

WARHAMMER 40,000

This set contains the 6 Canticles of the Omnissiah from *Codex: Cult Mechanicus*, printed on individual cards as a handy reference for use in your battles, and a complete deck of Tactical Objectives, including the 6 unique Cult Mechanicus Tactical Objectives.

*You will need a copy of
Warhammer 40,000: The Rules
to use the contents of this set.*

Not suitable for children under 36 months. Retain packaging for future reference. Games Workshop recommends this product for ages 12 and over.

MADE IN CHINA

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WARHAMMER

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WARHAMMER 40,000

DATA CARDS



CULT MECHANICUS™

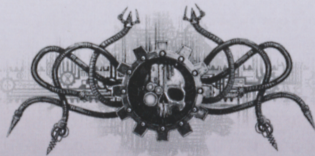
CANTICLES OF THE OMNISSIAH

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



CANTICLES OF THE OMNISSIAH

BENEDICTION OF OMNISCIENCE

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



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



CANTICLES OF THE OMNISSIAH

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	Effect
1-3	Friendly units with the Canticles of the Omnisiah 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 Omnisiah 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 Omnisiah special rule re-roll all failed To Hit rolls when making close combat attacks.

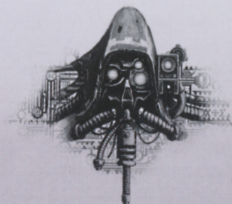
CANTICLES OF THE OMNISSIAH

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



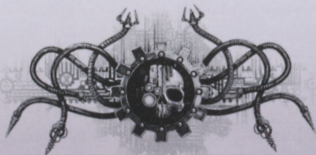
CANTICLES OF THE OMNISSIAH

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	Effect
1-3	Friendly units with the Canticles of the Omnisiah special rule gain the Stubborn special rule.
4-7	Friendly units with the Canticles of the Omnisiah 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 Omnisiah special rule gain the Fearless special rule.



CANTICLES OF THE OMNISSIAH

LITANY OF THE ELECTROMANCER

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



Units	Effect
1-3	Enemy units suffer a single Strength 4 AP-hit for each model with the Canticles of the Omnisiah 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 Omnisiah 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 Omnisiah special rule in units that they are locked in combat with, resolved at the Initiative 10 step of the Fight sub-phase.



CANTICLES OF THE OMNISSIAH

In times of war, the disciples of the Omnisiah 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 Omnisiah. 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 Omnisiah 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.

HOLD THE LINE

It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.

43

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

TYPE: SEIZE GROUND

ASCENDENCY

The battleground is won one yard at a time. Continue to establish a strong military presence in the area.

44

Score D3 Victory Points if you control any three Objective Markers at the end of your turn.

TYPE: SEIZE GROUND

SUPREMACY

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.

45

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

TYPE: SEIZE GROUND

DOMINATION

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

46

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

TYPE: SEIZE GROUND

STUDY THE MACHINES OF THE FOE

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

13

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.

TYPE: CULT MECHANICUS

PRAISE THE MACHINE GOD

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

11

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

TYPE: CULT MECHANICUS

NETWORKED ARCHEOTECH

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

12

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.

TYPE: CULT MECHANICUS

RECON

You must locate and assess the value of local battlefield objectives so your forces can be tactically deployed.

41

If the mission has the Mysterious Objectives mission special rule, score 1 Victory Point if every objective on the battlefield has been identified at the end of this, or any previous turn.

TYPE: SEIZE GROUND

HUNGRY FOR GLORY

You fight not only for victory, but for honour as well. Let none dispute your skills on the field of battle.

54

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

TYPE: PURGE

BEHIND ENEMY LINES

Break through the foe's army and cut off his lines of escape.

42

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

TYPE: SEIZE GROUND

PSYCHOLOGICAL WARFARE

Break the enemy's morale, make your foes tremble before you.

55

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

TYPE: PURGE

OVERWHELMING FIREPOWER

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

51

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

HARNESS THE WARP

Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.

56

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

TYPE: PURGE

BLOOD AND GUTS

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

52

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

KINGSLAYER

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

61

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

TYPE: ANNIHILATION

NO PRISONERS

Exterminate your enemy, show them no mercy.

53

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

THE WILL OF THE OMNISSIAH

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

15

Score 1 Victory Point at the end of your turn if you used one of the following Canticles of the Ommissiah 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.

TYPE: CULT MECHANICUS

DEMOLITIONS

If the enemy seeks shelter behind fortress walls, raze them to the ground.

65

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

DESTROY, RECORD, REJOICE

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

16

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.

TYPE: CULT MECHANICUS

ASSASSINATE

The enemy looks to their champions for courage. Identify and assassinate them.

64

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

21

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: TAKE & HOLD

BIG GAME HUNTER

The larger the foe, the greater the glory...

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

22

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: TAKE & HOLD

RECLAIM LOST KNOWLEDGE

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

14

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.

TYPE: CULT MECHANICUS

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

31

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

23

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

32

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

24

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

33

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

25

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

34

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

26

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: TAKE & HOLD

SCOUR THE SKIES

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

63

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

TYPE: ANNIHILATION



SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

35

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

36

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: STORM & DEFEND

WITCH HUNTER

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

62

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: ANNIHILATION