

WARHAMMER
40,000

CODEX ADEPTUS MECHANICUS



CULT MECHANICUS



CULT MECHANICUS



DISCIPLES OF THE MACHINE GOD

INTRODUCTION

LORDS OF THE MACHINE

The Tech-Priests of the Cult Mechanicus control grotesque armies of cybernetic horrors. Every one of their priesthood wields technologies beyond mortal imagining, and each of their warriors has been cybernetically refashioned into a pitiless engine of extermination. One and all, the Disciples of the Machine God are irrevocably bound to an ancient religion that skirts the edge of madness. The Cult Mechanicus plunder the galaxy's secrets in the name of reason, little caring that the havoc they unleash upon their foes brings not enlightenment, but utter destruction.

INSIDE YOU WILL FIND:

Priesthood of Mars: The history and creed of the Tech-Priests, their esoteric cyborg armies, and the victories they win in the name of the Machine God.

Crusaders of the Machine God: A showcase of Citadel Miniatures, including collections showing the colour schemes of the forge worlds and expertly painted examples from the 'Eavy Metal team.

Forces of the Cult Mechanicus: A comprehensive army list that allows you to turn your collection of Cult Mechanicus miniatures into an unstoppable force of destruction on the Warhammer 40,000 battlefield.

Appendix: A description of, and rules for, the blessed warriors of the Cult Mechanicus and the devastating wargear they bring to

battle.





PRIESTHOOD OF MARS

Through the darkening twilight come the Cult Mechanicus, their exhaust fumes tinged with incense and their voices raised in sinister prayer. This is no regimented military force, nor a benevolent gathering of holy men, but a procession of cybernetic horrors and soulless automatons. Each of their number has willingly traded away his humanity, fashioned as a living weapon in the hands of his inhuman masters. The Cult Mechanicus bring not forgiveness, nor mercy, nor a chance for conversion to their creed. Instead they bring death; a thousand different kinds, each measured and recorded for later assimilation.

Perhaps these are the kind of priests the Imperium needs most, for Humanity teeters on the brink of disaster. Together, the Tech-Priests command enough firepower to drive back the night forever. They extend the iron grip of the Omnissiah wherever they go, illuminating the dark corners of the galaxy with his white-hot enlightenment. It is a light they wield not as a giver of life, but as a weapon – a killing blaze that burns uncertainty from the universe and replaces it with a cold and terrible logic. Their enemies are those who keep the treasures of the galaxy from the forge worlds where they belong, those who truck with unhallowed machines, and those who keep the Cult Mechanicus from their holy cause for even a moment. These infidels are slain without mercy.

And so the procession marches from world to world, the haunted

skies above strobing white with colossal energy discharge. Lightning leaps from the outstretched hands of the faithful, burning the unbeliever to ash wherever he may hide. Arcane cannons flatten and twist the foe, as if their unworthy bodies are being wrought unto ruin by the Omnissiah himself. Blasts of barely-harnessed energy shoot like miniature suns from track-driven war-servitors, and volleys of blinding white phosphor crackle and spit as they burn through armour and into the flesh beneath. Those who launch a last, desperate assault in the face of this inhuman firepower are met by looming battle automata, each brutish metal giant given a semblance of life with simple commands to conquer, to burn and to crush.

Be they gunslave, lordly cyborg or soulless death machine, the Disciples of the Machine God march on without rest. United in unshakeable faith, armed and armoured with the most advanced technology in the Imperium, they are a nigh unstoppable force. Every shot fired, every syllable incanted is tailored to a singular purpose – to further the dominion of the Machine God, even should it mean the extermination of everything that stands in the way.





THE CULT MECHANICUS

By the grace of the Cult Mechanicus, the war engine of the greater Imperium is able to fight on a million different planets at once. The number of the Omnissiah's faithful is beyond measure, and their mastery over machines is felt throughout every aspect of Mankind's armies – from the lowliest regiment to the mightiest legion of god-machines.

Every weapon used in the armies of Mankind can trace its origin to a forge world of the Adeptus Mechanicus. Only with the assent of the Omnissiah do the tank squadrons of the Astra Militarum rumble to the front line by the billion, the armadas of the Imperial Navy transport crusading armies to the furthest stars, and the strike forces of the Adeptus Astartes bring doom from thunderous skies. Even the Emperor himself clings to life through the toil of the Adeptus Mechanicus, for the Tech-Priests alone can claim to comprehend the secrets of the Golden Throne. Aware of their vital place within the Imperium, the priests of the Cult Mechanicus give themselves leave to wield the most devastating of weapons, to delve into the most esoteric of mysteries, and to commit the most atrocious of acts in the name of the Machine God.

More than a vital organ of Humanity's galactic empire, the Cult Mechanicus is an autonomous creed older than the Imperium itself. During the aeons when Mars was estranged from Terra by unnatural tempests, the technocrats of the Red Planet took their fascination with matters mechanical to the level of worship, then religion.

Despite the ravages of ten war-torn millennia, their abiding

belief in the almighty Machine God, the Motive Force and the Omnissiah still thrives. It is this faith that empowers their armies, infusing them with a religious energy that crackles from warrior and war machine alike.

The Cult Mechanicus is so secretive that few understand their ways. Their rites and traditions are powerful indeed. The Tech-Priests that orchestrate military ventures command hosts of battle servitors, congregations of Electro-Priests, and endless machineries of destruction, including the fabled Legio Cybernetica. It is within their power to unleash the most arcane military bodies in the Imperium, potent ancestral allies and vassal organisations no less fearsome. Each forge world commands its own Skitarii Legion, a force of holy warriors powerful enough to conquer a planet, whilst the magnificent firepower of the Centurio Ordinatus and Ordo Reductor can lay waste to any war engine or fortification yet encountered. The mightiest of all the Cult Mechanicus' assets are the famous Titans of the Collegia Titanica, war goliaths who stride from the mists of Imperial legend.



HIERARCHY OF THE ADEPTUS MECHANICUS

THE OMNISSIAH

HIGH LORDS OF TERRA



ADEPTUS TERRA



ADEPTUS MECHANICUS



ADEPTUS MISTURUM



MAGI

Tech-Illuminati

ARTISANS

Hands of the Ommissiah's Will

GENETORS

Delvers Under the Skin

LOGI

Bringers of Blessed Order

ENGINEERS

(Commonly serve with Astra Militarum)

TRANSMCHANICS

(Commonly serve with Imperial Navy)

LEXMECHANICS

(Commonly serve with Administratum and Adeptus Terra)

ELECTRO-PRIESTS

CENTURIO
ORDINATUS

*Engines of the
Ommissiah*



COLLEGIA
TITANICA

*God-Machines of
the Titan Legions*



AUXILIA
MYRMIDON

Savants of War



LEGIONES
SKITARII

*Warriors of the
Machine God*



LEGIO
CYBERNETICA

The Host Robotic



ORDO
REDUCTOR

*Bringers of
Blessed Ruin*



IMPERIAL
KNIGHTS

The Noble Few



THE BLESSED PRIESTS OF THE OMNISSIAH

Where the Tech-Priests of the Cult Mechanicus once sought to expand all knowledge for the betterment of Mankind, now they rip it bloody from the galaxy for their own selfish gain. Regardless of rank, office or station, it is the knowledge of death they covet most of all.

Those who lead the Cult Mechanicus' armies have altered their flesh-forms beyond recognition in exchange for the power to kill. Spider-like, they pick their way through a web of cause and effect meticulously crafted before each engagement, trapping the foe in grid-like kill zones and overlapping lines of fire. To come to the notice of a Tech-Priest Dominus in a time of war is to render oneself an insect under the scalpel of a pitiless genius. And yet these individuals are but the spear tip of their order, for the forge worlds play host to an organisation so labyrinthine its logic is lost even to itself.

The term 'Tech-Priest' covers a thousand different roles. Genetors probe the mysteries of the biological, creating ever stranger cyborgs and slaughtering xenos by the thousand in order to excise yet more secrets. Artisans create and restore truly wondrous weapons of war, from ornate gamma pistols to the mind-boggling immensity of the Ark Mechanicus. Magi of all stripes pursue esoteric agendas as likely to end in triumph as they are disaster. Across the galaxy Transmechanics, Lexmechanics, Enginseers, Secutors, Trifactors, Myrmidons and Technoshamans labour alongside the wider Imperium to bolster Humanity's war machine. Within the Adeptus Mechanicus the ranks become even

more esoteric. Each Fabricator Locum can call upon Magi Technicus, Metallurgicus, Alchemys, Cogitatrices, Pedanticum, Tech-assassins, hive monitors and Holy Requisitioners, who in turn can command a body of fabricators minoris, Fulgurites, Corpuscarii, overseers, underseers, stasis clerks, and techno-dervishes. To even begin to comprehend the towering edifice of the Cult Mechanicus takes far more processing power than the human brain can provide.

Ultimately, though, the Cult's citadels of knowledge are built upon a foundation of lies. The ability to truly innovate has long been lost, replaced with a reverence for the times when Humanity was the architect of its own destiny. No longer the master of its creations, the Cult Mechanicus is enslaved to the past. It maintains the glories of yesteryear with rite, dogma and edict instead of discernment and comprehension. Even the theoretically simple process of activating a weapon is preceded by the application of ritual oils, the burning of sacred resins and the chanting of long and complex hymns. And yet so long as the process works – or rather, so long as the Cult's armies can obliterate those who displease them – the Tech-Priests are content to tread the slippery path toward entropy and ignorance.



THE HOLY ORDERS OF THE CULT MECHANICUS

The offices and titles of the Tech-Priests are shifting and complex. Such is their authority that many senior Tech-Priests adjust their ranks at will, in times of war adopting that of Tech-Priest Dominus.

MAGI

- Prime Hermeticon
- Lord Dogma
- Mechae Moribundus
- Invictus Acquisitor
- Gerontocrat
- Data-Predator

LOGI

- Lexico Arcanus
- Bibliophiliae
- Hyper-rationalist
- Monitor Malevolus
- Info-executioner
- Biocogitatus

GENETORS

- Magos Biologis
- Arch-chymist
- Grand Parasite
- Metasurgeon
- Corpus Illuminator
- Genetor Extremis

ARTISANS

- Forge Lord
- Mechasapient
- Praetor Electroid
- Cybersmith
- Technoarcheologist
- Necromechanic





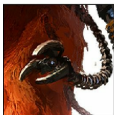
SERVO-SKULL

Such is the Omnissiah's generosity he has provided the faithful man a way to serve even beyond death. The skulls of the truly blessed are posthumously detached, fitted with anti-grav generators, and cybernetically repurposed to fit new roles under the command of senior Tech-Priests.



SANCTUS CANISTERS

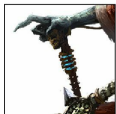
These cylinders, worn upon the mantle, often contain anti-agapic elixirs. They pulse with light when the owner chants his devotions, the strobing patterns inspiring strength in nearby war machines.



MECHADENDRITES

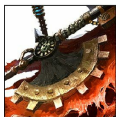
The tentacle-like manipulators that Tech-Priests extrude from their bodies allow them to accomplish several tasks at once – and

in times of war, to wield a deadly array of weapons.



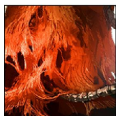
ROD OF OFFICE

Senior Tech-Priests often carry a rod of office. Some are simple staves of ancient wood and filigree, others contain electrocircuits that can awaken somnambulant robots with a single sharp tap.



POWER AXE

A symbol of the Omnissiah's might, the power axes wielded by most devotees of the Cult Mechanicus have blades stylised to resemble a sacred cog. In this way, all who behold them are reminded that the Machine God has the power to create as well as destroy.



HOLY VESTMENTS

The robes and cowls worn by all Tech-Priests are made of heavy,

durable materials, but they exist as much to spare squeamish allies from the biomechanical horrors beneath as to afford physical protection.



THE LEGIO CYBERNETICA

The automatons of the Legio Cybernetica are counted amongst the mightiest servants of the Machine God. When roused to wrath their powerful claws flex, their rasping voxes emit praise-blurts to the glory of the Omnisiah, and their guns spit hot death into the enemy. Truly these machines are blessed, for unlike those warriors who bear the curse of flesh, the robots of the Cult Mechanicus harbour neither doubt nor weakness.

Since the aftermath of Warmaster Horus' rebellion the Legio Cybernetica's robots have been controlled completely by their masters – not by the bio-plastic cerebra and nerve-like tendril webs of Mechanicum constructs, but by sanctified doctrina wafers. No bigger than the cards of the Emperor's Tarot, these slivers of wetware are entrusted to the Cybernetica Datasmiths that accompany the robot maniples to war. Inserted into the dataslot hidden behind each robot's chestplate, the wafer's command protocol will dictate every iota of the host's behaviour, usually optimising its ability to destroy its foes in a spectacular fashion.

Should a robot be controlled by a Protector-pattern doctrina wafer, it will concentrate its efforts towards ranged combat, mowing down rank upon rank of the enemy with an accuracy a mere human could never hope to match. If the accompanying Tech-Priest wishes to change the behaviour of his charges – for instance to the assault-oriented Conqueror protocol – he must manually remove the first doctrina wafer and insert a new one in

its place. Many patterns of doctrina are in shorter supply than the robots themselves. Though there are dozens of robot clades and anatomies, each is entirely mechanical, and hence easier to maintain than the fusion of bio-matter and electronics that forms each doctrina wafer. Furthermore, whenever a maniple of robots finds itself in battle mode without a Datasmith, it will continue to prosecute its last doctrina protocol until it runs out of power – something that usually takes weeks of unbridled slaughter to achieve. Such risks and limitations are willingly accepted by the Cult Mechanicus, for the act of hardwiring independent thought into a battle automaton is strictly forbidden. Who knows how many maniples the Legio Cybernetica could field if the ancient prohibition on artificial life was lifted?

Though the robots of the Legio Cybernetica once numbered enough to shatter entire alien empires, a great many have been lost to the ravages of time. The secrets of their construction are all but forgotten. Because of this it takes a Tech-Priest of surpassing rank to sanction their use, and absurd lengths are taken to retrieve those that fall in action. Yet these stoic machines remain a common sight in the armies of the Cult Mechanicus. For a religious brotherhood that believes flesh to be weak and metal incorruptible, to wield such mighty war constructs is to command the angels of the Omnissiah himself.





PROCESSIONS OF THE FAITHFUL

The war-processions of the Cult Mechanicus are thronged with living weapons, each eager to give vent to their lethal wrath. Such a gathering is a daunting sight, for it boasts a riot of cybernetic anatomies, and the monotonous cant that emanates from it plays upon the nerves like talons drawn down glass.

To witness an army of Tech-Priests marching to war is to share the vision of an insane prophet. And yet beneath the curling incense and the grotesquerie of nightmarish anatomies, there is a structure that spans from one forge world to the next.

The Tech-Priest Dominus that commands each Cult Mechanicus congregation will typically call upon a body of battle servitors to protect him. Though these living artillery pieces are potent indeed, they are easily replaced and can be mustered in the thousands if necessary. All forge worlds create these half-machine war constructs on a daily basis, their biohangars stacked with rank upon rank of dormant Kataphron servitors awaiting the binharic command to awaken. Their survival is of little import, and the Tech-Priests will expend them with no more thought than a Space Marine would expend a clip of bolter shells.

The same cannot be said of the Legio Cybernetica, for its automaton warriors are ancient and blessed in the Omnissiah's sight. When the use of these machines is sanctioned, they will usually be deployed en masse, organised into cohorts each consisting of four full strength maniples. Wherever these relics of

Humanity's past march to war, they attract great numbers of the faithful, amongst them the fabled Electro-Priests. These lightning-shrouded holy men trail after sacred machines in the manner of pilgrims and mendicants following the reliquaries of an Ecclesiarchal saint. Theirs is the Motive Force, the third of the Machine God's trinity, who gives the faithful man the power he needs to smite the unbeliever. In times of war these priests will raise a great chorus of praise to the Omnissiah, their weapons buzzing with murderous energy.

Such is the genius of the Cult Mechanicus' forefathers that their traditional war-psalms contain binharic strings of program and protocol. Each is sonically coded to enhance the Cult Mechanicus' warriors. Every servitor, robot and priest has within him a subcutaneous electoo circuit that thrills with the glory of the Machine God, bolstering their strength when battle rages all around. The Tech-Priests put the resultant boost in efficacy down to the inspiring effects of faith, forgetting that each syllable contains enough binharic cant to rouse even the basest servitor to a murderous wrath. Truly it is said that praise to the Machine God lends the faithful might enough to prevail; those that witness the electric rapture of a Cult Mechanicus procession in full flow are lucky to survive.





CULT MECHANICUS BATTLE CONGREGATION

A typical Battle Congregation consists of servitors, priests and robots from a forge world, united in their desire to see the enemies of the Machine God destroyed. The forces available to a Tech-Priest Dominus are a reflection of his status in the labyrinthine hierarchy of the Cult Mechanicus. The example below is just one of a thousand iterations.

TECH-PRIEST DOMINUS

Esau Cthonau Menge III



SERVITORIA

KATAPHRON BREACHER CLADE

Clade 969

KATAPHRON DESTROYER CLADE

*Destroyer Clade
Gamma 58*

1^Δ

2^Σ

3^α

1^δ

2^δ

3^δ

ELECTRO-PRIESTHOOD

2 CORPUSCARI BROTHERHOODS

Congregatio Ignideus

2 FULGURITE BROTHERHOODS

Congregatio Accretor

LEGIO CYBERNETICA

KASTELAN ROBOT MANIPLE

*Divisio
Gloriam 1101
Datasmith
Olec 9
Methusalem*



KASTELAN ROBOT MANIPLE

*Ferromortis
Divisio 112
Datasmith
Molochai
Nomina XII*





TEMPLES OF THE OMNISSIAH



The forge worlds that stud the creaking edifice of the Imperium prevent it from falling apart altogether. They provide both sword and shield for Humanity's armies, their dauntless legions and weapons expertise an invaluable asset to all.

MARS - *The Red Planet*



MARS41

The Red Planet is the birthplace of the Cult Mechanicus, the holiest of celestial orbs save Terra itself. So vaunted is Mars that across the stars a hundred worlds have been terraformed and settled in exactly the same manner. Such planets are not pleasing to the eye, for the Adeptus Mechanicus has always prized efficiency and function over ephemeral concepts such as aesthetics or morality. Whilst Mars was once a jewel in the crown of Mankind's achievement, millennia of incessant construction have turned it from a miracle of Humanity's potential to a smog-

choked hellscape. Like all cast in its image, its surface is covered with massive forge complexes, sprawling refineries, towering monuments to the glory of the machine and weapons shops that scrape the skies.

The Disciples of the Machine God and their allies are the only inhabitants of the Red Planet, for they will not tolerate any other organisation settling there for long. Aside from the legendary wars of the Horus Heresy, where the touch of Chaos permeated a full half of the Titan Legions and swept through the orders of the Tech-Priests, there have been no recorded conflicts on Mars that were not due to schisms and civil wars in their own ranks.

The massive orbital constructions that turn above the Martian equator are known collectively as the Ring of Iron. Spacecraft and other large starfaring constructs are constructed within the Ring's extensive orbital factories, and many of the ships of the Battlefleet Solar are based in its huge floating docks. The moon Deimos is absent from Mars' orbit, seconded to the warriors of Titan in aeons long past. The gun-studded moon of Phobos is incorporated into the corona of surveying stations, defence networks, space fortresses and mining systems that constantly orbit the Red Planet. Every day, craft from all over the Imperium visit the Ring to trade with or learn from the Cult Mechanicus, each soon lost in the largest man-made structure in the galaxy.



