



ARCHMAGOS PRIME

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	
Archmagos Prime	6"	2+	2+	5	5	6	4	9	2+	
An Archmagos Prime is a single model. It is equipped with a mechanicum axe, mechadendrites, a flamer, a plasma pistol, and a volkite serpenta.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Mechanicum Axe	Melee	Melee		+1	-2	2	-			
Mechadendrites	Melee	Melee		User	0	1	Each Hit roll of 6+ with this weapon causes 3 hits rather than 1.			
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.			
Plasma Pistol (Standard)	12"	Pistol 1		7	-3	1	-			
Plasma Pistol (Overcharge)	12"	Pistol 1		8	-3	2	On a Hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.			
Volkite Serpenta	10"	Pistol 2		5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.			
WARGEAR	<ul style="list-style-type: none">• This model may replace its mechanicum axe with a power fist, paragon blade, or chainfist.• This model may replace its volkite serpenta with a maxima bolter, archeotech pistol, or plasma pistol.• This model may take any of the following: rad grenades, melta bombs, and omnispeX.• This model may take either a jet pack, graviton imploder, or C-beam demi-cannon.• This model may take either a heavy rotor cannon, photon gauntlet, graviton gun, phased plasma-fusil, irad-cleanser, meltagun, or photon thruster.									
ABILITIES	Canticles of the Ommissiah (Pg. 73) Archmagos: While the Archmagos Prime is on the battlefield, you can add or subtract 1 when rolling on the Canticles of the Omnissiah table. Refractor Field: The Archmagos Prime has a 5+ Invulnerable save. Masterwork Bionics: At the beginning of each of your turns, this model regains D3 lost wounds.					Master of Machines: At the end of your Movement phase this model can repair a single friendly IMPERIUM model within 3" (but not itself). The model being repaired regains 1 lost wound, unless it is an ADEPTUS MECHANICUS model, in which case it regains D3 lost wounds. A model may not be the target of the Master of machines ability more than once per turn. Lord of the Forge: You can reroll failed Hit rolls in the Shooting phase for friendly < FORGEWORLD > units within 6".				
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>									
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, ARCHMAGOS									





ARCHMAGOS PRIME ON ABEYANT



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Archmagos Prime on Abeyant	8"	2+	2+	5	5	7	4	9	2+
An Archmagos Prime on Abeyant is a single model. It is equipped with a mechanicum axe, mechadendrites, a flamer, a plasma pistol, and a volkite serpenta. The Abeyant is equipped with a photon thruster.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Mechanicum Axe	Melee	Melee		+1	-2	2	-		
Mechadendrites	Melee	Melee		User	0	1	Each Hit roll of 6+ with this weapon causes 3 hits rather than 1.		
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Plasma Pistol (Standard)	12"	Pistol 1		7	-3	1	-		
Plasma Pistol (Overcharge)	12"	Pistol 1		8	-3	2	On a Hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Volkite Serpenta	10"	Pistol 2		5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.		
Photon Thruster	36"	Heavy 2		7	-4	D3	Each time you make a 6+ Wound roll for this weapon, the target suffers a Mortal wound in addition to any other damage.		
WARGEAR	<ul style="list-style-type: none">• This model may replace its mechanicum axe with a power fist, paragon blade, or chainfist.• This model may replace its volkite serpenta with a maxima bolter, archeotech pistol, or plasma pistol.• This model may take any of the following: rad grenades, melta bombs, and omnispex.• This model may take either a graviton imploder or C-beam demi-cannon.• This model may take either a heavy rotor cannon, photon gauntlet, graviton gun, phased plasma-fusil, irad-cleanser, melta-gun, or photon thruster.								
ABILITIES	Canticles of the Ommissiah (Pg. 73) Archmagos: While the Archmagos Prime is on the battlefield, you can add or subtract 1 when rolling on the Canticles of the Omnissiah table. Refractor Field: The Archmagos Prime has a 5+ Invulnerable save. Masterwork Bionics: At the beginning of each of your turns, this model regains D3 lost wounds. Implacable: This model can only Advance D3", but ignores the -1 penalty to Hit rolls for moving and firing a Heavy weapon.					Master of Machines: At the end of your Movement phase this model can repair a single friendly IMPERIUM model within 3" (but not itself). The model being repaired regains 1 lost wound, unless it is an ADEPTUS MECHANICUS model, in which case it regains D3 lost wounds. A model may not be the target of the Master of machines ability more than once per turn. Lord of the Forge: You can reroll failed Hit rolls in the Shooting phase for friendly <FORGEWORLD> units within 6". Monstrous Bulk: When taking up spaces within a TRANSPORT , this model takes up three spaces rather than one.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>								
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, ABEYANT, ARCHMAGOS								





