Shooting Attacks, is not limited by the weapons fired by that unit during the Shooting phase and ignores terrain in the same manner as moves made using a Incunabulan jet pack in the Movement phase.

Any model with an Incunabulan jet pack also gains the Bulky (2) and Deep Strike special rules, or if it already has the Bulky (2) special rule it gains the Bulky (3) special rule instead. Models with an Incunabulan jet pack may Embark on models with the Transport Unit Sub-type, contrary to the normal Transport rules, but still must take into account their size due to the Bulky (X) special rule.

During any Reaction that allows a unit to Move, a unit composed entirely of models with Incunabulan jet packs increases the distance of that Move by 6 and allows it to ignore terrain in the same manner as other Incunabulan jet pack moves.

Stratos Thrusters
A unit composed entirely of models with Stratos thrusters may set its Move Characteristic to a value of 16" for the duration of the controlling player's turn. This allows the unit to move up to 16", regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 16" (including the bonus to Charge distance). In addition, Stratos thrusters allow units to hover above the battlefield and thus ignore the effects of Difficult Terrain and Dangerous Terrain at all times.

Utan Jump Booster
A unit composed entirely of models with Utan jump boosters may set its Move Characteristic to a value of 12 for the duration of the controlling player's turn. This allows

the unit to move up to 12", regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 12 (including the bonus to Charge distance, see the Horus Heresy: Age of Darkness rulebook, page 181). In addition, the unit ignores terrain while Moving and Charging. A unit that ends or begins its movement or a Charge in Dangerous Terrain will still need to take Dangerous Terrain tests as normal, even when employing Utan jump boosters, and treats all DifficultTerrain as Dangerous Terrain.

A unit composed entirely of models with Utan jump boosters may not Run. During Reactions made in any Phase, a unit composed entirely of models with Utan jump boosters may not activate them to gain any bonus to their Movement Characteristic. Any model with an Utan jump booster also gains the Deep Strike special rule. Additionally, models with an Utan jump booster may Embark on models with the Transport Unit Sub-type, contrary to the normal Transport rules, but still must take into account their Unit Type and their size due to the Bulky (X) special rule.

Mindscanner Probe
Enemy models that Charge an Unengaged unit within 6" of a model with a Mindscanner Probe gain no bonus Attacks due to Charging.

Nuncio-vox
While at least one model with a nuncio-vox is present on the battlefield and not Embarked in a Vehicle or Building, the controlling player may re-roll any Scatter rolls made (whether as part of a weapon attack or the deployment of a model or unit), as long as the model with the nuncio-vox has line of sight to the unit targeted by the attack or the point chosen as the target of the deployment. In addition, a unit that includes at least one model with a nuncio-vox ignores the -1 penalty to Leadership imposed by the Night Fighting rules.

Omnispex
A unit that includes a model with an Omnispex gains the following benefits:
- Enemy units cannot be deployed using the Infiltrate special rule within 18" of a model with an Omnispex.
- A unit that includes at least one model with an Omnispex may ignore the 24" limit to Line of Sight when making Shooting Attacks while the Night Fighting rules are in effect.
- When making Shooting Attacks against targets within 18", an Omnispex reduces the benefits of any Cover Save the target unit has by -1 (a 5+ becoming a 6+, a 6+ being ignored entirely, and so on). Multiple Omnispexes in the same unit can apply their penalty to a target unit, reducing a Cover save even further.

Overload Capacitors
A model with Overload Capacitors adds the Reactor Overload special rule to their Lascannon.

Rad Furnace

Any melee Hits allocated to models locked in combat with one or more units that include a model with a rad furnace require one lower result To Wound than they would normally, to a minimum of 2+. This effect is not cumulative with itself if more than one model in a combat has a rad furnace. Models with rad furnaces are immune to the effects of rad grenades, the Rad-phage special rule and the rad furnaces of models they are locked in combat with. In addition, Hits from weapons with the Rad-phage special rule that are allocated to a model with a rad furnace only successfully wound on a To Wound roll of a 6+.

Ramjet Diffraction Grid
A model with a Ramjet Diffraction Grid reduces the Strength of Shooting Attacks made against its Rear or Side armour by -1, or -2 if that attack has the Blast special rule or uses a template to determine its Range. A Ramjet Diffraction Grid has no effect on attacks inflicted with weapons of the Destroyer Fire Type.

Searchlights
A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights.

In addition, any unit that has been the target of a Shooting Attack made by a unit with searchlights (regardless of whether any Hits were inflicted or not) may be freely targeted for Shooting Attacks by any other unit in the same Shooting phase, ignoring the 24" restriction to line of sight imposed by the Night Fighting rules.

Searchlights do not count as weapons and may not be targeted by the Weapon Destroyed result on the Vehicle Damage table.

Smoke Launchers
The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.

Suspensor Web
A heavy weapon with a Suspensor Web may be treated as having the Fire Type Assault rather than Heavy when used to attack as part of any Shooting Attack at targets at up to half the weapons's usual maximum range.

For example a Heavy Bolter with a Suspensor Web, which is usually a Range 36" Heavy 4 weapon, can instead be used as if it were a Range 18" Assault 4 weapon if the controlling player wishes.

The Sinistramanus Tenebrae

A Warlord with this upgrade gains the Psyker and Unique Unit Sub-types, the Ciricrux Anima Discipline and the Fear (3) and Loyalist special rules. For the purposes of Psychic checks a Warlord with The Sinistramanus Tenebrae counts as having Leadership 10.

Psychic Discipline: Ciricrux Anima

A Psyker with this Discipline gains the Death Pulse Psychic Weapon and Necrotechnica Psychic Power.

Death Pulse (Psychic Weapon)

Weapon	Range	Strength	AP	Type
Death Pulse	120"	14/12/10	1/2/3	Destroyer 1, Apocalyptic Mega-blast, Pinning, Ignores Cover, Concussive (1), Psychic Focus

Necrotechnia (Psychic Power)

Instead of moving during the Movement phase, the Psyker may instead activate this Psychic Power. The Psyker may roll one D6 for each Hull Point of damage they have suffered up until this point of the game, for each roll of 6+ they recover 1 Hull Point.

When initially using this Psychic Power, the controlling player may choose to have the Psyker take a Psychic check. If the Check is passed then the Psyker recovers Hull Points for each roll of 5+ instead. If the Check is failed then the Psyker suffers Perils of the Warp.

If the Psyker attempts to manifest the Necrotechnia Psychic Power during the Movement phase then it may not attempt to use the Death Pulse Psychic Weapon during the subsequent Shooting Phase.