LUCIUS - *The Hollow Forge*



The hollow planet of Lucius has at its core a fusion reactor so large many have likened it to a captive sun. With such boundless energy at their fingertips, the Tech-Priests that dwell under the planet's crust have become experts at military innovation. Their genius was displayed anew when the planet was invaded by a splinter fleet of Hive Fleet Leviathan. Despatching Lucius' Legio Cybernetica and a great host of battle servitors to the planet's surface, the Tech-Priests Dominus largely fought their battles from below the planet's crust. By tracking the motions of their servant clades and controlling their activities via electromagnetic data-tethers, they waged their war without risking direct harm. Such is the wonder of the Cant Mechanicus that their battle plans were enacted to the letter. Wherever the Tyranid swarms overcame their servitor armies, the Tech-Priests waited for the xenos predators to devour the biological components before sending servo-skull swarms to carry the most vital of the remaining machine parts below the crust of the planet. There they were installed into fresh recruits, and the next wave sent back up to the surface. Though it took months to accomplish, the resultant war of attrition ended in victory, for the Lucian armies fought like lions, and their hymns to the Omnissiah's glory did not cease for a single moment.



THE CANT MECHANICUS

The Tech-Priests of the Adeptus Mechanicus speak a number of strange dialects that blend the machine tongue with those of the wider human race. These include binharic cant, Lingua Technis, hexamathic code, noospheric bleed and Novabyte, amongst many others. Few outside the Adeptus Mechanicus can comprehend these tongues, let alone reproduce them. Many Tech-Priests have their jaws and throats altered, the better to speak languages that were designed only for cogitators to use. Furthermore, each language is replete with internal self-references and allusions to knowledge that remains unknown to those outside the order. Their use is forbidden by any not of the Cult Mechanicus. A lot of these languages have words and even entire grammatical structures missing, eroded by the entropy of millennia or corrupted by scrapcode. They are sourced and re-imagined from alphabets, lexicons and tongues throughout history into an omnibet that only the Tech-Priests truly understand. This meta-language is the root of the sigils and icons that adorn the warriors and war machines of the Adeptus Mechanicus. More than that, it is the foundation of the battle cant they chant to empower their minions in

times of war.



AGRIPINAA - *Orb of a Million Scars*



Agripinaa has always been at the forefront of the Imperium's wars against the encroaching darkness of Chaos. Whenever a Black Crusade surges forth from the Eye of Terror, Agripinaa meets it with all the tremendous firepower at its disposal. Despite having committed a large portion of its strength to the war for the Cadian Gate, Agripinaa's duties are not purely those of a shield for the wider Imperium. The forge world's Tech-Priests have plunged the spear of their fleets deep into the Eye of Terror, seeking to undermine Abaddon's power by razing the soul forges – the worlds of the Dark Mechanicum that stand in stark mockery of the Omnissiah's creed. Upon the mind-bending cog plateaus of Temporia, Cohorts Cybernetica and conclaves of Electro-Priests trade blasts of lightning with the mechadaemons of Warpsmith Valadrak. The size of Temporia's blasphemous monstrosities beggars belief, but the war machines of Agripinaa are many in number and indomitable in faith. For every wave of terrors the twisted planet heaves into the path of Agripinaa's faithful, another cohort makes planetfall to repel it. Here the might of the Adeptus Mechanicus is tested against a bleak reflection of its own manias and obsessions. Perhaps it is not upon Cadia that the fate of Segmentum Obscurus will be decided, but in the Eye of Terror itself...



TO PLY THE STARS

The Adeptus Mechanicus has always kept its own fleets, ever since the dark times when the first of the exploratory missions departed from Mars.

Dropships capable of transporting Titans berth next to sleek explorer ships designed to travel vast distances without resupply. The Explorators of the Fleet Mechanicus form something of a breed apart in the Cult

Mechanicus, though in theory any Tech-Priest is free to join their ranks.

They undertake the Quest for Knowledge across the stars, seeking out undiscovered data, uncatalogued phenomena, the lost worlds of the Empyrean, forgotten archeotech hoards and unknown life forms.

Research stations, pioneer ships and outposts settled far from the forge worlds are all likely to be manned by Explorators. Depending on who you ask, they are intrepid and resourceful adventurers that delve in the unexplored reaches of the galaxy, or else madmen intent on dabbling with that which is best left alone. Though such Tech-Priests have found many of the greatest prizes in the Quest for Knowledge, countless Explorators have met with grisly deaths upon the hostile frontiers of the Imperium. In the halls of the forge worlds it is even whispered that, on several occasions,

*their ill-conceived prying has
unleashed cataclysmic horrors on
Mankind.*



STYGIES VIII - *The Ever-staring Cyclops*



The Tech-Priests of Stygies VIII are infamous for their pursuance of forbidden xenos technology. Such is their curiosity, they wage war against the alien races of the galaxy not to conquer, but to study. Their dangerous yearning for the war-tech of other races is often overlooked, for Stygies VIII provides a great deal of vital war materiel for the surrounding systems, and in these tempestuous times the Imperium cannot afford to lose it – even the High Lords of Terra have deemed its continued existence vital. Even with that official sanction, a secret war unfolds upon Stygies VIII. Within its yawning reliquary-halls, battles between Deathwatch Kill Teams and radical Tech-Priests are still a disturbingly frequent occurrence. There are those amongst the Stygian priesthood who have taken their obsession with xenos war-tech to another level entirely, breaching the ancient webway portals of nearby Vulcanis III and taking entire war processions into the labyrinth dimension of the Eldar. They seek nothing less than to find the Black Library, plunder its boundless riches of knowledge and return triumphant to Stygies VIII – even if they have to cut their way through Eldar Harlequins, Chaos Space Marines and worse to achieve their goal.

'When Deimos and Phobos are at apogee and perigee, there thou shalt see the face of the Omnissiah. Clad in a body of gold, and wreathed in the firmament of the storm, the Lord of All Machines will stand in the midst of his people, and shall reign over all the dominion of Man. So great shall be the glory of his presence, that the sun shall hide his face in shame.'

- Excerpt from The Coming of the
Omnissiah,
Pico della Moravec, Primus of the
Brotherhood of Singularitarianism

GRAIA - *The Crown of Miracles*



Like so many of its brethren, Graia was once a forge world cast in Mars' image. However, since the Cult Mechanicus breached the strange portal atop Mount Laochan – and in doing so triggered a devastating invasion from migrating Donorian Fiends – the forge world has been subject to emergency relocation. It now resides in a geometrically perfect network of space stations that crests the planet like a glittering diadem. Though the Cult Mechanicus does not make it widely known, the Graian Crown is capable of independent flight. Giant fusion engines allow it to escape its host planet's gravity and move to the nearest Mandeville Point, where it can then travel through the Warp. The last time Graia attempted this, it was assaulted by an invasion fleet of Necron aircraft that soared up from the Laochan Gate and teleported unliving warriors directly onto the surface of the Graian Crown. Only by sending massed Cohorts Cybernetica on magnetically-controlled space walks did the Graian Tech-Priests hold back the foe long enough to effect warp translation. Though Imperial records currently claim that Graia's priesthood have returned to circumnavigate their original home world, at least one recent Rogue Trader report lists the planet's orbit as strangely empty.

'The Adeptus Mechanicus is capable of

*creating the deadliest war machines
imaginable, but they accept no
responsibility for their employment.
Too obsessed with what can be
created, they do not stop to consider
whether it should be created in the
first place.'*

- Anon



RYZA - Furnace of Shackled Stars



Ryza once fuelled the larger Imperial war effort, but since Waaagh! Grax descended, those days are long past. Now Ryza's Tech-Priests turn every second of the planet's industry to the business of survival alone. The greenskins made planetfall upon Ryza in the hundreds of billions. That number soars and dives with every hour, defying even the ability of the Magi Logis to quantify it. The Imperium has met the greenskin assault with over twenty Astra Militarum regiments fighting alongside Skitarii macroclades, Legio Cybernetica war cohorts, even Titan Legions, yet the Orks attack afresh with every new dawn. The Tech-Priests of Ryza have turned to more inventive measures: virus bombs rain down across the Obduras continent, laying low lesser greenskins by the million as hermetically sealed Kastelan Robot Maniples thump phosphor rounds into those Orks tough enough to survive. Above the polar metropolises, Ork fighter craft are harried by Onagers modified to crawl up the sheer hive walls. Salvation teams reclaim fallen god-machines, piecing them back together with ritual and supplicant incense even as Ork mekaniaks resurrect their Gargants with little more than welding torches and foul language. Upon Ryza it is not attrition that will carry the day, but invention – a quality the Adeptus Mechanicus considers all but heretical.



Dominus Lycathrensis Bute pulled his cowl forward as the sky burned bright with the fires of engine war. In the strobing shadows of the basilica, a killclade of Sicarian Ruststalkers were slashing their way through a throng of orkoid warriors, but the mob of crude Ork dreadnoughts stamping across the plaza were as yet unengaged. Bute gave a binharic blurt of irritation as he turned to the Kataphron Destroyers at his back. He would very much like to conclude his duress experiments on orkoid flesh this day, but it seemed the Machine God had other work in mind.

‘Let the fires of enlightenment rain from thy sacred weaponry!’ cried Bute to his corpse-faced congregation of plasma servitors, all four of his arms raised to the skies, ‘Let the soul of Ryza herself empower thee!’ He turned back, recalibrating his eradication ray as three tank-sized Ork walkers waddled into weapons range, their pincers snipping and their circular saws buzzing. To his exasperation, the Kataphrons behind him still had yet to engage. ‘And Ommissiah deliver us from slow-minded glitchwits,’ muttered Bute. ‘All right, open fire.’

The plaza lit up with blinding white

*energies, and the Ork walkers melted
away like candles in a fire storm.*



METALICA - *The Gleaming Giant of Ultima Segmentum*



The forge world of Metalica is inimical to life. The sole exceptions are the legions of the Cult Mechanicus that purposefully keep the planet bare so their work can continue in blessed sterility. By their toil does the forge world thrive, imposing order and logic upon the worlds nearby. The only real blight upon Metalica's history of terrible efficiency came from within. In 923.M39 the Elucidan Schism saw hard-line Fulgurites shoot down a Corpuscarii congregation on a pilgrimage to Mars, claiming their wasteful ways would destroy the balance of the priesthood upon the Red Planet. The resultant civil war raged for several hundred years, and the planet has been a lodestone for militant Electro-Priests ever since. The last millennium has seen Metalica's Cult Mechanicus united once more against a common threat – that of the Daemon. Metalica's Tech-Priests have a special revulsion for anarchy, and when the industrial lynchpin world of Armageddon was invaded by the forces of Chaos, their priesthood was quick to answer its call. Metalica's overseers were driven by morbid curiosity as much as a sense of duty and solidarity, but when the Daemon Primarch Angron's nightmarish hosts rampaged across

the planet, the Tech-Priests met them with every weapon at their disposal – and harnessed reams of data in the process.



‘Greater anomaly inbound,’ buzzed Datasmith Mu-Colohere, his gamma pistol blasting a leering gore-dæmon back to the hell from whence it came. Swooping through the skies towards his maniple was a winged brute of a monster soaked in blood. Mu-Colohere’s oculus irised wide as the beast smashed a Stormraven Gunship from the sky with a swing of its titanic axe. Distracted, the Datasmith was nearly decapitated by a metres-long blade of slick black steel. Luckily he had recently set his Kastelans to Conqueror protocols, and the daemonic wielder was stamped into the dirt by a looming automaton.

‘++OMNISSIAH BE WITH YOU++’ intoned his robot in its grinding monotone, backhanding a daemonic cavalier from its Juggernaut mount. ‘And with you in turn,’ replied Mu-Colohere. His gamma pistol’s beam punched through the Juggernaut, and the beast’s image faded from reality. ‘Not proper metal,’ said Mu-Colohere. ‘Hypothetical: the creatures wear an empyric reflection, rather than the substance itself.’

*Ahead, the winged monstrosity
roared in savage joy as it slammed
hooves-first into a Kataphron
Breacher, crushing it in a spray of
blood. 'Blessed are we,' canted Mu-
Colohere, ejecting doctrina wafers
from his robots and deftly replacing
them. 'Protector protocols initiate. Aim
for the eyes.'*





THE QUEST FOR KNOWLEDGE

Over the long millennia since its inception, the Cult Mechanicus has been riven, reformed, brought to the brink of catastrophe, and has engaged in conquests that span the galaxy. Calculus Logi labour night and day to catalogue its history, though they disclose it not. Only a handful of events are allowed to reach the annals of Imperial truth.



c. M31

THE BIRTH OF A NEW AGE

The aftermath of the ruinous Horus Heresy sees the Mechanicum reformed as the Adeptus Mechanicus. The Fabricator General of Mars is given a permanent position on the galaxy-ruling council known as the High Lords of Terra.

011.M32

THE GIRIDIUM EXPERIMENT

The Cult Mechanicus builds a fortress around the 'haunted' caves of Giridium. During the manifestation which occurs every equinox, the disciples of the Omnissiah blast apart rank upon rank of red-skinned Daemons. The process is repeated for nine long years. Just as the Adeptus Mechanicus are compiling reports and preparing to withdraw, the sky above yawns wide and disgorges a rain of capering, whirling flame-daemons. The ensuing battle rages for months, and when a new wave of blood-horrors bursts from the caves at the next equinox, the combined daemonic onslaught sees the Cult Mechanicus slain to a man.

c. M32

THE SHADOW WAR

An intense paranoia drives the Cult Mechanicus to bury their secrets deep. When the Inquisitors of Terra's new order take their tithe of data-tapestries, they also unwittingly take the countermeasures that will unravel them. Aware of their mistake but unwilling to admit it, the Inquisition devises purge protocols that engage in an unseen battle with the self-replicating deletion-programs of the Cult Mechanicus. Though this shadow conflict flares up into several planet-wrecking wars before fading into obscurity, it still rages in secret to this day.

401.M34

THE HOWLING

An Adeptus Mechanicus Explorator fleet clashes with the Cacodominus, an alien cyborg of colossal psychic potential. The horrific creature learns well of Humanity and its agents. Within a year it controls the populace of thirteen hundred planetary systems. The resultant heresy is ended by a concerted attack from the Legio Cybernetica and their Black Templar allies. Alas, the Cacodominus' psychic death scream burns out the minds of a billion Astropaths and distorts the signal of the Astronomican itself. Entire sub-sectors slide into barbarism without the light of the Emperor to guide them.

979.M34

THE PROPHET OF COGS

The long-time rivalry between those Tech-Priests who dwell in the north of Mars and those of the Martian South flares up into open war. As the conflict grinds on, both sides are assailed by the feral packs of malfunctioning Servitors and burnt-out war machines that haunt the desert wastes. The war reaches a gory conclusion when the self-proclaimed Prophet of Cogs broadcasts a control-chorus that binds millions of long-abandoned machines to his cause. Appalled by the half-living cyberghouls he sets on his foes, both north and south unite to drive him from the face of the Red Planet. Rumours persist that he haunts the Alpha Centauri System well into the 41st Millennium.

c. M35

THE TIME OF TWIN EMPIRES

During the secession of Segmentum Pacificus, the rebel forge world Moirae is destroyed by retaliatory Exterminatus, but not before the Moirae Schism has split the Adeptus Mechanicus in

two. The ensuing conflict draws Titan Legions and even those Space Marine Chapters affiliated to the Adeptus Mechanicus into the turmoil. The schism takes a heavy toll on the Adeptus Astartes, resulting in the death of dozens of companies and the excommunication of several Iron Hands clans. It takes over two millennia of desperate warfare before the Moirae doctrines are considered fully purged.

104.M36

THE WAR OF RECOVERY

550.M37

THE OCCLUSIAD

The northwestern fringe is ravaged by the Apostles of the Blind King. Rogue Tech-Priests who view Humanity as an affront to the Machine God, the Apostles uncover artefacts lost in the Dark Age of Technology that allow the creation of supernovae from the hearts of living suns. Constellations are forever changed as the Apostles purge the outer sectors of Segmentum Obscurus. War rages for a decade, thousands of heretical macroclades and Cohorts Cybernetica exterminating all human life from world after world with chilling efficiency. The tide turns only when Navigator Joyre Macran discovers the palace-warship of the Blind King hidden in a fold of Warp space. Macran guides the Emperor-class battleship *Dominus Astra* to the palace's location and the Blind King is slain. Without his prescience, the Apostles are overcome – not least due to the efforts of Mars itself and the founding of the heroic Dark Hunters Chapter.

383.M38

THE TELOK EXPEDITION

The radical Magos Vettius Telok leads a foray into the void beyond the Halo Stars in search of the fabled artefact known as the 'Breath of the Gods.' His expedition is reported lost with all knowledge.

743.M40

THE REALITY CAGE

The Tech-Priests of Venatoria create cagefields of pure law and reason that magnify the material dimension's inherent resistance to the energies of the Warp. Forbidden to test the resultant technology in realspace, the Tech-Priests lead an invasion fleet into the Ocularis Terribilis. Three Venatorians make it back alive to their forge world. They devote the rest of their careers to the creation of a 'reality bomb' that they believe will seal the Eye of Terror forever more. Sadly, their test run, staged upon the yawning rift known only as the Maelstrom, ends in disaster.

029.M41

THE EXHUBRIS PORTAL

The rune-sealed portals upon Exhubris II's grand archipelago are hidden within a landscape of leech-infested pyramids, but the Stygian Cult Mechanicus makes it their mission to open them. The excavation is well under way when a large force of Eldar from Craftworld Ulthwé arrive without warning to assail the Cult Mechanicus work teams. Stygies requests aid from a nearby Martian fleet. So determined is their defence that the reinforcements have time to make planetfall in great number, and the Eldar ground forces are hammered to ruin. The runic portal is broken open, and Tech-Priests from both Stygies and Mars enter the lambent labyrinth beyond.

139.M41

THE GOTHIC WAR

173.M41

THE BAITED BEAST

The Cult Mechanicus deliberately triggers Waaagh! Kragga in the tightly-held Urdeshi System. Though the Waaagh! boils out of control planetside, the Imperial Navy keeps it contained to Urdesh and its neighbouring worlds. The Tech-Priests greedily harness every screed of information; so much data is gathered their overheating archives have to be relocated to the cool of Urdesh's underground catacombs. Eventually the greenskins are methodically exterminated clan by clan. The next three centuries are spent cleansing and rebuilding the Urdeshi System. In the process, the invaluable data-catacombs are filled with rockcrete to form foundations for a grenade manufactorum.

745.M41

THE DEATH OF TYRAN

865.M41

THE CURSE ENTROPIC

A Chaos fleet of Iron Warriors and Daemon Engines unleashes a destructive machine-curse upon Cypra Mundi. Soon the forge world runs with rivers of molten metal, its surface dotted with a million burnt-out machines. Just as all seems lost the Cult Mechanicus coordinate a psalmic banishment that lifts the curse, leaving the Chaos Space Marines bereft of their Daemon allies. The planet is cleansed within a week.

979.M41

THE CAVERNS OF CALTH

Rumours circulate of a unique Tyranid bioform unearthed from the ice of Calth's polar crust. Magos Locard leads an Explorator army into Ultramar, delving deep under the planet's cold skin within minutes of planetfall. The torsion cannons of hundreds of battle servitors grind a path towards unsanctioned life signs in Calth's ancient tunnel networks. They do not find the legendary Carnifex they were expecting, but nest upon nest of burrowing, serpentine horrors. A desperate subterranean battle breaks out in the darkness, and Magos Locard is forced to leave empty-handed.

983.M41

TO PUNISH THE USURPER

Upon the lodestone world of Knuthor, a nation of feral humans worships their Ork slavers as prophets of the primitive deity King Thug. When the nearby forge world of Graia learns one of the Ork roks is built around a fabled Ark Mechanicus, it sends forth its legions on a priority intercept. Within a year of the travesty coming to light, both xenos and human alike have been scoured from the planet, and the salvaged pieces of the Ark Mechanicus born reverently back to Graia.

988.M41

THE OMNITASK BLASPHEMY

992.M41

THE SCOURING OF JOHAN'S EDEN

An ancient data-cache is unearthed upon the jungle planet of Johan's Eden. The Cult Mechanicus descends, only to find the

planet's modest populace slain by Necron Canoptek constructs. Several war congregations launch a simultaneous attack. Eight years of war follow before the Cult Mechanicus recover the data-cache. Three intact STCs are recovered as a result – one for self-heating cookpots, one for parchment autoquills, and one for stable flux-core bolt rounds that can melt ceramite as if it were wax.

674999.M41

RETURN TO ABHEILÜNG

986999.M41

DESPERATE MEASURES

The Tech-Priest custodians at work in the Emperor's Palace uncover irrevocable failures in the mechanisms of the Golden Throne. A dozen contingency expeditions are immediately launched, including a Xanthite war procession sent through the Exhubris Portal. The Xanthites fight through Harlequin Troupes and Daemon hordes alike before reaching their intended destination. In the grave-cold oubliettes beneath Commorragh, a dark bargain is struck.



TECH-PRIESTS DOMINUS

Shapers of destruction, masters of the Cult Mechanicus, the Tech-Priests Dominus can reduce entire worlds to ruin. They can command a city to be broken down until not a single rockcrete brick rests upon another, or order an entire race eradicated and expunged from the history books. These feats they accomplish not through diplomacy, but via the relentless, merciless application of firepower.

The vaunted rank of Dominus is bestowed only on those of the Cult Mechanicus with a true talent for war; those who believe the supremacy of the Machine God is to be proven at every opportunity. Though they are as likely to hail from the laboratories of the Biologis as they are from the war halls of the Magi Militarum, each is an expert in weapons arcana. To them the secrets of the battlefield are laid bare. Every bullet's ballistic trajectory, every las-pack's current capacity and every battle engine's optimal fire solution flickers in their mind's eye. They feast on raw data and cerebro-stimulants, allowing them to visit destruction personally upon the foe even as they coordinate front-line tactics and exload war-psalms from their vox arrays. None are safe, for they are as lethal to machines as they are to organic life. A Tech-Priest Dominus can tear the machine spirit from a super-heavy tank even as he blasts its infantry escort to coiling wisps of steam.



A GRIP OF COLD IRON

The Cult Mechanicus wields vast power. On some dependent worlds

they are accorded even more respect than officials of the Adeptus Terra – or even the Inquisition itself. It is the Tech-Priests that are responsible for unearthing ancient technical records and designs, for maintaining millennia-old machines, and for capturing and analysing alien artefacts. They have a holy duty to protect Mankind from the perils that such technology can bring, for it is widely believed that soulless constructs were responsible for bringing about the Age of Strife. Despite worshipping machines, the Cult Mechanicus does not strive for a return to the Dark Age of Technology. Instead they yearn for a time when man and machine are perfectly enmeshed with one another, as typified by the Omnissiah himself. They look down upon those who would work to other ends, and will crush any foolish enough to blaspheme against the Machine God by the acts of unlicensed experimentation, discovery and invention. Though the lowest ranks of Tech-Priest have maintenance and construction duties, as adepts progress and learn greater knowledge, they are entrusted to study the greatest mysteries of the galaxy. All endeavour to maintain a position of absolute knowledge and

authority. A Tech-Priest who feels his domain is threatened will go to any lengths to protect his power, including murder, sabotage and outright war.





KATAPHRON BREACHERS

Kataphron Breachers are battle servitors many times the size and power of those used by the rest of the Imperium. Utterly deadly at close quarters, they are not born so much as constructed, their every enhancement geared for maximum lethality. They are easily recognised by their growling motive units, vicious hydraulic pincers and deadly shoulder-mounted cannons. Yet the most vital component of all is within – the soul of a violent man.

In battle Kataphron Breachers rumble forward at the command of their Tech-Priest masters, fulfilling the role of living shield and battering ram alike. Originally devised to break apart enemy battle lines and fortifications, they are of great use to those adepts who wish to seize a valuable artefact from the clutches of would-be usurpers.

As they near the front line the volleys levelled by the foe thunder around the Breachers to little effect; the thick overlapping plates that cover the flesh-parts of the battle servitors make them all but invulnerable to small arms fire. Once their proximity bells chime, Breachers return fire with helical blasts of energy from heavy arc rifles or the twisting, ripping fields of torsion cannons. Whilst the foe scatters in disarray the Breachers accelerate, crashing into enemy lines to crush and kill with piston-driven talons and coruscating arc claws.



THE MERCY OF THE OMNISSIAH

*The servitor complement of even a
single forge world will typically*

number in the tens of millions. Many were once wanted criminals – hard and intimidating men from all walks of Imperial life, from hive gangers stitched with vat-grown slabs of muscle to Inquisitorial enforcers that committed bloody murder after learning too much. When the Adeptus Arbites find a transgressor of surpassing physical size, that individual will be beaten senseless with power mauls and sent battered and bloody to the nearest forge world. There he is given a second chance to serve Mankind as one of its most faithful servants. First the specimen is mind-wiped, chemically lobotomised so that his personality and memories are a blank slate – in theory at least. Next his arms are cut away, usually replaced with weapons or tools suited to the new role his masters have chosen for him. In the case of battle servitors, the specimen will be halved at the abdomen and permanently sutured into a tracked motive unit. His mind will be hardwired with targeting computers, and his voice box surgically modified to better sing binharic praise to the Machine God. The process is of course painful in the extreme, but then no atonement is every truly complete without sacrifice.





KATAPHRON DESTROYERS

The cyborgised horrors known as Kataphron Destroyers exist only to kill. There is perhaps no purer calling in all the galaxy than that of the living weapon, especially one unsullied by the responsibility of morality, or even thought. All servitors are ultimately tools wielded by the hand of another, and the Kataphrons are no exception. When such a battle servitor is controlled by an adept of the Machine God, they become destruction incarnate.

Where the standard Kataphron Breacher has at least one claw-like arm, the Destroyer has both its upper limbs replaced by high-yield weaponry. On one side it mounts a cannon of advanced design, ranging from the heavy phosphor blaster – a weapon that fires white-hot spheres that cling, burning, to the target – to the plasma culverin, a cannon so volatile the servitor's own flesh crisps and burns even as his targets are reduced to molten sludge. Perhaps most feared of all the Destroyer's tools is the heavy grav-cannon, a weapon that can flatten even the wraithbone ghost-constructs of the Eldar in a single crushing second. Their potential for dealing death does not end there, for on the other side of their torso Destroyers bear secondary weapon systems that can hurl nearby enemies back with roaring gouts of flame and streams of phosphor shot. Those that somehow survive this blistering array of firepower would do well to flee quickly, lest they be ground into the dirt under the Destroyers' heavy tracks.



The basilica wall gave way with a landslide crash. A gigantic bio-beast

shouldered through it, thick knots of lesser Tyranids spilling through amongst the rubble and clouds of ancient brick dust. The cognis weaponry of Destroyer-clade Vho-9-Rhombus reacted before the servitors themselves, snapping round to belch great clouds of promethium flame into those weapon-beasts skittering forwards. As one, Vho-9-Rhombus pivoted and slowly reversed, the expressions of the three battle servitors as slack and disinterested as if still in transit to the war zone. The spindly servo-limbs of their cognis flamers deftly detached the empty canisters and replaced them without a microsecond of hesitation. Tyranids leapt, blade-arms whipping through the air, only to be caught once more in blasts of flame.

The giant wrecker organism barrelled through the fires with a screeching roar, a crab-like pincer crushing the leftmost battle servitor in an explosion of sparks and stinking blood. From the nave behind came a monotonous chant, the sound filling the basilica's perfect acoustics with binharic battle cant. The two remaining Kataphrons shook as if in ecstasy before levelling their graviton cannons at the beast ploughing through the pews towards their

*master. The Tyranid creature
screamed as its carapace cracked in a
hundred places, and then it burst,
squashed like an insect under the
Omnissiah's iron heel.*





FULGURITE ELECTRO- PRIESTS

Fulgurite Electro-Priests crackle with energies stolen from those they slay in mortal combat. A protective shroud of lightning known as a voltagheist field surrounds them, and their rewired veins and subcutaneous electocircuits thrum with divine force. The Fulgurites are amongst the most blunt and bellicose of the Omnissiah's disciples – these holy warriors do not slay their foes at range, but bludgeon the life from heretic and foe-machine alike.

Also known as Luminen or 'the sparks of life', Electro-Priests exist as lesser orders of the Tech-Priest hierarchy. They are fanatically devoted to the Motive Force, third of the Machine God's trinity, believing that all life and motion owes its continued existence to that ineffable divinity. Electro-Priests are capable of channelling energy through anything they touch. Cybernetic grafts in their nervous system allow them to channel electrical energy through their copper-etched palms, the charge building quickly as the Electro-Priest works himself into an ecstatic frenzy. At the heights of their religious mania, the truly devout can destroy enemies of the Machine God with bolts of living lightning – or, in the case of the Fulgurites, drain their life energy as a Catathan mega-leech drains blood.

It is the creed of the Fulgurite to tear the life energy from the galaxy – in particular the bioelectricity that animates living souls. Also known as the Brotherhood of Petrified Lightning, they wish to harness the animus of their foes and bind it to the Omnissiah, reclaiming the Motive Force and solidifying it with the power that dwells in the care of the Tech-Priests. The

Fulgurites believe that only those found worthy in the eyes of the Machine God should possess the divine grace of his galvanising power. They would willingly render every civilisation that did not praise the Omnissiah totally inert, plunging the civilisations of the unenlightened into eternal night. This selfish creed is noidle philosophy, but rather a holy crusade, and they fight for it night and day.

To the Fulgurite, to waste energy is almost as vile an act as to allow the unbeliever to use it to his own ends. Rather than slaying their foes from afar or committing what they see as blasphemy by using powered weapons, these priests stride bare-chested into battle, smiting their foes in person with long-hafted electroleech staves. These contain conductor rods that draw the energy from those they strike and store it in powerful capacitor cells. They can rob the Motive Force from an enemy war machine, leaving it cold and dead. More unsettling still, they can suck the bioelectricity from living creatures, drawing it out in one great draught and harnessing it within their core capacitors so that same energy can later power the holy instead of the heretic. Those so struck will collapse to the ground, their corpses left cold and motionless as stone.



ELECTOOS

Every one of the Omnissiah's worshippers is fitted with a personal electoo. Taking the form of subcutaneous circuitry, some of these devices are little more than small identifier-plates and information wafers that can only be accessed when illuminated by senior Tech-

Priests. Others are far more advanced. The electoo networks the brotherhoods of the Electro-Priests implant beneath their skin are so extensive they cover the entire nervous system, their bio-electric pulses potent enough to send out bursts of scorching power that intercept incoming projectiles. Through devices such as these, the mana of the Machine God can visit Fabricator General and lowly Skitarii warrior alike. Even servitors and robots are blessed with their own form of electoo, as much to brand them as the property of their masters as for the religious rapture they can bring.

Through these electoos, the disciples of the Adeptus Mechanicus can channel the electric majesty of the Ommissiah. The faithful are filled with a glorious ambrosia of data, their floodstreams thrilling with the sweet nectar of pure information. In times of battle, an entire procession can have their electoos remotely set to respond to the same canticles and invocations.

In doing so, the leaders of the Cult Mechanicus ensure that their cybernetic congregation is filled with the divine ability to destroy its foes – be it with blasts of living lightning, piston-driven fists, or the blinding light of the Ommissiah's truth.





CORPUSCARII ELECTRO-PRIESTS

Truly blessed are the Corpuscarii, for the Motive Force literally runs in their veins. These blazing fanatics can summon lightning at will, stretching out electrostatic gauntlets to send jagged bolts of the Machine God's wrath into the foe. Those struck by these sacred energies are granted the ecstasy of full-body electrocution. For a brief second before death, the unbelievers see the light, their paroxysms shaking them apart as their bodies burn from the inside out. Such is the generosity of the Corpuscarii, for their duty is to illuminate the galaxy.

The Electro-Priests' sacred calling requires their bodies be hardened, conditioned and electrosurgically prepared for the ordeal of hosting the Motive Force's sacred energy. The wearing of heavy rubber boots is of paramount importance, for to simply ground the energies of their order is seen as wasteful by brazen Corpuscarii and miserly Fulgurite alike. Regardless of faction, Electro-Priests do not see in the conventional sense – the channelling of sacred electric force boils the eyes in their sockets, or else melts them so they run, globular and bubbling, down the cheeks – a sacred phenomenon the order knows as the Ommissiah's Tears. Corpuscarius and Fulgurite alike are grateful for this gift, for they can sense the electromagnetic signature of friend and foe alike, and perceive the world as a crackling vision of the Motive Force that powers all things. To the Corpuscarii, the galaxy's inhabitants are little more than dim ghosts of electric force just waiting to be sent blazing to the Ommissiah's side.



CONDUITS OF STRIFE

The schism that divides the Electro-Priests dates back to pre-Imperial times, when this offshoot of the Mechanicum was still in its infancy. The forefathers of the Corpuscarii focussed their worship upon the Machine God – they believed his light should be brought to the galaxy. His energies were to illuminate the savage, in doing so bringing more resources to their order. They mounted great religious crusades to this end, expending a great deal of Mars' resources in the process, but believing the price worthwhile – those early pioneers considered the Ommissiah's power to be infinite. Those who would become the Fulgurites were aghast when they counted the cost. They were jealously protective of the Motive Force – that invisible deity that gives all creatures, be they mechanical or be they flesh, the power to move of their own accord. Believing their god's favour to be finite, they claimed that the Corpuscarii were flagrantly wasting the Machine God's power – they not only abused his divine energy in illuminating their ships, but frittered his power into the ether by channelling blasts of electricity. Incensed at these accusations, the Corpuscarii returned to Mars. The

*brotherhood fractured many times,
and the first Conduit Wars began. To
this day, Mars's surface is still
scorched by the legacy of those dismal
times.*





KASTELAN ROBOTS

The Kastelan combines tremendous physical might with a rugged stamina that has seen it fight the Imperium's foes for ten thousand years. Twice the height of a Space Marine, the Kastelan is a nigh unstoppable force, for it is built of solid metal with a ceramite hide that allows it to stride through hails of fire without pause. Yet every Kastelan must be carefully programmed with each new task, lest it simply continue ad infinitum with its existing orders. It is not unknown for a maniple of Kastelans to stride purposefully into a lake of lava, or slaughter their way through a city even after destroying the techno-insurrectionists it was sent to put down. Specialist Tech-Priests, such as Cybernetica Datasmiths, can adjust the Kastelans' programs mid-battle. Should a maniple's ballistics subroutines be triggered, pinpoint volleys of phosphor stream into the enemy ranks, forcing those who somehow survive the storm to seek shelter as their persecutors lumber ever closer. As the maniple approaches, the Datasmith will set the imperatives driving his robotic charges to Conqueror protocols. A moment of readjustment and the Kastelans quicken their pace, their incandescence combustors burning the foe from cover as their stomping stride turns into a loping run that shivers the tortured earth. When a maniple of Kastelans hits the enemy line it does so with the force of a battle tank squadron, each robot's barrel-sized power fists slamming the foe into broken ruin as they stamp their victims to bloody paste underfoot.



THE MIND IN THE MACHINE

*The Legio Cybernetica can trace its
origins to when early technosavants*

experimented with artificial life. Ever curious, those early pioneers not only constructed vast hosts of automatons but also gave their creations the gift of independent thought. That decision was to cost them dearly, and the rest of Humanity with it. After the terrible consequences of those times, the dread concept of the Silica Animus was outlawed forever, its creators subjected to excommunico fatalis and its resurrection punishable by torture to the point of death. And yet there were those that still yearned to walk in their shadow. In lieu of creating automata with the souls of men, many recidivist Tech-Priests created machines imbued with the animus of loyal beasts – or worse, with essences from the Empyrean. The resultant schism was exploited by Horus himself. Its legacy was the Dark Mechanicum, whose members go to infernal lengths to give life to their machines. Many latter-pattern robots are tainted by their association with the machine-predators of that desperate age. So it is that the animalistic Thanatar, Castellax and Vorax are forgotten on all but the most intrepid and independent of forge worlds, and the Dark Mechanicum spoken of only in whispered code.





The seething mass of chitin-clad monsters stretched to the horizon, a sea breaking against a cliff of stone. Leaving the battlements, Xi-Lomax felt tiny hairs rising on what was left of his skin. He dismissed the fear, and led his maniple to the mag-lift nonetheless. Out there somewhere – 1.29 demi-miles distant, to be exact – were priceless relics of the Machine God. And Magos Gostonblyte had given him and his fellow Datasmith

Rho-Ghox orders to recover them.

*With a thunderous clanking of chains,
the strongpoint's vault door ratcheted
open. Peering down the corridor past
the first two Kastelans of his maniple,
Xi-Lomax could see the wan light of
the infested world beyond. Jagged
shadows reached along the walls
towards him.*

*Without warning, Gostonblyte
emerged from a sliding door that led
to the basement and spoke a single
word of power. The robots of Xi-
Lomax's maniple stormed forward,
suddenly galvanised into action.
There came a whooshing roar like the
breath of a Sydonian cog-dragon, and
twin geysers of flame erupted along
the corridor. Splashing downward,
they burned through the xenos life
forms jostling through the exit. The
smell of thrice-blessed promethium
mingled with an acrid stink that Xi-
Lomax presumed was burning alien
flesh.*

*The robots barged out from the vault
door, their barrel-like phosphor
blasters stabbing white-hot death into
the recoiling invaders. Xi-Lomax
crunched blackened corpses under
his metal boots as he followed them
into the xenos-infested hellscape that*

had once been sacred ground.

Xi-Lomax blasted a xenos cranium to ash with his gamma pistol, adding his voxchant to that of Rho-Ghox and Gostonblyte. The rhythmic chatter of the Benediction of Omniscience was audible even over the din of screeching aliens. Within moments, the Kastelans were barging a path through the xenos with even greater surety, each point-blank shot burning through the elongated skulls and sinewy throats of those beasts trying to claw them down. A trio of twelve-foot xenos monsters waded through the horde, their fluted bio-weaponry spitting glutinous filth. Several gobbets hit home, burning layers of metal from one of Xi-Lomax's charges. A tight knot of anger grew in the Datasmith's throat as the robot staggered and fell, its ancient form quickly buried under frenzied aliens.

Still a hundred feet left to go. The invaders were responding like the cells of an immune system to the foreign bodies in their midst, massing around them whilst giant shadows loomed closer through the ochre mists. Electricity crackled from the battlements of the stronghold, the detonations shivering the earth as the congregation's Corpuscarii unleashed

their blessed lightning. And yet each kill bought them a microsecond at most. Gostonblyte began the Chant of the Technopurge – a xenos blade beast leapt at Xi-Lomax, knocking him back hard, but he took up the canticle as best he could none the less. Javelins of energy fell from the skies above, one spearing the beast on top of him. The bolt's afterimage filled his sight with the glorious light of the Omnissiah. His vision subroutines resurrected, and he saw a clear path to the fallen relics ahead. A blurt of binharic cant, and his robots set up twin walls of flame that kept the xenos at bay. He ran, falling upon the acid-scarred relics. His mechadendrites went to work. Another rumble underfoot, and a snake-tailed horror the size of a bell tower burst from the ground, bio-lightning spewing from its jaws.

The beast's bladed tail slashed at head height. A bell-like peal rang out as the last of his maniple left standing stepped in to block its path. The top half of the robot toppled to the dirt, sparks flying from its waist. The beast reared back to strike, crackling maw opened wide enough to swallow Xi-Lomax whole. From nowhere a clergy of Fulgurites sprinted past, one springing from the ruined legs of the robot to slam his electroeech stave

*into the creature's face. Sword-like
teeth flew, the bio-energy of its maw
stolen away into the stave's
capacitors. The beast spasmed,
scything down the Fulgurites in its
alien rage, but they had bought Xi-
Lomax time to complete his holy work.*

*Roaring static-laced war cries, the
robot maniple codified as the Fists of
the Ommissiah rose from their ashen
graves. Their carapace weapons spat
phosphor at the serpent-beast, its
thrashing wrath sending Rho-Ghox
flying. Magos Gostonblyte's
ministrations had brought Xi-Lomax's
maniple back into the fight, the robots
forming a ring of steel that no blade-
beast could breach. The serpentine
monstrosity lunged, but one of the
Fists stepped in to catch its yawning
jaws in power-wreathed gauntlets.
This time Xi-Lomax led the chant. His
master Gostonblyte joined him even
as he hacked the tail from the beast
with his power axe. A glowing halo of
binharic code crowned the robot's
metallic pate. It heaved, servos
grinding, and ripped the xenos
monster's head apart in a spray of
yellow ichor.*

*Unstoppable, the Fists of the
Ommissiah barged through thick
swathes of scythe-limbed terrors,*

*smashing a path back to the
stronghold-like Catachans hacking
through the jungle. The invading
creatures, robbed of their serpentine
champion, fell screeching into
disarray before them.*

*‘Ommissiah be praised,’ cried Xi-
Lomax. ‘We’ve broken them, master.
Tyran can yet be saved!’*





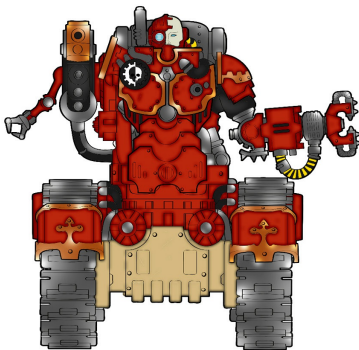
MARS



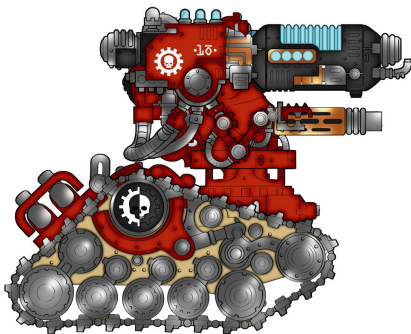
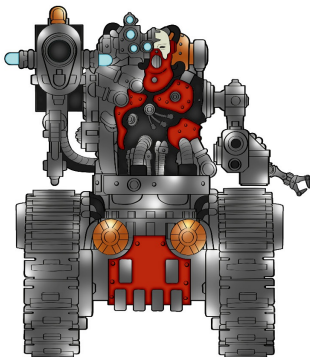


The Electro-Priests of Mars wear robes the deep red colour of their home planet, in keeping with the traditions of the Cult Mechanicus. Congregations may be distinguished by different

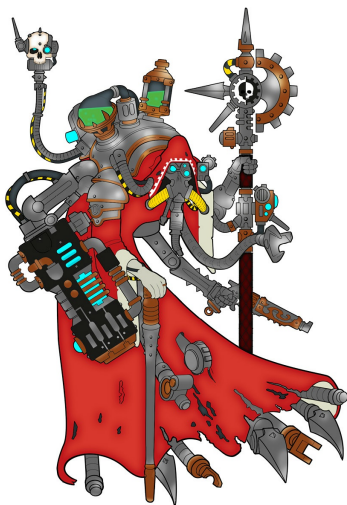
decorative metals or markings upon their robes.

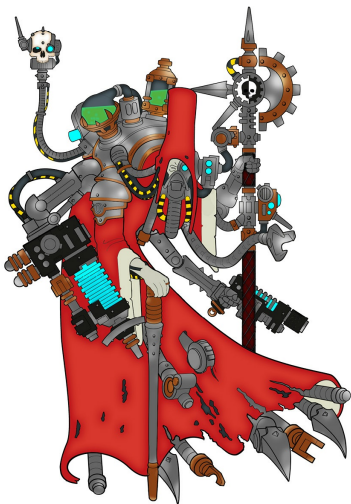


Kataphron Breachers bear the icon of their forge world on the armoured flanks of their track units, accompanied by a servitor identification number. Each servitor in a unit will carry a different number.

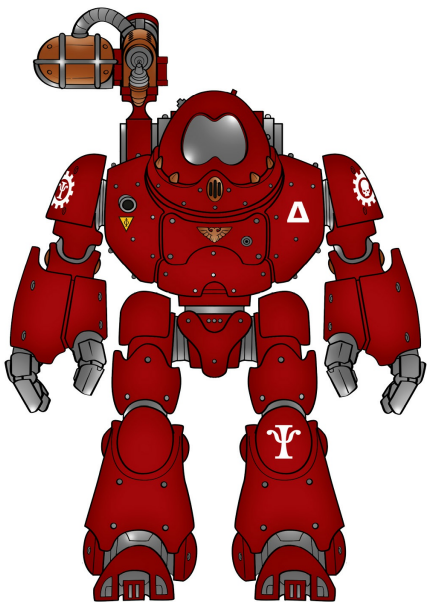


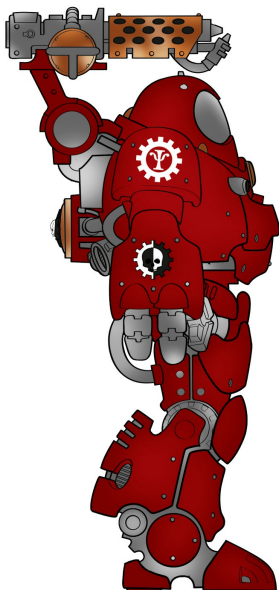
Kataphron Destroyers will instead display servitor identification numbers and warning glyphs upon the sides of their colossal heavy weapons, along with the icon of their forge world of origin.





The Tech-Priests Dominus of Mars may wear variants of their forge world's heraldry, but always incorporate the dull silver of industrial sprawl, the matt black of scorched carbon residue, and the deep red of the Martian sunrise.







Each Kastelan Robot is a totem of the Omnissiah's might and so is accorded a unique recognition symbol, commonly borne upon the knee and shoulder. Maniple sigils may also be applied to robots and the armour of their attendant Datasmiths.

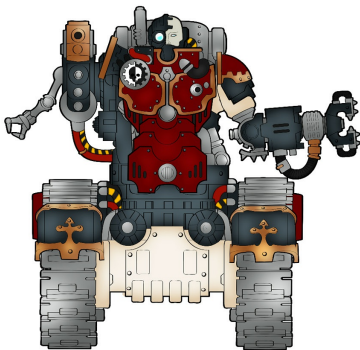
LUCIUS



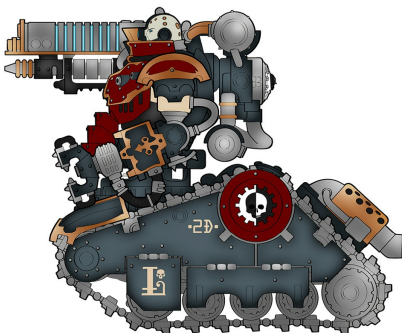


The Electro-Priests of Lucius once wore only the cream and dark metal of their forge world's original heraldry, but since the disastrous Inculcata Schism they have wisely added the dark red

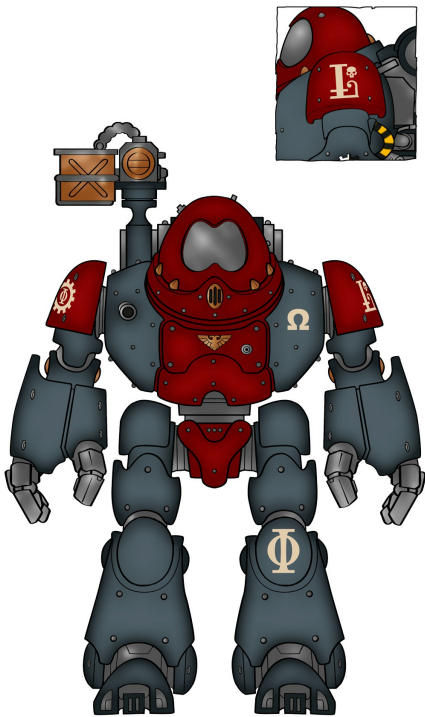
of Mars to their heraldry, reaffirming their allegiance.



Lucius' Kataphron servitors wear exoskeletons scorched black in the traditional rite known as the Solar Blessing.



The war machines of Lucius adopt the same system of markings as Mars, an outward sign of obeisance to its laws.

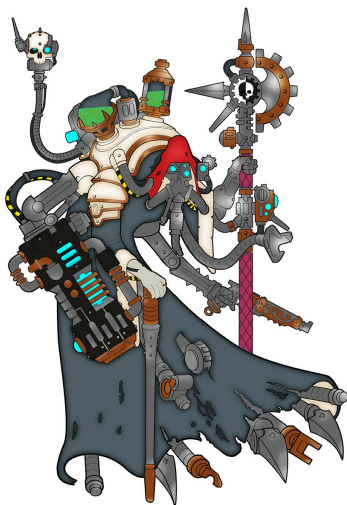


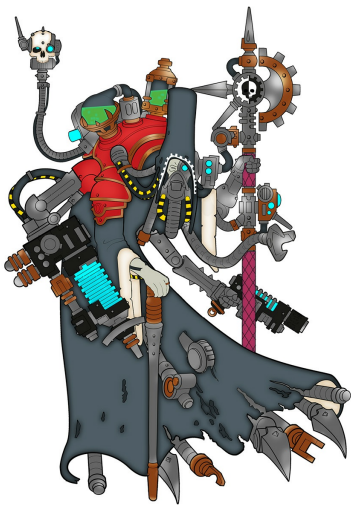
Ominous and stark, the heraldry worn by the Kastelan Robots of

Lucius has remained unchanged for millennia.

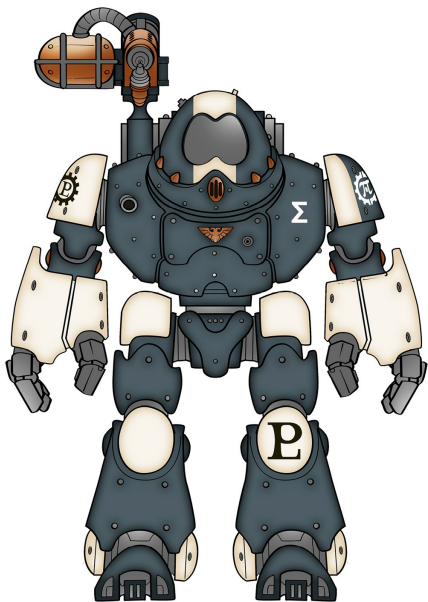
AGRIPINAA

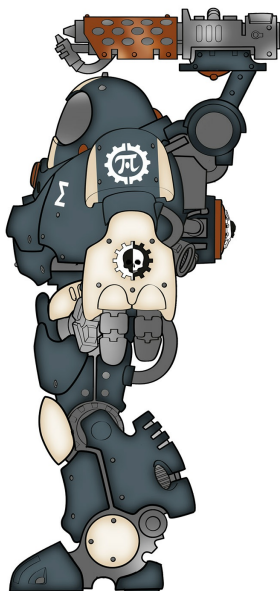






The Tech-Priests of Agripinaa wear the colours of Mars reversed, although some of the crimson of the Cult Mechanicus is always in evidence. Their artefacts and armour plates are usually gilded or inlaid with precious metals, each metal distilled from those subterranean ores that have never felt the unclean light of the Eye of Terror.

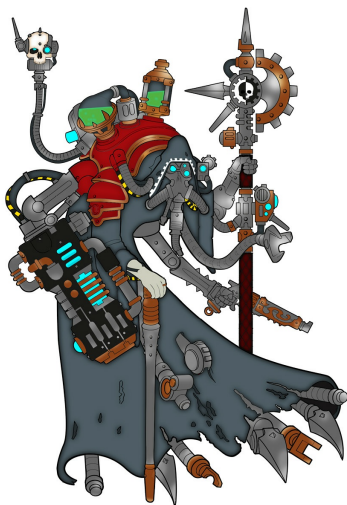


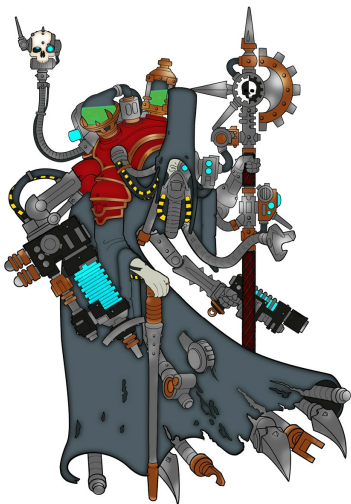




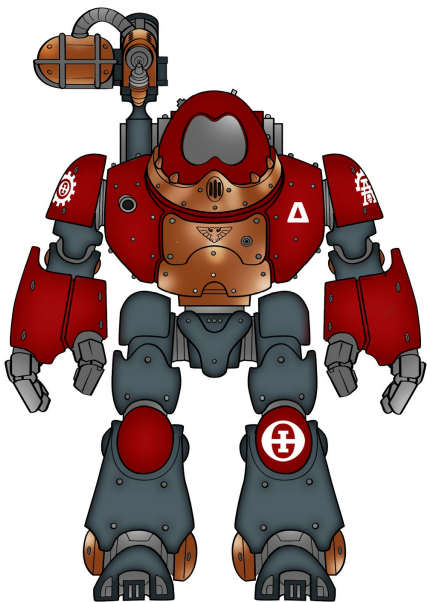
Agripinaa's Legio Cybernetica cohorts are often armoured in the charcoal grey of endless night, for in their war against the lightless worlds of the Eye of Terror, even the tiniest advantage can be the difference between victory and damnation.

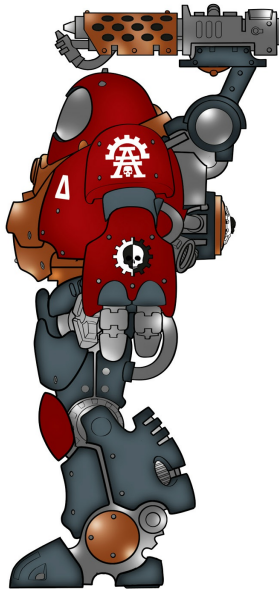
STYGIES VIII





The Tech-Priests of Stygies VIII wear the sacred colour of Mars upon their armour plates, while their ceremonial robes are the pitch black of endless night.







The deep red of the Cult Mechanicus is proudly displayed on the armour plates of the Stygian Kastelan Robots and the Tech-Priests who command them, with icons and glyphs proudly picked out in white.

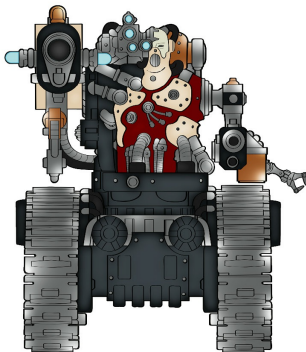
GRAIA



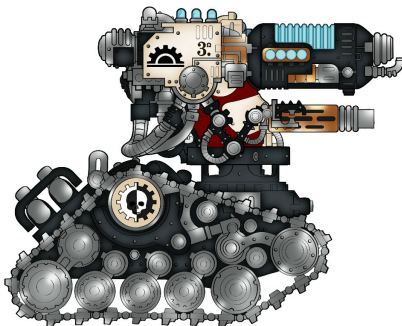


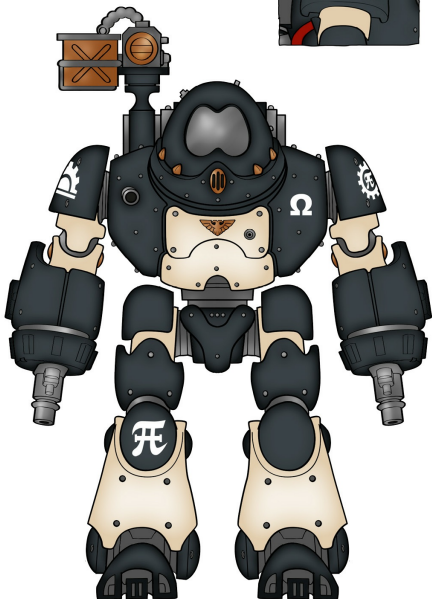
Graia's priests claim their interest in warfare represents their desire for enlightenment, though their rivals claim they go to war for war's sake, and that their obsession with blood is evinced by

the deep red of their robes and tabard markings.



War machines hailing from Graia carry the colours of death – blood red, funereal black and bleached bone.

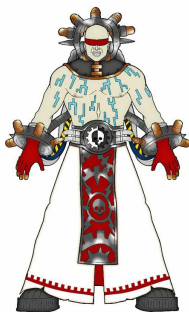
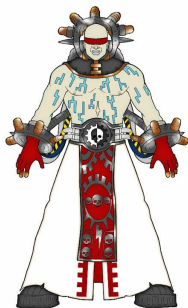




Graia's Kastelan Robots commonly bear white iconography upon the black slabs of their battlehide, while the markings of its Kataphron Battle Servitor clades are black upon their bone-coloured plates.

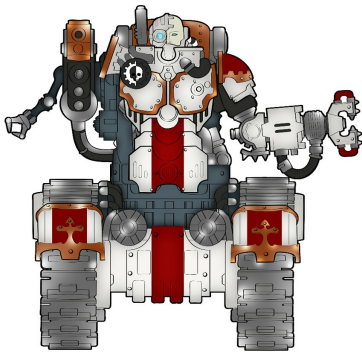
METALICA



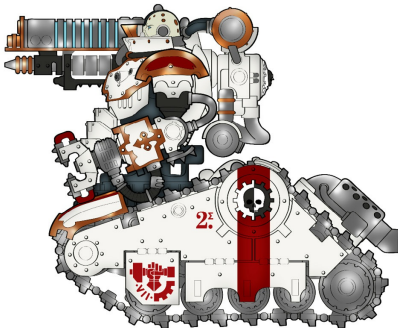


The white robes of Metallica's Electro-Priests are complemented by tabards of deep red and gunmetal, the former a nod towards their heritage as part of the greater Adeptus Mechanicus, and the latter

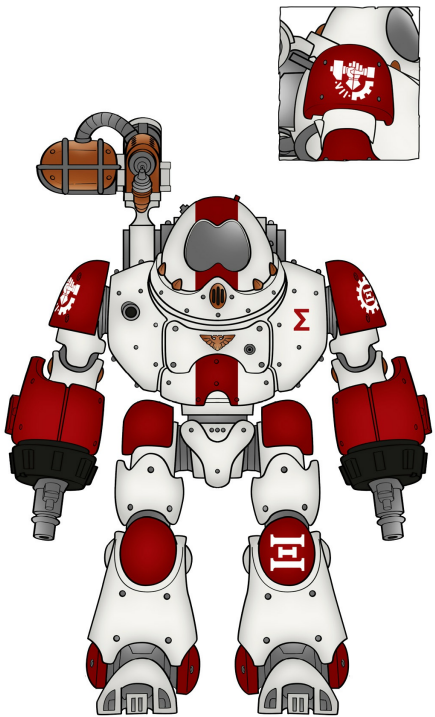
in honour of their metal-skinned world.



The gunmetal used in the construction of Metalica's servitors is the same material that covers its surface.



Vertical bars of crimson are often used to distinguish different clades of Kataphron Battle Servitors.

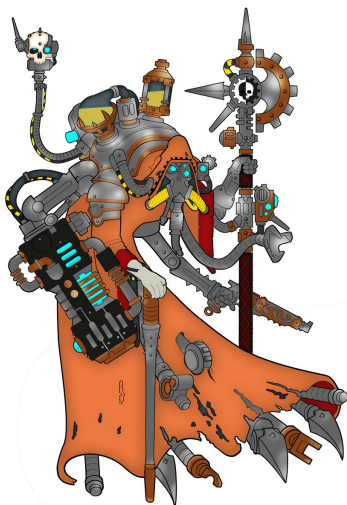


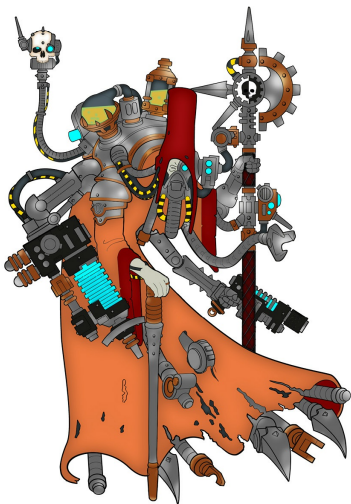
To honour the blood they have spilt in centuries of war, Metallica's

Kastelan Robots wear ritual red over ivory.

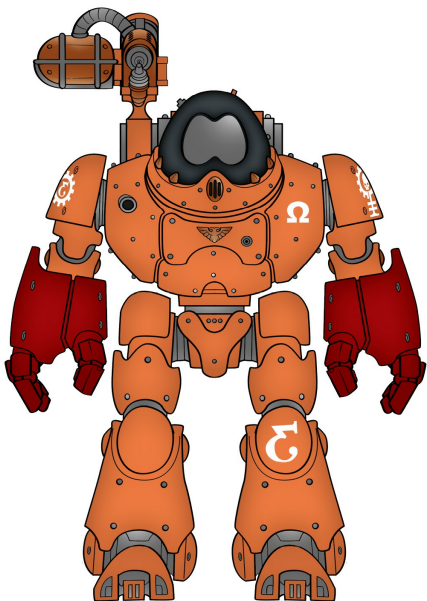
RYZA

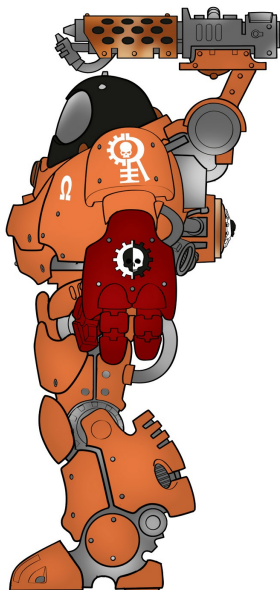






The Tech-Priests Dominus of Ryza dress in an ochre hue that represents the ever-shifting rust dunes of their arid and lifeless forge world. Seniority within the priesthood is indicated by greater amounts of crimson in robes and armour.



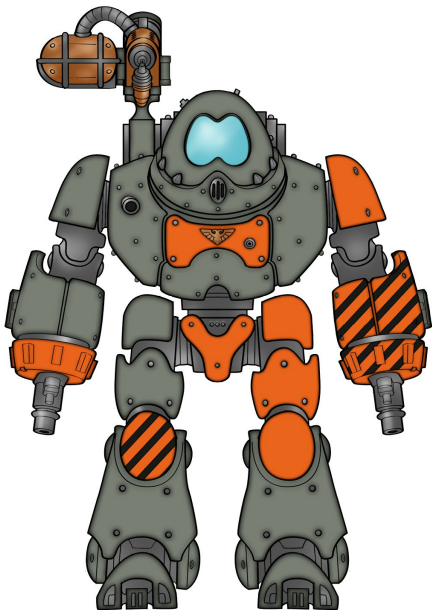




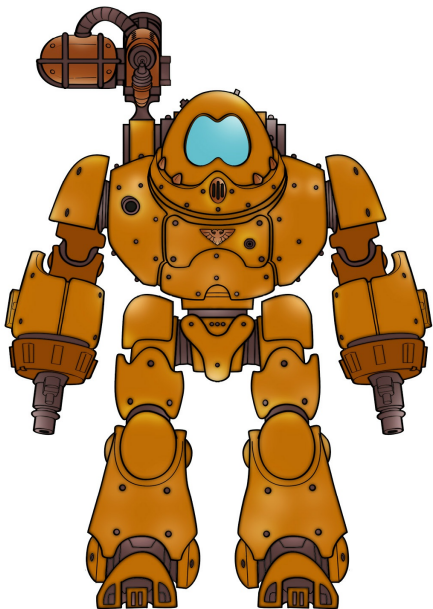
Though the Legio Cybernetica of Ryza displays many thousands of variations in heraldry, all its robots bear combinations of ochre, deep red, silver and black. Each distribution of colour is echoed by the uniform of its assigned Datasmiths.

METALICA

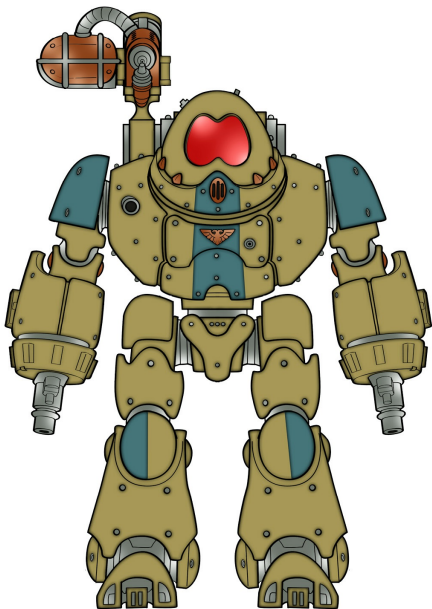
The cohorts of the Legio Cybernetica have marched to war in the colours of their forge worlds for ten thousand years, but the Kastelan Robots themselves are older than the Imperium and some call no single forge world home. Bands of these itinerant war machines may appear in the battle congregations of the Cult Mechanicus, their arrival unheralded and taken as a sign of the Machine God's favour. They will allow themselves to be directed by local Tech-Priests until the battle is won, after which they disappear once more, perhaps for centuries at a time. A number of legendary examples are shown here.



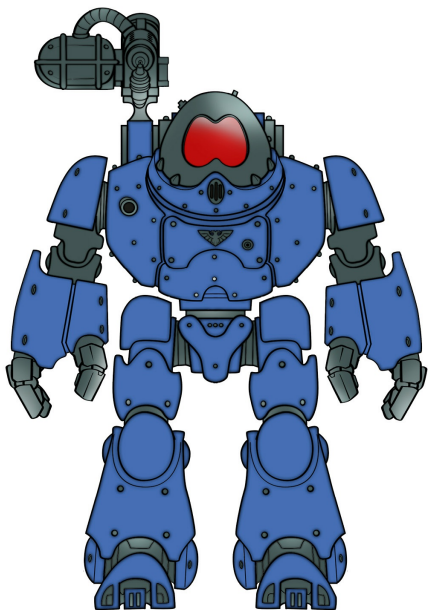
Nihilor Rad-Ulthus, Detestatus Maniple (macro sabotage specialists)



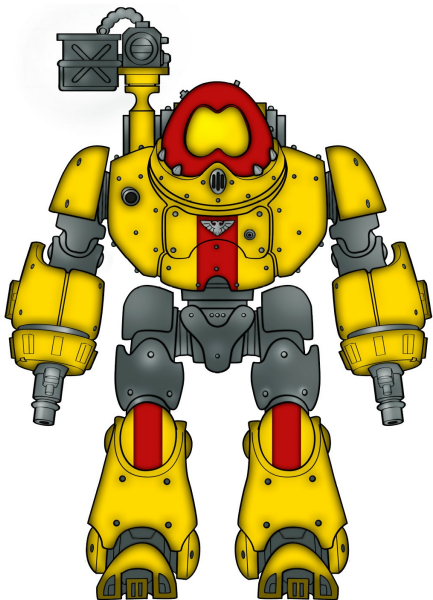
Cromag-Conquestor, Blessed Maniple of Thoth, XIIth Gnuvian
Recidivism



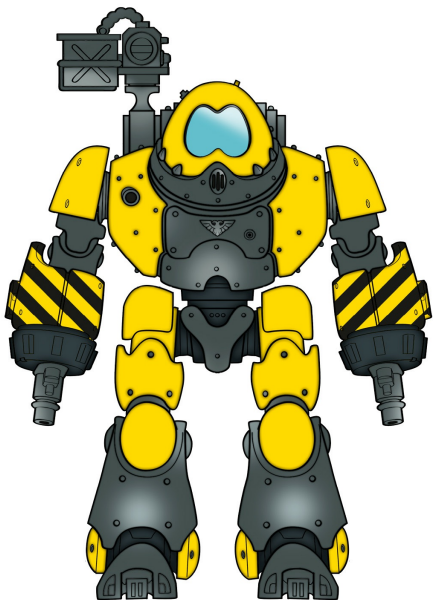
Electrus 9-Shantar, reported lost during the Goloch Transmographism



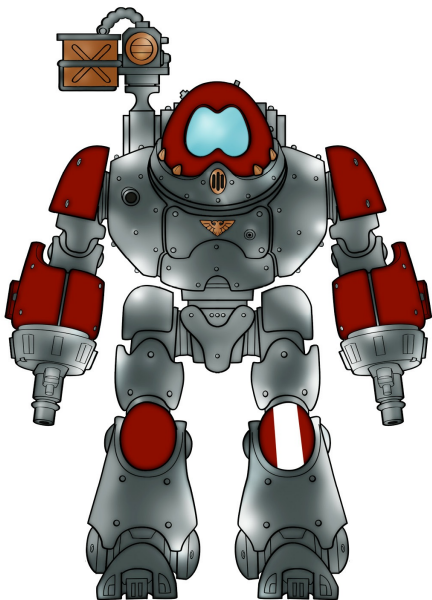
Verg-Rhombor, the Giant of Destregrad IX



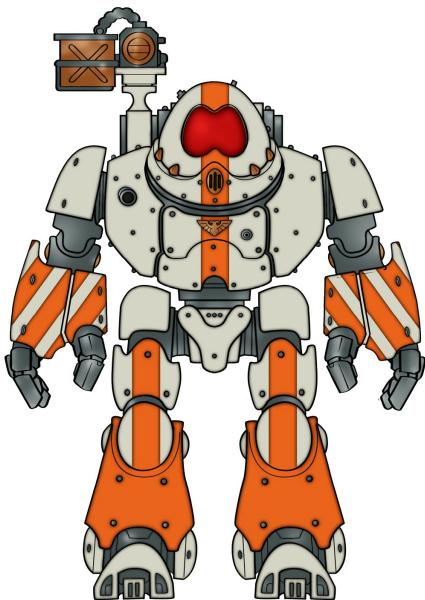
3-Null Cortex, Eighth Maniple of the Vitruvian Honour Cohort



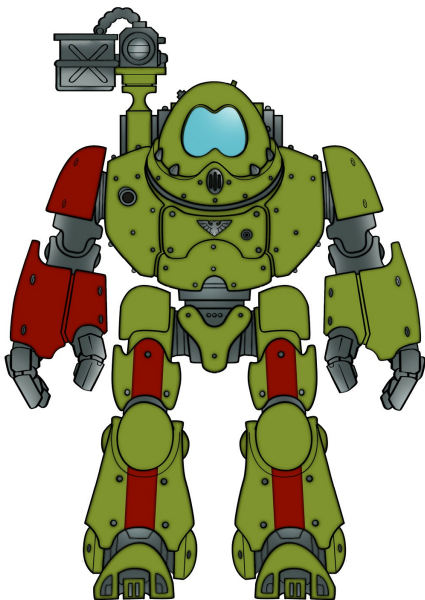
Sor-Methuselas, Din-Thoria Maniple, the Red Lessons of Agra Prime



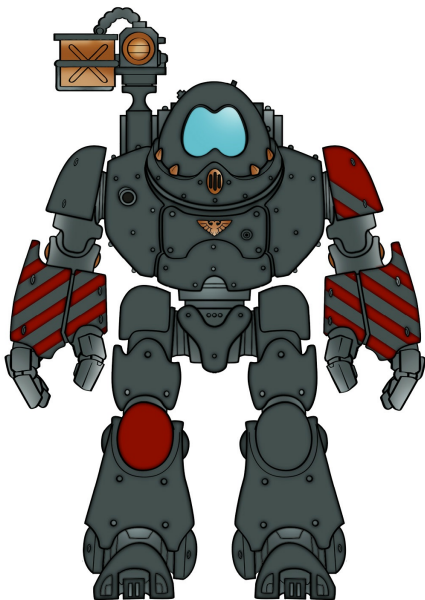
Legionarius 6-Stenngra, last of the Grim Shepherds, Alabastex Schism



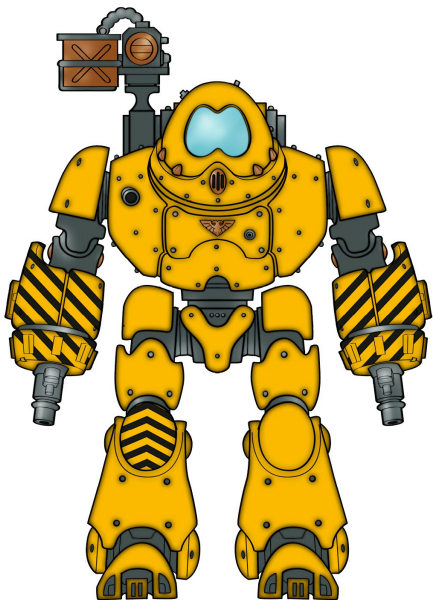
Two-Malavont, Cloneskin Suppression, M37 Cross-Segmentum Crusaders



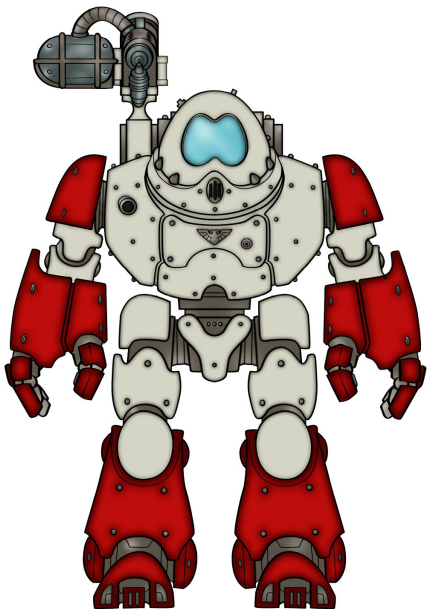
Aladothris 8-Maximal, lost in service, Ghoul Stars Explorator
Crusade



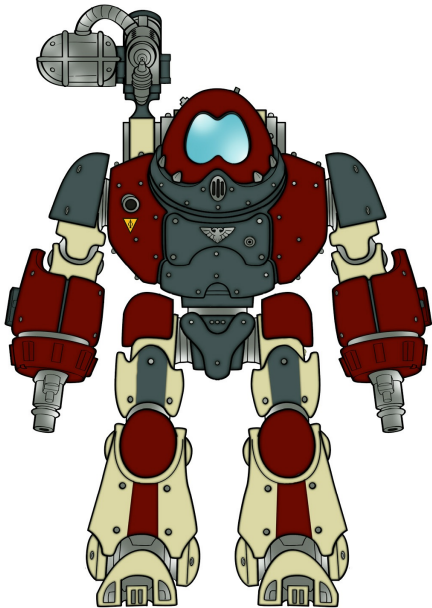
Attendus VIII, Cross-ref: Alacria Tert, survived Exterminatus operations



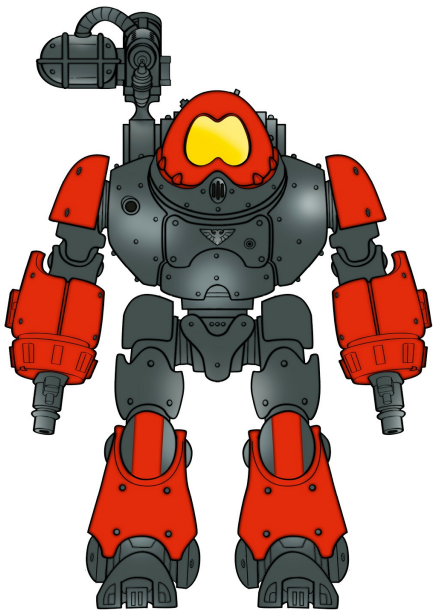
Loctax O-5-9, recovered from space hulk *Memento Maximori*
(uncleansed)



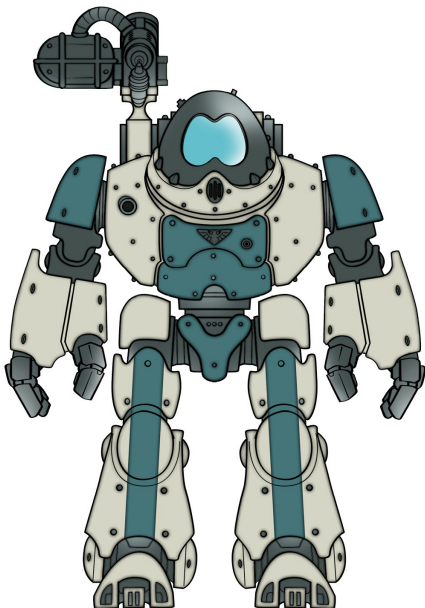
Esmodd 9-Determinis, last seen heading for the Protoid Nebula



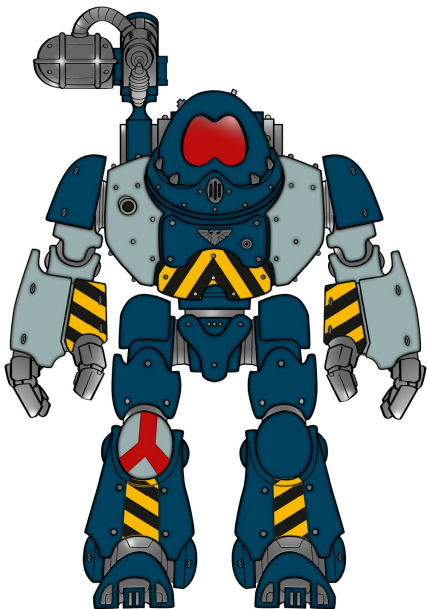
Galahos 2-Urian, Maniple of the Gilded Dawn, Ultramar
Penumbra



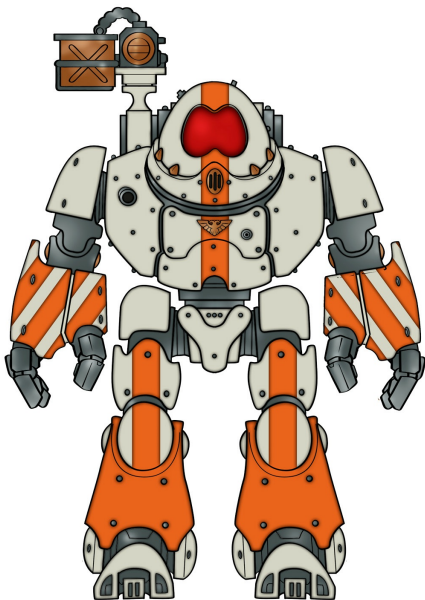
13-Tor, Automongrel of the Graian Stellar Drawbridge



Bane of Ecclesiands, destroyed and later rebuilt on site at Sanctuary 101



Dostoyon Vladimus 12, Iron Ghost of Farewell Secundus



8-Ondos, Autostigmaton of the Lucian Cyborg Elite



CRUSADERS OF THE MACHINE GOD

The machine creed of the Cult Mechanicus thrives upon dozens of forge worlds. Each has its own traditions and heraldry, and its disciples go to battle wearing the colours and insignia of their home planet. This section shows examples of the Cult Mechanicus arrayed in the full majesty of war.

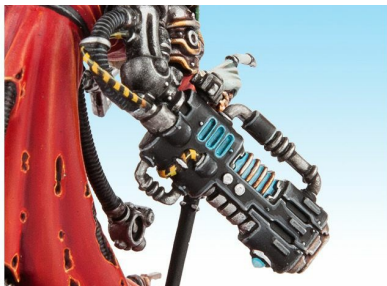


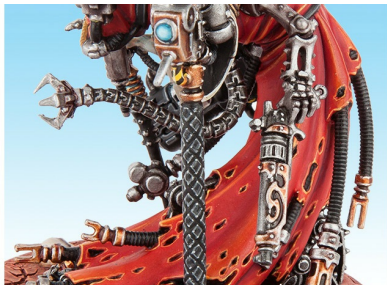




'EAVY METAL
TECH-PRIEST DOMINUS

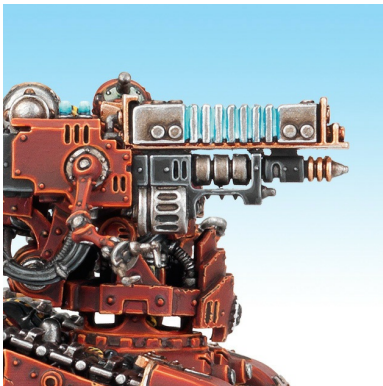






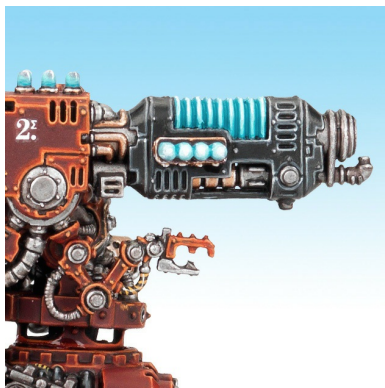
'EAVY METAL
KATAPHRON BREACHERS





'EAVY METAL
KATAPHRON DESTROYERS



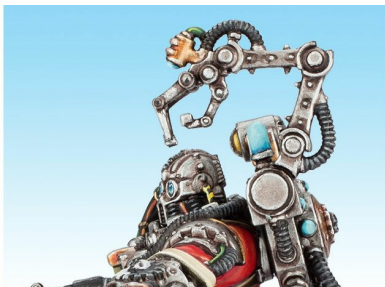
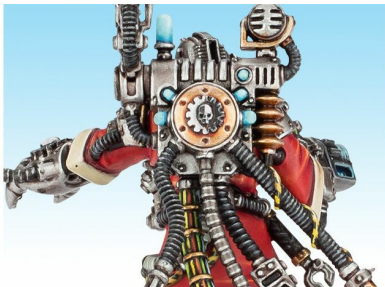


'EAVY METAL
KASTELAN ROBOTS AND
CYBERNETICA DATASMITH















FORCES OF THE CULT MECHANICUS



The following section details background and rules information that describe the forces used by the Cult Mechanicus. This section will enable you to forge your collection of Cult Mechanicus miniatures into an army ready to fight battles in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the Cult Mechanicus models in your collection. If you are using the Battle-forged method, you will instead need to organise the Cult Mechanicus models in your collection into Detachments such as the Combined Arms or Allied Detachments in *Warhammer 40,000: The Rules*, or the Cult Mechanicus Battle Congregation shown below. This is a fun process in its own right. Note that you can also include any of the Formations presented in this section as part of a Battle-forged

army.

*'This machine is discharged into your
care.*

*Fight with this machine, and guard it
from the shame of defeat.*

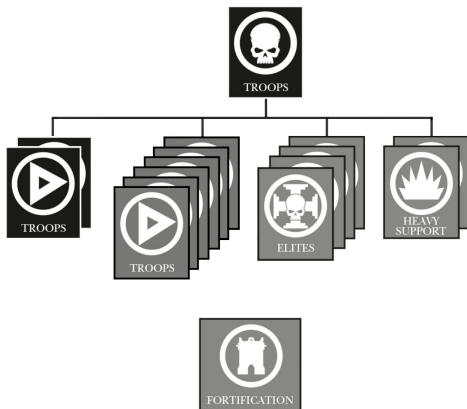
*Serve this machine, as you would
have it serve you.*

*Fight for this machine, as you would
have it fight for you.'*

(response) 'I shall.'

- from the Ceremony of Commission

CULT MECHANICUS BATTLE CONGREGATION



COMPULSORY

1 HQ
2 Troops

OPTIONAL

6 Troops
4 Elites
2 Heavy Support
1 Fortification

RESTRICTIONS:

All units in this Detachment must have the Cult Mechanicus Faction (or have no Faction)

COMMAND BENEFITS:

Tech-Adept: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Cult Mechanicus* (see the Appendix).

Divine Chorus: If your army includes one or more Detachments with this special rule, you can, once per game, choose to re-use a Cantic of the Omnissiah (see the Appendix) that your army has already used earlier in the game.



DATASHEETS



Each Cult Mechanicus unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1. Faction:** *The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this book, have the Cult Mechanicus Faction.*
- 2. Battlefield Role:** *The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: Troops, Elites, Fast Attack or Heavy Support. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.*
- 3. Unit Name:** *Here you will find the name of the unit.*
- 4. Points Cost:** *This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.*
- 5. Unit Profile:** *This section will show the profiles of any models the unit can include.*

6. Unit Type: *This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.*

7. Unit Composition: *This section will show the number and type of models that make up the basic unit, before any upgrades are taken.*

8. Wargear: *This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix of this book. The cost for all the unit's basic equipment is included in its points cost.*

9. Special Rules: *Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this book or in the Special Rules section of Warhammer 40,000: The Rules.*

10. Options: *This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.*

11. Unit Description: *This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.*



3 KATAPHRON BREACHERS

	WS	BS	S	T	W	I	A	Ld	Sv
Kataphron Breacher	3	3	5	5	2	3	1	8	3+

UNIT TYPE:

Infantry

UNIT COMPOSITION:

3 Kataphron Breachers

WARGEAR:

- Kataphron breacherplate
- Heavy arc rifle
- Arc claw

SPECIAL RULES:

- Canticles of the Ommissiah
- Very Bulky

Heavy Battle Servitors: Models with this special rule cannot make Run moves, but can fire up to two weapons in each Shooting phase. Furthermore, models with this special rule count as stationary when firing Heavy or Salvo weapons, even if they moved in the previous Movement phase, and are allowed to charge in the same turn they fire Rapid Fire, Heavy or Salvo weapons.

OPTIONS:

- May include up to nine additional Kataphron Breachers...50 pts/model
- Any model may replace heavy arc rifle with a torsion cannon...free
- Any model may replace arc claw with a hydraulic claw...10 pts/model





Kataphron Breachers tear the heart out of the enemy army with arcane guns and grasping claws. Heavy battle servitors slaved to the will of their Tech-Priest masters, they grind the rubble of conquered worlds beneath their treads. Kataphrons are redoubtable foes that force their way through volley after volley of enemy firepower, their sole focus the destruction of their prey. Once within range, the Breachers will open fire, their heavy arc rifles electrocuting man and machine even as their torsion cannons reduce their prey to mangled ruin. Unstoppable, unrelenting, the Breachers come on through the ozone, the mist of their weapons discharge. Those who escape their salvos are soon fighting for their lives against remorseless arc claws and hydraulic talons.

11



FORMATIONS

Formation datasheets are identified by the symbol above. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



CULT MECHANICUS WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

SPECIAL ISSUE WARGEAR

A model may take any of the following:

- Digital weapons...*10 pts*
- Infoslave skull...*10 pts*

A model may replace his refractor field with one of the following:

- *Conversion field...5 pts*
- *Stasis field...15 pts*

ARCANA MECHANICUM

Only one of each item of Arcana Mechanicum may be taken per army. A model may take one of the following:

- Anzion's Pseudogenetor...*15 pts*
- Mask of the Alpha Dominus...*15 pts*
- The Scryerskull Perspicatus ¹...*25 pts*
- Autocaduceus of Arkhan Land ¹...*30 pts*
- Raiment of the Technomartyr...*30 pts*

- Uncreator Gauntlet...35 pts

¹ *May only be taken by a Tech-Priest Dominus.*

*'Toll the Great Bell Once!
Pull the Lever forward to engage the
Piston and Pump...
Toll the Great Bell Twice!
With push of Button fire the Engine and
spark Turbine into life ...
Toll the Great Bell Thrice!
Sing praise to the God of All
Machines!'
- Canticle of the Cult Mechanicus*





TECH-PRIEST DOMINUS



	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest Dominus	4	5	4	4	3	3	2	9	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Tech-Priest Dominus

WARGEAR:

- Artificer armour
- Volkite blaster
- Macrostubber
- Power axe
- Mechadendrite harness
- Scryerskull
- Refractor field

SPECIAL RULES:

- **Canticles of the Omnissiah**
- **Feel No Pain**
- **Independent Character**
- **Relentless**

Master of Machines: In each of your Shooting phases, instead of firing one of his weapons (controlling player's choice), a Tech-Priest Dominus can choose either to repair a single friendly vehicle that he is in base contact with or embarked upon, or to restore a Wound lost earlier in the battle. To do either, roll a D6. If the result is a 2 or more, your attempt was successful: if repairing a vehicle you may restore a Hull Point that the nominated vehicle lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately. If restoring a Wound, either the Tech-Priest Dominus or any model with the Skitarii or Cult Mechanicus Faction in his unit regains a Wound lost earlier in the battle; this is effective immediately.

OPTIONS:

- May replace volkite blaster with an eradication ray...*15 pts*
- May replace macrostubber with a phosphor serpenta...*5 pts*
- May take items from the **Special Issue Wargear** and/or **Arcana Mechanicum** lists.



Slithering, floating, stalking with avian gait, the Tech-Priests Dominus scour their surroundings with carrion eagerness. Ever vigilant for lost treasures they can pluck from the corpses of the worlds they conquer, their minds boil hot with data, and their spines are bent under the immense weight of knowledge they have torn from an unwilling universe. Despite their crooked appearance, these warrior magi are amongst the deadliest and most determined of all the Omnissiah's hunters. To the Tech-Priests Dominus, the armies of the unenlightened are little more than specimens upon which they can demonstrate the supremacy of the Machine God. Alien, heretic and traitor alike are considered mere vermin, victims ready to be exterminated with the most advanced weaponry ever devised by Man.



KATAPHRON BREACHERS



	WS	BS	S	T	W	I	A	Ld	Sv
Kataphron Breacher	3	3	5	5	2	3	1	8	3+

UNIT TYPE:

Infantry

UNIT COMPOSITION:

3 Kataphron Breachers

WARGEAR:

- Kataphron breacherplate
- Heavy arc rifle
- Arc claw

SPECIAL RULES:

- Canticles of the Omnissiah
- Very Bulky

Heavy Battle Servitors: Models with this special rule cannot

make Run moves, but can fire up to two weapons in each Shooting phase. Furthermore, models with this special rule count as stationary when firing Heavy or Salvoweapons, even if they moved in the previous Movement phase, and are allowed to charge in the same turn they fire Rapid Fire, Heavy or Salvoweapons.

OPTIONS:

- May include up to nine additional Kataphron Breachers...*50 pts/model*
- Any model may replace heavy arc rifle with a torsion cannon...*free*
- Any model may replace arc claw with a hydraulic claw...*10 pts/model*



Kataphron Breachers tear the heart out of the enemy army with arcane guns and grasping claws. Heavy battle servitors slaved to the will of their Tech-Priest masters, they grind the rubble of conquered worlds beneath their treads. Kataphrons are redoubtable foes that force their way through volley after volley of enemy firepower, their sole focus the destruction of their prey. Once within range, the Breachers will open fire, their heavy arc rifles electrocuting man and machine even as their torsion cannons reduce their prey to mangled ruin. Unstoppable, unrelenting, the Breachers come on through the ozone-scented mist of their weapons discharge. Those who escape their salvos are soon fighting for their lives against remorseless arc claws and hydraulic talons.



KATAPHRON DESTROYERS



	WS	BS	S	T	W	I	A	Ld	Sv
Kataphron Destroyer	3	3	5	5	2	3	1	8	4+

UNIT TYPE:

Infantry

UNIT COMPOSITION:

3 Kataphron Destroyers

WARGEAR:

- Kataphron demiplate
- Plasma culverin

SPECIAL RULES:

- Canticles of the Omnisiah
- Very Bulky

Heavy Battle Servitors: Models with this special rule cannot make Run moves, but can fire up to two weapons in each Shooting

phase. Furthermore, models with this special rule count as stationary when firing Heavy or Salvo weapons, even if they moved in the previous Movement phase, and are allowed to charge in the same turn they fire Rapid Fire, Heavy or Salvo weapons.

OPTIONS:

- May include up to nine additional Kataphron Destroyers...*55 pts/model*
- Any model may replace plasma culverin with a heavy grav-cannon...*free*
- Any model may replace phosphor blaster with a cognis flamer...*5 pts/model*



Lobotomised to ensure unswerving faith, Kataphron Destroyers stray not one iota from the path allocated to them – that of holy annihilator. The minds of these servants of the Omnissiah have been filled with thoughts of war alone. Their limbs have been excised and cast aside to make room for arcane weapons that jut like battering rams from their shoulders. These centauroid cyborgs have been fashioned with more than brute force in mind, however, for each is a minor artillery piece in its own right. In battle, the Kataphron Destroyers raise their guns in uncanny unison, blurting praise to the Machine God as their bionic eyes acquire fresh targets. A moment later the enemy is burned to reeking ash, pulverised into unrecognisable mush, or physically annihilated without so much as a blink of hesitation.



FULGURITE ELECTRO-PRIESTS



	WS	BS	S	T	W	I	A	Ld	Sv
Fulgurite Electro-Priest	4	3	3	3	1	3	2	9	-

UNIT TYPE:

Infantry

UNIT COMPOSITION:

5 Fulgurite Electro-Priests

WARGEAR:

- Electrostatic gauntlets
- Voltagheist field

SPECIAL RULES:

- Canticles of the Omnissiah
- Feel No Pain
- Zealot

Siphoned Vigour: If a unit that contains one or more models 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 an enemy unit.

OPTIONS:

- May include up to fifteen additional Fulgurite Electro-Priests...*18 pts/model*



Fulgurite Electro-Priests crackle with the life energies of those they have personally slain. Their quest is to locate the Motive Force that animates all things, rip it from the bodies of the unworthy in the heat of battle, and hoard it on behalf of the Machine God. To do so they use electroleech staves – eldritch weapons that suck the bioelectricity from living creatures, drawing it out in one great draught and harnessing it within their core capacitors. Once stolen, that sacred energy can be used to power the holy instead of the heretical, crackling around them in such measure it can even burn away incoming projectiles. Those that a Fulgurite strikes with his holy weapon will topple to the ground like fallen trees, their synapses severed and their suddenly inert bodies as lifeless as if rigor mortis had set in days ago.



CORPUSCARIi ELECTRO-PRIESTS



	WS	BS	S	T	W	I	A	Ld	Sv
Corpuscarii Electro-Priest	3	4	3	3	1	3	2	9	-

UNIT TYPE:

Infantry

UNIT COMPOSITION:

5 Corpuscarii Electro-Priests

WARGEAR:

- Electrostatic gauntlets
- Voltagheist field

SPECIAL RULES:

- Canticles of the Omnissiah
- Feel No Pain
- Zealot

Shock: Whenever a model with this special rule makes attacks with its electrostatic gauntlets in the Shooting phase or the Assault phase, each To Hit roll of a 6 causes 2 additional hits on the target. Snap Shots never cause additional hits as a result of this special rule.

OPTIONS:

- May include up to fifteen additional Corpuscarii Electro-Priests...18 pts/model



The nomadic warriors of the Corpuscarii Electro-Priests blaze so bright they burn like living torches as they stride across the

battlefield. Such is their desire to bring the Omnissiah's glory to unenlightened machines that they have voluntarily become living batteries. Upon inception to their order, the Corpuscarii have dorsal generators grafted to their spines. These allow them to funnel living lightning through the cybernetic electoos that thread their body like artificial veins. Unfortunately for their foes, theirs is a generous creed; when their order marches to war they use electrostatic gauntlets to send coruscating bolts of energy searing across the battlefield, granting warriors and war machines alike the holy rapture of electrocution a moment before they are reduced to smoking ruin.



KASTELAN ROBOT MANIPLE



	WS	BS	S	T	W	I	A	Ld	Sv
Kastelan Robot	3	3	6	7	3	2	2	7	3+
Cybernetica Datasmith	3	4	4	4	2	3	2	9	2+

UNIT TYPE:

Kastelan Robot is **Monstrous Creature**. Cybernetica Datasmith is **Infantry (Character)**

UNIT COMPOSITION:

2 Kastelan Robots

1 Cybernetica Datasmith

WARGEAR

Cybernetica Datasmith

- **Artificer armour**
- **Gamma pistol**
- **Dataspikes**
- **Power fist**
- **Refractor field**

Kastelan Robot

- **Kastelan battlehide**
- **Carapace-mounted incendine combustor**
- **Two power fists**

SPECIAL RULES:

Cybernetica Datasmith

- **Canticles of the Omnissiah**
- **Feel No Pain**

Kastelan Robot

- **Canticles of the Omnissiah**
- **Fearless**

Kastelan Battle Protocols: Kastelan Robots always begin the game with the Aegis Protocol active (see below). You can select a new Battle Protocol at the end of any of your turns, so long as a Kastelan Robot Manipulator has a Cybernetica Datasmith in the unit. 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. 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, but cannot make shooting attacks of any kind.

- **Aegis Protocol:** All Kastelan Robots in the unit have the Feel No Pain special rule.

- **Protector Protocol:** All Kastelan Robots in the unit can fire their carapace-mounted weapons twice, but cannot move under any circumstances.

Repulsor Grid: Kastelan Robots have a 5+ invulnerable save

against shooting attacks. 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.

OPTIONS:

- May include up to two additional Cybernetica Datasmiths...*50 pts/model*
- May include up to four additional Kastelan Robots...*120 pts/model*
- Any Kastelan Robot may replace both power fists with a twin-linked heavy phosphor blaster...*10 pts/model*
- Any Kastelan Robot may replace carapace-mounted incendine combustor with a carapace-mounted heavy phosphor blaster...*5 pts/model*
- Any Cybernetica Datasmith may take items from the **Special Issue Wargear** and/or **Arcana Mechanicum** lists.

*‘The soul of the Machine God
surrounds thee. The power of the
Machine God invests thee. The hate of
the Machine God drives thee. The
Machine God endows thee with life.
Live!’*

- The Litany of Ignition



Kastelan Robots are ancient monstrosities that stamp to war, each an unliving giant assigned a deadly purpose by its master. Soulless, these metallic golems are given thought only by the doctrina wafers in their recessed chestslots and the Cybernetica Datasmiths that program their every move. These machines are walking relics from aeons past, and all the deadlier for it – the air nearby thrums with power, bullets ricocheting from repulsor fields that glow like golden cages around them. Volleys of phosphor blasts and promethium incinerate their foes wherever they may hide, and

crushing fists bring ruin wherever they strike. The violence meted out by each maniple is as inspiring to the Omnissiah's faithful as it is terrifying to his foes.



COHORT CYBERNETICA



FORMATION:

- 1 Tech-Priest Dominus
- 2 Kastelan Robot Maniples

RESTRICTIONS:

All models in this Formation must be fielded as a single unit, even though this is not normally allowed. The Formation's Tech-Priest Dominus cannot leave this unit.



SPECIAL RULES:

Adept of the Cybernetica: This Formation's Tech-Priest

Dominus counts as a Cybernetica Datasmith for the purposes of the Kastelan Battle Protocols special rule. Furthermore, as long as this Tech-Priest Dominus has not been removed as a casualty, any Kastelan Battle Protocol that you choose at the end of your turn takes effect immediately for all Kastelan Robots in this Formation.

Targeting Override: In the Shooting phase, any number of this Formation's Cybernetica Datasmiths and/or the Tech-Priest Dominus can choose to direct the fire of one of this Formation's Kastelan Robots instead of shooting. For each model that does so, one of this Formation's Kastelan Robots can shoot at a different target to the rest of the unit.

Designer's Note: *This Formation counts as three units for the purposes of Canticles of the Omnissiah until it is completely destroyed, and counts as three units for the purposes of Victory Points when it is completely destroyed.*



When the Legio Cybernetica goes to war, the ground itself shakes. Ranks of towering robots stamp forward in thunderous unison, their psalm-programs grinding loud above the din of war. Volleys of white-hot phosphor sow burning death into the enemy's ranks whilst incendiary combustors set the lands themselves alight. Amongst their robotic charges, Cybernetica Datasmiths fire handheld weapons powerful enough to melt the hulls of starships; those brave enough to counter-attack are blasted back into the mud by unified repulsor grids that glow around the Kastelans like cages of force. Slowly, inexorably, the robots close in, power fists ripping the flesh of the foe as they offer up bloody sacrifice to the Omnissiah.



ELIMINATION MANIPLE



FORMATION:

2-3 units of Kataphron Destroyers
1-3 Kastelan Robot Maniples

RESTRICTIONS:

None.



SPECIAL RULES:

Elimination Volley: If a Kastelan Robot from this Formation scores one or more unsaved Wounds, glancing hits or penetrating hits on an enemy unit with a weapon that has the Luminagen special rule, all Kataphron Destroyer units from this Formation that target the same enemy unit add 1 to their Ballistic Skill

characteristic and their weapons gain the Ignores Cover special rule until the end of that phase.



Elimination Maniples are sanctioned whenever a Tech-Priest wishes his enemies not merely inoperative, but reduced to ash on the wind. Once the maniple's relentless hunt reaches its end, its quarry comes under a coordinated barrage of Kastelan phosphor cannon fire. Each luminagen sphere blazes incandescent as it hungrily devours flesh and steel alike. Moments later the Kataphron Destroyers fire their plasma culverins, reducing the survivors to gobbets of molten ruin. Those still dextrous enough to escape are slowly crushed by heavy grav-cannons, brought low as the fires of phosphor and plasma melt them away. Moral considerations are of course irrelevant; in the furtherance of the Ommissiah's cause, no

amount of firepower is considered overkill.



NUMINOUS CONCLAVE



FORMATION:

2-3 units of Fulgurite Electro-Priests

2-3 units of Corpuscarii Electro-Priests

RESTRICTIONS:

You must have an equal number of each type of unit in this Formation.



SPECIAL RULES:

- **Crusader**

The Corpuscarii Giveth: Models in a unit of Corpuscarii Electro-Priests from this Formation that is within 6" of one or

more units of Fulgurite Electro-Priests from this Formation fire 1 additional shot with their electrostatic gauntlets when making shooting attacks. Enemy units that suffer one or more unsaved Wounds from these shooting attacks are said to be 'Electrified' until the end of the Assault phase.

The Fulgurites Taketh Away: Units of Fulgurite Electro-Priests from this Formation re-roll failed To Wound rolls when fighting with their electroleech staves if they are locked in a close combat that contains any Electrified units (see above).



Like a thunderhead of living lightning comes the Numinous Conclave, the intense electricity they command blowing apart enemy tanks and turning living beings to smoking corpses. The

conclave's Corpuscarii send crackling columns of lightning into the enemy, frying them from the inside out; the Fulgurites are close behind, charging in to bludgeon every joule from the spasming victims with their electroech staves. The stolen energies are then channelled back to the Corpuscarii in arcs of force that sear the eye. So it is the divine circuit begins again, each thunderstrike volley deadlier than the last. In their hearts, the two brotherhoods know this is the path the Omnissiah intended for them, yet only in times of great moment do they overcome their obstinacy and put their bitter rivalry aside.



HOLY REQUISITIONER



FORMATION:

- 1 Tech-Priest Dominus
- 2-3 units of Kataphron Breachers

RESTRICTIONS:

None.



SPECIAL RULES:

- **Deep Strike**

Apparition Extremis: All models in this Formation must be placed in Deep Strike Reserve. When making Reserve Rolls, make a single roll for the entire Formation, which you can choose to re-

roll. On a successful Reserve Roll, all of the units in the Formation arrive from Reserve. The Formation's Tech-Priest Dominus must be placed first, but does not scatter when he Deep Strikes, so long as he is placed within 6" of an Objective Marker. This Formation's Kataphron Breachers do not scatter when they Deep Strike, so long as they are placed within 6" of this Formation's Tech-Priest Dominus.

Inhuman Avarice: While they are within 6" of an Objective Marker, units of Kataphron Breachers from this Formation have the Counter-attack and Zealot special rules.



When a true miracle of technology is unearthed, a Tech-Priest Dominus will go to spectacular and bloody lengths to retrieve it.

Whilst his maniples engage the foe, the Tech-Priest dons the mantle of the Holy Requisitioner, teleporting from low orbit to the exact location of his prize. The extreme value of such treasures means they are rarely unprotected. To ensure he can wrest the object of his desire from its sanctum, the Tech-Priest surrounds himself with pugnacious Kataphron Breachers whose powered claws can peel open even an adamantium reliquary. Should the enemy withhold that which he seeks, the Tech-Priest instead sends binharic imperatives for his Kataphron Breachers to enter a battle frenzy calibrated to leave only the relic itself intact.

APPENDIX

This section of the book details many of the rules for using a Cult Mechanicus army in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

ARMY SPECIAL RULES

A Cult Mechanicus army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

CANTICLES OF THE OMNISSIAH

In times of war, the disciples of the Omnissiah incant complex war-blessings. These are as much optimisation subroutines as they are expressions of faith in their all-knowing, all-comprehending deity.

At the start of each of your turns, you can choose one Canticle of the Omnissiah from the list below. The effects of each Canticle last until the start of your next turn. Unless otherwise stated, each Canticle can only be used once during the game.

Furthermore, the strength of each Canticle will vary according to the number of units performing it. At the start of your turn, add up the number of friendly units on the battlefield that have the Canticles of the Omnissiah special rule and apply the appropriate level of effect. Do not include units that are currently Falling

Back in this total. Once a Canticle has been activated it remains at that level of effect until the beginning of your next turn, even if the number of units performing it changes during that turn.

WARLORD TRAITS

When generating Warlord traits for a Warlord with the Cult Mechanicus Faction, you can either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table below.

ALLIES

All units in *Codex: Cult Mechanicus* have the Cult Mechanicus Faction. The Cult Mechanicus are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.

Warlord Traits Table

D6 WARLORD TRAIT

- 1 Reinforced Exoskeleton:** *Perhaps seeking a sham immortality, the Tech-Priest has installed several layers of subcutaneous fleximetal and extensively reworked his armour so that it is bonded with the bone beneath.*
Your Warlord has the Eternal Warrior special rule.
- 2 Artificer Armament:** *The Tech-Priest has poured years of his time into the perfection of a signature weapon, lavishing care upon it as an indulgent parent would spoil a child.*
Nominate one weapon carried by your Warlord. That weapon has the Master-crafted special rule. Note, however, that this cannot be applied to an item of Arcana Mechanicum.
- 3 Masterwork Bionics:** *Automedicae subroutines and alchymic regeneration elixirs complement the Tech-Priest's extensive suite of bionics. To him, human flesh is an anachronism, the sad legacy of a civilisation whose time has come and gone.*
Your Warlord can re-roll failed Feel No Pain rolls.
- 4 Archeotech Specialist:** *The Tech-Priest has spent long years learning the likely resting places of priceless artefacts and how to turn them to his advantage.*
When your Warlord, or his unit, discovers a Mysterious Objective, instead of rolling to identify it, you can choose which result on the Mysterious Objectives table (see *Warhammer 40,000: The Rules*) to apply to that objective for the rest of the game..
- 5 Inside the Mind of the Machine:** *The Tech-Priest can cow the savage battle spirit of enemy war machines.*
Your Warlord's close combat attacks have the Haywire special rule.
- 6 Layered Psalm-code:** *The Tech-Priest uses binharic cant and his flesh-voice in tandem, leading those nearby in uplifting hymns to the Omnissiah's glory.*
When you choose a Canticle of the Omnissiah, your Warlord and his unit always benefit from the highest level of effect of that Canticle (i.e. the effect listed for having 8+ units), irrespective of the actual number of friendly units with the Canticles of the Omnissiah special rule currently on the battlefield.



CANTICLES OF THE OMNISSIAH

INCANTATION OF THE IRON SOUL

Raising their voices in binharic praise, the Disciples of the Machine God bolster their spirits with the surety of iron.

Units	Effects
-------	---------

- | | |
|-----|--|
| 1-3 | Friendly units with the Canticles of the Ommissiah special rule gain the Stubborn special rule. |
| 4-7 | Friendly units with the Canticles of the Ommissiah special rule gain the Stubborn special rule and must re-roll all failed Morale, Fear and Pinning tests. |
| 8+ | Friendly units with the Canticles of the Ommissiah special rule gain the Fearless special rule. |

LITANY OF THE ELECTROMANCER

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

Units	Effects
-------	---------

- | | |
|-----|---|
| 1-3 | Enemy units suffer a single Strength 4 AP- hit for each model with the Canticles of the Ommissiah special rule in units that they are locked in combat with, resolved at the Initiative 10 step of the Fight sub-phase. |
| 4-7 | Enemy units suffer two Strength 4 AP- hits for each model with the Canticles of the Ommissiah special rule in units that they are locked in combat with, resolved at the Initiative 10 step of the Fight sub-phase. |
| 8+ | Enemy units suffer three Strength 4 AP- hits for each model with the Canticles of the Ommissiah special rule in units that they are locked in combat with, resolved at the Initiative 10 step of the Fight sub-phase. |

CHANT OF THE REMORSELESS FIST

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

Units	Effects
--------------	----------------

- | | |
|------------|---|
| 1-3 | Friendly units with the Canticles of the Omnissiah special rule re-roll failed To Hit rolls of a 1 when making close combat attacks. |
| 4-7 | Friendly units with the Canticles of the Omnissiah special rule re-roll failed To Hit rolls of a 1 or a 2 when making close combat attacks. |
| 8+ | Friendly units with the Canticles of the Omnissiah special rule re-roll all failed To Hit rolls when making close combat attacks. |

SHROUDPSALM

Robot, servitor and priest shift their binharic emissions into the visible spectra, the static pouring from their vox-grilles manifesting as an electromagnetic storm that hides them from the foe.

Units	Effects
--------------	----------------

- | | |
|------------|--|
| 1-3 | All friendly units with the Canticles of the Omnissiah special rule gain the Stealth special rule. |
| 4-7 | All friendly units with the Canticles of the Omnissiah special rule gain the Shrouded. |
| 8+ | All friendly units with the Canticles of the Omnissiah special rule gain the Stealth and Shrouded special rules. |

INVOCATION OF MACHINE-MIGHT

The Tech-Priests lead their minions in a binharic prayer that sends miraculous strength surging through tendons, wires and pistons.

Units	Effects
--------------	----------------

- | | |
|------------|---|
| 1-3 | Friendly units with the Canticles of the Omnissiah special rule add 1 to their Strength characteristic. |
| 4-7 | Friendly units with the Canticles of the Omnissiah special rule add 2 to their Strength characteristic. |
| 8+ | Friendly units with the Canticles of the Omnissiah special rule add 3 to their Strength characteristic. |

BENEDICTION OF OMNISCIENCE

Those blessed enough to comprehend this blaring vox-prayer find their targeting reticules guided by the Omnissiah's own vigilance.

Units	Effects
-------	---------

- | | |
|------------|---|
| 1-3 | Friendly units with the Canticles of the Omnissiah special rule re-roll failed To Hit rolls of 1 when making shooting attacks. |
| 4-7 | Friendly units with the Canticles of the Omnissiah special rule re-roll failed To Hit rolls of 1 or 2 when making shooting attacks. |
| 8+ | Friendly units with the Canticles of the Omnissiah special rule re-roll all failed To Hit rolls when making shooting attacks. |

WEAPONS OF ENLIGHTENMENT

This section of *Codex: Cult Mechanicus* lists the weapons and equipment used by the Cult Mechanicus, along with the rules for using them in your games of Warhammer 40,000. Rules for any standard equipment used by the Cult Mechanicus can be found in *Warhammer 40,000: The Rules*, but the more esoteric weapons and wargear they utilise are detailed here.

RANGED WEAPONS

ELECTROSTATIC GAUNTLETS

Corpuscarii wear metal apparatus around their wrists that channels tremendous electrostatic potential from dorsal generators. This can be discharged in a cascade of killing lightning.

Range	S	AP	Type
12"	4	-	Assault 2, Twin-linked
-	+1	-	Melee

ERADICATION RAY

The eradication ray spells death to any caught in its pallid light. Those on the periphery of its cone-like emanations find themselves discorporating, melting like smoke into nothingness. Those unlucky enough to be close to the muzzle are simply rubbed out of existence.

One shot from an eradication ray has a different profile depending on how far the target is from the firer. If it is not clear which of the profiles to use, the controlling player can choose.

Range	S	AP	Type
0"- 12"	8	1	Heavy 1
12"-24"	6	3	Heavy 1, Blast

GAMMA PISTOL

The gamma pistol is entrusted only to the truly blessed. The beam of ionizing radiation that leaps from its muzzle can reduce a man to a blackened shadow in a second, but this is a waste of its true strength – those able to tame its savage machine spirit can cut holes in an Aquila Strongpoint if necessary.

Range	S	AP	Type
12"	6	2	Pistol, Armourbane

HEAVY ARC RIFLE

Devised to slay the Daemon machines of the Dark Mechanicum, the heavy arc rifle is powered by ancient Martian electrotech. It sends out shallow parabolas of crackling energy that revolve around each other, forming triple helixes as they blast forth. Should these ground upon a metallic target they will swiftly overload its circuits and banish its animating spirit to the ether.

Range	S	AP	Type
36"	6	5	Heavy 2, Haywire

HEAVY GRAV-CANNON

The graviton technologies used by the Adeptus Mechanicus are fearsome indeed. A target hit by the heavy grav-cannon's invisible field will be stunned and likely crippled, or even crushed under their own exponentially increased mass until all that is left is an oozing disc of biometallic waste.

Range	S	AP	Type
30"	*	2	Salvo 4/6, Concussive, Graviton

MACROSTUBBER

The macrostubber is an antique pistol able to hurl out a thunderous cloud of solid slugs. Though the pistol's weapon-science is relatively blunt, the sight of its bullet stream chewing the flesh of the foe offers an undeniable charm to even the most jaded Tech-Priest.

Range	S	AP	Type
12"	4	6	Burst Pistol

Burst Pistol: A weapon with this special rule fires five shots when fired, but is otherwise treated as a Pistol.

PHOSPHOR WEAPONS

Phosphor weapons range from the hand-held serpenta favoured by many Tech-Priests to the heavy phosphor blaster mounted upon Kataphron Battle Servitors. The burning white spheres that shoot out from phosphor weapons cling tenaciously to their targets, sizzling wildly as they melt into flesh or burrow through armour and exoskeleton alike. More often than not, it is these luminagenic orbs that deal the death blow. Even if a target proves tough enough to survive the burning pain, the phosphorescent glow these spheres

exude can guide an ally's volley to strike the same target.

	Range	S	AP	Type
Phosphor serpenta	18"	5	4	Assault 1, Luminagen
Phosphor blaster	24"	5	4	Rapid Fire, Luminagen
Heavy phosphor blaster	36"	6	3	Heavy 3, Luminagen

PLASMA CULVERIN

Plasma culverins sacrifice the range of their cannon-pattern equivalents in exchange for a higher rate of fire. Only the Adepts Mechanicus dare coax such rampant destruction from their plasma weaponry, yet to the adepts of Ryza in particular, the scars they leave on wielder and war zone alike are considered quite normal.

	Range	S	AP	Type
	24"	7	2	Heavy 2, Blast, Gets Hot

TORSION CANNON

The tri-sectional barrel of the torsion cannon is amongst the holiest of Mars' weapon technologies. When energised, it sends out three synchronous gaol-fields that hold sections of the target in place. As the sections of the cannon's barrel turn counter to one another, the matter grasped in the fields is mercilessly twisted, subjected to an impossible torque that rips, buckles and ruins alien monstrosities and enemy war engines alike.

	Range	S	AP	Type
	24"	8	1	Heavy 1, Gravitic Contortion

Gravitic Contortion: Each time a non-vehicle model suffers an unsaved Wound from this weapon, it loses D3 Wounds instead of only 1. Each time a vehicle model suffers a penetrating hit from this weapon, it loses D3 Hull Points instead of only 1.

VOLKITE BLASTER

Favoured during the Great Crusade before the Terran boltgun drove them into decline, volkite weapons impart so much thermodynamic energy to the target that those under their shimmering rays simply combust. Such unfortunates burn to cinders in explosions of jetting flame, frequently taking nearby comrades to the grave with them.

Range	S	AP	Type
24"	6	5	Heavy 3, Deflagrate

Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic Strength 6 AP5 hits on the same unit equal to the number of unsaved Wounds. Models in the target unit must still be in range in order for these additional hits to take effect. Any further Wounds caused as a result of this special rule do not cause any further hits.

FLAMER WEAPONS

Cognis flamers and incendine combustors are Flamer weapons for the purposes of any special rules that interact with Flamer weapons, as described in *Warhammer 40,000: The Rules*.

COGNIS FLAMER

The spark-like anger of the cognis flamer's machine spirit has been fanned to a roaring blaze. When under duress it will fight with incendiary wrath, even should its wielder be distracted.

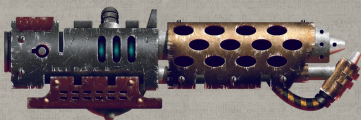
Range	S	AP	Type
Template	4	5	Assault 1, Cognis Flamewall

Cognis Flamewall: If a Flamer weapon with the Cognis Flamewall special rule fires Overwatch using the Wall of Death rule, it automatically inflicts 3 hits rather than D3.

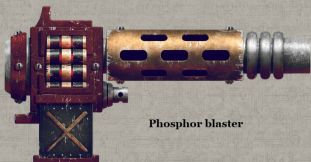
INCENDINE COMBUSTOR

Typically mounted atop the Kastelan Battle Robot, the incendine combustor hurls out great gouts of burning, thrice-blessed promethium. Laced with Magos-blessed unguents and ignited by a flame lit from the Perpetual Forge, each holy fire-thrower can turn a technoheretic into foul tallow in a matter of seconds.

Range	S	AP	Type
Template	4	5	Assault 1, Torrent



Incendine combustor



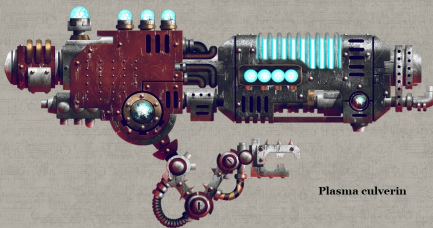
Phosphor blaster



Macrostubber



Phosphor serpenta



Plasma culverin

MELEE WEAPONS



Profiles for the weapons in this section are also listed on the Profiles page. The full rules for the following Melee weapons can be found in Warhammer 40,000: The Rules: Power Axe, Power Fist.

ARC CLAW

During the Cyberghoul Wars, the burrowing Daemon machines of Warpsmith Votogr Bolga were met talon to talon by Metalica's servitor defenders. It was the invention of the arc claw that turned the tide – a potent delivery system for the most sophisticated scrambler technology the Adeptus Mechanicus could devise.

Range	S	AP	Type
-	+1	5	Melee, Haywire

DATASPIKE

The dataspikes favoured by the agents of the Adeptus Mechanicus can stab into the cortex of enemy machines and steal their secrets within a couple of heartbeats.

Range	S	AP	Type
-	User	-	Melee, Dataspikes, Haywire

Dataspikes: When a model equipped with a weapon that has this special rule makes Melee attacks, it makes an additional attack with this weapon at the Initiative 10 step. This does not grant the

model an additional Pile In move.

ELECTROLEECH STAVE

The powerful capacitors built into the length of each electroleech stave allow them to drink every iota of electric force from those they strike – be they living foe man or blasphemous machine.

Range	S	AP	Type
-	+2	4	Melee, Concussive, Electroleech, Two-handed

Electroleech: Any To Wound roll of 6 made by an electroleech stave has the Instant Death special rule.

ELECTROSTATIC GAUNTLETS

Corpuscarii wear metal apparatus around their wrists that channels tremendous electrostatic potential from dorsal generators. This can be discharged in a cascade of killing lightning.

Range	S	AP	Type
12"	4	-	Assault 2, Twin-linked
-	+1	-	Melee

HYDRAULIC CLAW

The hydraulic claws of Kataphron Breachers are driven not only by powerful pistons, but also sanctified oils that are collected, drip by drip, from God-Machines at rest. The Tech-Priests' belief is that in maintaining this process, they confer some of the Titan's strength to their servitors. One who has witnessed the ruin wrought by a hydraulic claw will be hard pressed to refute it.

Range**S****AP****Type**

-

+2

-

Melee,
Iron Grasp,
Unwieldy

Iron Grasp: When a model equipped with a hydraulic claw makes its close combat attacks, it can choose instead to make a single Grasp Attack. If it does so, roll To Hit as normal, but resolve the Attack at double the model's Strength (to a maximum of 10) and AP2.

ARMOUR

ARTIFICER ARMOUR

The armour worn by the more warlike priests of the Adeptus Mechanicus makes even the advanced Mark VIII power armour of the Adeptus Astartes seem basic by comparison. Each suit of war plate is a work of art, its electrofibre bundles and ceramite plates customised to the wearer via a hundred cybernetic interfaces. For many of the Omnissiah's faithful it is nigh impossible to determine where the armour ends and the wearer begins.

Artificer armour confers a 2+ Armour Save.

KASTELAN BATTLEHIDE

The robotic automata of the Legio Cybernetica are not clad in hyperdense metal so much as constructed from it. No trace of meat nor bone can be found within their hardy metal frames. Even krak grenades detonate against them with little more effect than a hive-juve's hurled firecracker.

Kastelan battlehide confers a 3+ Armour Save.

KATAPHRON BREACHERPLATE

Though the torso and head of the Kataphron Battle Servitor hints at its fleshy past, the rest of its frame is a titanium-laced fortress of metal and plasteel that turns aside bullet and blade alike. Cybernetically reinforced to fit their role as close assault operatives, each Breacher is capable of driving right into the firepower of an entire squad and still emerging intact.

Kataphron breacherplate confers a 3+ Armour Save.

KATAPHRON DEMIPLATE

The weapon systems of the Kataphron Destroyer generate so much heat that their cabling is necessarily exposed – to armour their wielder in heavy breacherplate would doom it to swift burnout. Nonetheless, its cyborgised anatomy and heavy steel treads provide a great deal of protection against small arms fire.

Kataphron demiplate confers a 4+ Armour Save.

SPECIAL ISSUE WARGEAR



CONVERSION FIELD

The technocrats of the Adeptus Mechanicus are past masters of energy conversion. It was their order that devised the conversion field, a spherical projection of transformative force that can turn an incoming burst of energy into harmless light.

A conversion field confers a 4+ invulnerable save. At the end of a 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.

DIGITAL SKULL

Digital weapons, miniaturized guns commonly worn as jewellery upon the finger by Inquisitors and influential Rogue Traders alike, are often implanted directly into the primary manipulator digits of the Adeptus Mechanicus. One so blessed has the power of sudden death at his fingertips.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

INFOSLAVE SKULL

The gilded skulls of particularly devoted archivists are often posthumously repurposed as infoslaves, servo-skulls that record everything their highly advanced autosenses perceive on their master's behalf.

A model equipped with an infoslave skull adds 1 to its Leadership and gains the Acute Senses special rule.

MECHADENDRITE HARNESS

The metal cables and spidery armatures that augment the Tech-Priests of the Cult Mechanicus can fulfil a hundred different tasks, from stealing the secrets of unhallowed cogitators to punching into the eye sockets of nearby assailants. Most commonly, they allow their wearers to wield a profusion of advanced weaponry.

A model with a mechadendrite harness can fire all of its ranged weapons in the Shooting phase. In addition, a model with a mechadendrite harness is also equipped with a dataspike (see Melee Weapons).

REFRACTOR FIELD

Considered essential by many lesser Tech-Priests, the refractor field distorts the image of the wearer with a shimmering cloak of energy. Incoming attacks that strike the field will be refracted into multispectral bursts that dissipate into harmlessness.

A refractor field confers a 5+ invulnerable save.

SCRYERSKULL

The Adeptus Mechanicus take the assessment and exploitation of battlefield resources very seriously indeed – so much so that many of them continue their work in this role beyond the point of death.

At the start of each of your turns, a model with a Scryerskull can choose to identify a single Mysterious Objective anywhere on the battlefield.

STASIS FIELD

Tech-Priests extend their lives by a variety of means; rejuvenation treatments, anti-agapic elixirs, contrachron symbiotes – some even carry exomantic stasis fields that hold them in suspended animation whenever the wearer's life force is in immediate danger.

While a model equipped with a stasis field has Gone to Ground, it gains a 2+ invulnerable save, but its Weapon Skill and Ballistic Skill characteristics are reduced to 0.

VOLTAGHEIST FIELD

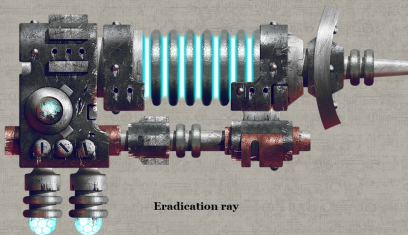
Nimbuses of pure energy surround all Electro-Priests, crackling

from their bare skin to coalesce into sparking pockets of electromagnetism that hover like will-o-the-wisps above a drowned corpse. When incoming projectiles or energy beams threaten an Electro-Priest these tiny voltaic ghosts will often intercede, shattering or dissipating the threats in puffs of burning ozone. When the wearer of the field charges the foe, those same voltagheists ground upon nearby enemies in bursts of electric force.

A voltagheist field confers a 5+ invulnerable save. Furthermore, a model with a voltagheist field has the Hammer of Wrath special rule, resolved at Strength 4, and does not suffer the penalty to their Initiative for charging enemies through difficult terrain, but fights at its normal Initiative in the ensuing combat.



Volkite blaster



Eradication ray



Gamma pistol



ARCANA MECHANICUM

Arcana Mechanicum are items of miraculous power crafted long ago by the Cult Mechanicus and borne to war in the furtherance of their cause. Only one of each of the following relics may be chosen per army.

RAIMENT OF THE TECHNOMARTYR

This baroque suit of artificer armour contains dozens of eager machine spirits that buzz within its fibre bundles like stinging insects. The Tech-Priests consider the resultant discomfort of little import, for at a simple conjuration, these spirits swarm out in a sparkling cloud to inhabit the weapons of those nearby. Guns that have been graced by one of these excitable animas can pour volleys of fire into the enemy even when their wielders falter.

The Raiment of the Technomartyr confers a 2+ Armour Save. Furthermore, all ranged weapons carried by models with the Cult Mechanicus or Skitarii Faction in the bearer's unit have the Cognis Weapons special rule.

Cognis Weapons: When a model makes Snap Shots (including Overwatch) with a weapon that has the Cognis Weapons special rule, its Ballistic Skill is counted as being 2 instead of 1. If a Flamer weapon with this special rule fires Overwatch using the Wall of Death rule, it automatically inflicts 3 hits rather than D3.

ANZION'S PSEUDOGENETOR

Appearing as a nest of mechadendrites, this unsettling device can be set to dissect a nearby alien organism with startling speed and efficiency even in the midst of battle. Blood flies, paralytic elixirs are

administered, skin is peeled from muscle and muscle parted from endoskeleton. The wearer watches with scientific interest as his device swiftly concludes its autopsy, filing away observations upon the biomechanics of the foe until the specimen collapses in a mess of laser-sliced viscera and drilled bone.

When a model equipped with Anzion's Pseudogenetor makes its close combat attacks, make D6 additional Attacks using the following profile in addition to any other close combat attacks it makes:

Range	S	AP	Type
-	4	5	Melee, Shred

MASK OF THE ALPHA DOMINUS

The wearer of this mask can override the programming of nearby battle constructs with an imperious binharic blurt. Such is the force of the mask's demands that it reduces the former doctrina wafer to a smoking wreck. The Alpha Dominus considers it a small price to pay, for his maniple can go from a braced firing stance to a destructive rampage in the blink of an eye.

The bearer can use the Mask of the Alpha Dominus at any time to instantly change the Battle Protocol of a friendly Kastelan Robot Maniple or Cohort Cybernetica Formation within 12" of the bearer. The new Battle Protocol becomes active immediately. However, the unit or Formation cannot use the Battle Protocol that they changed from for the rest of the battle.

AUTOCADUCEUS OF ARKHAN LAND

This rod's runic tip can impart blessed energy to anything metallic that the wielder strikes with sufficient vigour. Those cyborgs and

engines so struck will stitch themselves back together as if repaired by the hands of the Technoarcheologist himself.

The bearer of the Autocaduceus of Arkhan Land, and his unit, have the It Will Not Die special rule.

UNCREATOR GAUNTLET

The Uncreator Gauntlet was originally devised to reverse-engineer lost technologies. When laid upon a machine, xenotech fields are released that cause the construct's chronology to be wound back. If the timing is accurate to the picosecond, the temporal anomaly can rejuvenate the machine to the prime of its operative lifespan – or go on to reduce it to a neatly-arrayed pile of component parts, each ready for the Tech-Priest's inspection.

A model equipped with the Uncreator Gauntlet can use it in the Fight sub-phase instead of making its normal close combat attacks. To do so, nominate a vehicle model (friend or foe) in base contact with the bearer. If you choose an enemy vehicle, roll To Hit with a single Attack. If the attack hits, or if you chose a friendly vehicle, roll a D6 and consult the following table:

D6	Result
1	Your opponent chooses for the vehicle to regain 1 Hull Point lost earlier in the game or lose 1 Hull Point*.
2-3	Choose for the vehicle to regain 1 Hull Point lost earlier in the game or lose 1 Hull Point*.
4-5	Choose for the vehicle to regain D3 Hull Points lost earlier in the game or lose D3 Hull Points*.
6	Choose for the vehicle to regain D6 Hull Points lost earlier in the game or lose D6 Hull Points*.

** Invulnerable saves can be attempted against each Hull Point lost in this manner.*

THE SCRYERSKULL PERSPICATUS

This tiny servo-skull reads the battlefield as a cascade of binary

code. Those who gather and process its papery expulsions see not only the treasures of the battlefield, but also the weaknesses of those enemy vehicles found wanting in the Perspicatus' sight.

At the start of each of your turns, a model with the Scryerskull Perspicatus can choose either to identify a single Mysterious Objective or to scry an enemy vehicle anywhere on the battlefield. If you choose to scry a vehicle, any friendly units with the Cult Mechanicus or Skitarii Faction re-roll failed armour penetration rolls against that vehicle, and can choose to re-roll glancing hits scored on it in an attempt to instead get a penetrating hit, until the start of your next turn.

TACTICAL OBJECTIVES

Codex: Cult Mechanicus describes six Tactical Objectives to use in your games that are exclusive to Cult Mechanicus players and help to reflect how the enigmatic ruling caste of the Adeptus Mechanicus and their robotic charges fight.

If your Warlord has the Cult Mechanicus Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Cult Mechanicus player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), generate the corresponding Cult Mechanicus Tactical Objective instead, as shown in the table on the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	Result
11	Praise the Machine God
12	Networked Archeotech
13	Study the Machines of the Foe
14	Reclaim Lost Knowledge
15	The Will of the Ommissiah
16	Destroy, Record, Rejoice

11 PRAISE THE MACHINE GOD
TYPE: CULT MECHANICUS

Let the energising power of the Machine God surround you – the jubilation of his flock shall be the bane of his foe.

Score 1 Victory Point at the end of your turn if you used one of the following Canticles of the Omnissiah during your turn;
Incantation of the Iron Soul or Shroudpsalm.

12 NETWORKED ARCHEOTECH

TYPE: CULT MECHANICUS

*Many ancient treasures have been scattered across this land.
Ensure you unite their components wherever they can be found.*

When this Tactical Objective is generated roll two dice (re-rolling any doubles). Score 1 Victory Point at the end of your turn if you control either of the Objective Markers whose numbers correspond to the results. If you control both these Objective Markers at the end of your turn, score D3 Victory Points instead.

13 STUDY THE MACHINES OF THE FOE

TYPE: CULT MECHANICUS

Lay low the unhallowed machine, but leave as much of it intact as possible – there is much we can learn from the wreckage later.

Score 1 Victory Point at the end of your turn if at least one enemy vehicle was completely destroyed during your turn, but did not suffer an Explodes! or Crash and Burn! result on the Vehicle Damage table.

14 RECLAIM LOST KNOWLEDGE

TYPE: CULT MECHANICUS

You must drive the blasphemers from sites of learning and enlightenment, should it take a thousand years to do so.

Score 1 Victory Point at the end of your turn if you control at least

one Objective Marker that was controlled by your opponent at the start of your turn. If, at the end of your turn, you control three or more Objective Markers that were controlled by your opponent at the start of your turn, score D3 Victory Points instead.

15 THE WILL OF THE OMNISSIAH

TYPE: CULT MECHANICUS

Channel the divine might of the Machine God through your corpus, let his inhuman wrath scatter the foe beyond recovery.

Score 1 Victory Point at the end of your turn if you used one of the following Canticles of the Omnisiah during your turn; Invocation of Machine-might, Chant of the Remorseless Fist or Litany of the Electromancer, and you completely destroyed at least one enemy unit during the Assault phase of your turn.

16 DESTROY, RECORD, REJOICE

TYPE: CULT MECHANICUS

Direct your guns at the enemy and observe the results as they unleash their fury upon the various forces that oppose you.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your Shooting phase. If both an enemy vehicle and an enemy non-vehicle unit were completely destroyed during your Shooting phase, score D3 Victory Points instead. In either case, if any of the destroyed units was a Super-heavy vehicle or Gargantuan Creature, score an additional 3 Victory Points.



DESIGNER'S NOTE - TACTICAL OBJECTIVES

CARD DECK

If you own a deck of Cult Mechanicus Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Tech-Priest Dominus	4	5	4	4	3	3	2	9	2+	In (ch)

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Kataphron Breacher	3	3	5	5	2	3	1	8	3+	In
Kataphron Destroyer	3	3	5	5	2	3	1	8	4+	In

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Corpuscarii Electro-Priest	3	4	3	3	1	3	2	9	-	In
Fulgurite Electro-Priest	4	3	3	3	1	3	2	9	-	In

UNIT TYPES

Infantry = In, *Monstrous Creature* = MC, *Character* = (ch)

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Cybernetica Datasmith	3	4	4	4	2	3	2	9	2+	In (ch)
Kastelan Robot	3	3	6	7	3	2	2	7	3+	MC

RANGED WEAPONS

Weapon	Range	S	AP	Type
Cognis flamer	Template	4	5	Assault 1, Cognis Flamewall
Electrostatic gauntlets	12"	4	-	Assault 2, Twin-linked
Eradication ray				
Short range	0"-12"	8	1	Heavy 1
Long range	12"-24"	6	3	Heavy 1, Blast
Gamma pistol	12"	6	2	Pistol, Armourbane
Heavy arc rifle	36"	6	5	Heavy 2, Haywire
Heavy grav-cannon	30"	*	2	Salvo 4/6, Concussive, Graviton
Heavy phosphor blaster	36"	6	3	Heavy 3, Luminagen
Incendine combustor	Template	4	5	Assault 1, Torrent
Macrostubber	12"	4	6	Burst Pistol
Phosphor blaster	24"	5	4	Rapid Fire, Luminagen
Phosphor serpenta	18"	5	4	Assault 1, Luminagen
Plasma culverin	24"	7	2	Heavy 2, Blast, Gets Hot
Torsion cannon	24"	8	1	Heavy 1, Gravitic Contortion
Volkite blaster	24"	6	5	Heavy 3, Deflagrate

MELEE WEAPONS

Weapon	Range	S	AP	Type
Arc claw	-	+1	5	Melee, Haywire
Dataspikes	-	User	5	Melee, Dataspikes, Haywire
Electroeech stave	-	+2	4	Melee, Concussive, Electroeech, Two-handed
Electrostatic gauntlets	-	+1	-	Melee
Hydraulic claw	-	+2	-	Melee, Iron Grasp, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy





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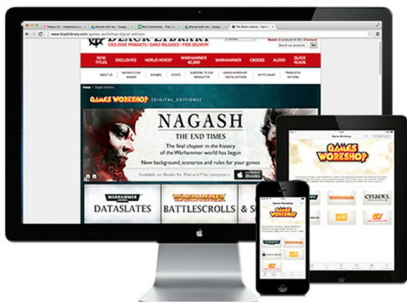
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