CYBERNETICA DOMINUS

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Cybernetica Dominus	6"	3+	3+	4	4	4	2	8	2+
A Cybernetica Dominus is a single model. It is equipped with a mechanicum axe and a volkite serpenta.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Mechanicum Axe	Melee	Melee		+1	-2	2	-		
Volkite Serpenta	10"	Pistol 2		5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.		
WARGEAR	<ul style="list-style-type: none">• This model may replace its mechanicum axe with a power fist.• This model may replace its volkite serpenta with an archeotech pistol, a plasma pistol , or a gamma pistol.• This model may take either a heavy rotor cannon, photon gauntlet, graviton gun, irad-cleanser, or meltagun.								
ABILITIES	Canticles of the Omnissiah (Pg. 73) Refractor Field: The Cybernetica Dominus has a 5+ Invulnerable save. Master of Machines: At the end of your Movement phase this model can repair a single friendly <FORGEWORLD> CYBERNETICA model within 3" (but not itself). The model being repaired regains D3 lost wounds. A model may not be the target of the Master of Machines ability more than once per turn.					Lord of the Cybernetica: Instead of using its Master of Machines ability at the end of the Movement phase, this model may choose to select one <FORGEWORLD> CYBERNETICA unit within 6"; this unit gains a +1 to Hit rolls until the start of their next Movement phase. Cult of the Cog: This model counts as a Cybernetica Datasmith for all rules in this codex.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>								
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, CYBERNETICA DOMINUS								





SECUTARII AXIARCH

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Secutarii Axiarch	6"	3+	3+	4	4	4	3	8	3+
A Secutarii Axiarch is a single model. It is equipped with an arc maul and a radium pistol.									
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES	
Arc Maul	Melee	Melee	+2			-1	1	When attacking a VEHICLE , this weapon is Damage D3.	
Radium Pistol	12"	Pistol 1	3			0	1	Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 Damage instead of 1.	
WARGEAR	<ul style="list-style-type: none">• This model may replace its arc maul with a power sword, power axe, or power fist.• This model may replace its radium pistol with an arc pistol, volkite serpenta, archeotech pistol, or photon gauntlet.• This model may replace both its arc maul and radium pistol with either an arc lance and mag-inverter shield or a galvanic caster.• This model may take either rad grenades or an omnispeX.								
ABILITIES	Canticles of the Ommissiah (Pg. 73)					Bionics: The Secutarii Axiarch has a 6+ Invulnerable save.			
	Binaric Stratagems: You can re-roll failed Wound rolls of 1 for friendly <FORGEWORLD> TITAN GUARD units within 6".					Relentless March: All <FORGEWORLD> SKITARII unit within 6" of this model may roll 2 dice when Advancing and take the highest result.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>								
KEYWORDS	CHARACTER, INFANTRY, TITAN GUARD, SECUTARII AXIARCH								





BIOLOGIS FLESH-SMITH



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Biologis Flesh-smith	6”	3+	3+	4	4	4	2	8	3+
A Biologis Flesh-smith is a single model. It is equipped with a mechanicum axe and a reductor pistol.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Mechanicum Axe	Melee	Melee		+1	-2	2	-		
Reductor Pistol	3”	Pistol 1		4	-3	2	-		
WARGEAR	• None								
ABILITIES	Canticles of the Ommissiah (Pg. 73) Refractor Field: The Biologis Flesh-smith has a 5+ Invulnerable save. Lacyraemarta: At the end of any of your Movement Phases, this model can attempt to heal or revive a single model. Select a friendly <FORGEWORLD> INFANTRY unit within 3”. If that unit contains a wounded model, it immediately regains					D3 lost Wounds. If the chosen unit contains no wounded models but one or more models have been slain during the battle, roll a D6. On a 4+, a single slain model is returned to the unit with 1 Wound remaining. If the chosen unit is TECH-THRALLS , D3 models are returned to the unit. If the roll fails to revive a model, this model can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers rare technology from the fallen. A unit can only be the target of the Lacyraemarta ability once in each Turn.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>								
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, BIOLOGIS FLESH-SMITH								





DOMITAR BATTLE-AUTOMATA



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Domitar Battle-Automata	8"	4+	4+	7	7	8	4	10	3+
This unit contains 1 Domitar Battle-Automata. It can include up to 2 additional Domitar Battle-Automata (Power Rating +8 per model). Each model is equipped with graviton hammers and a missile launcher (Ignis and Krak).									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Graviton Hammer	Melee	Melee		x2	-3	3	All units must subtract -2 from their Charge roll when targeting this model.		
Missile Launcher (Ignis)	48"	Heavy D6		5	0	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.		
Missile Launcher (Krak)	48"	Heavy 1		8	-2	D6	-		
WARGEAR	• None								
ABILITIES	Canticles of the Ommissiah (Pg. 73) Atomantic Shielding: All models have a 5+ Invulnerable save against shooting attacks, and a 6+ Invulnerable save against melee attacks. Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model; on a 6 it explodes, and each unit within 6" suffers D3 Mortal wounds. Battle Protocols: When this unit is set up, the Aegis Protocol (see below) is in effect. You can attempt to change the unit's battle protocol at the start of each of your Movement phases if there is a friendly <FORGEWORLD> Cybernetica Datasmith within 6". To do so, roll a D6; on a 2+ the attempt is successful and you can select any one of the three battle protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect. *Aegis Protocol: Whilst this battle protocol is in effect, you can add 1 to any armour and invulnerable saving throws you make for models in the unit. *Conqueror Protocol: Whilst this battle protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once. *Protector Protocol: Whilst this battle protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>								
KEYWORDS	VEHICLE, CYBERNETICA, DOMITAR BATTLE-AUTOMATA								





MYRMIDON SECUTORS



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Myrmidon Secutors	5"	3+	3+	4	5	2	2	7	3+
Secutor Lord	5"	3+	3+	4	5	2	3	8	3+
This unit contains 1 Secutor Lord and 2 Myrmidon Secutors. It can include up to 3 additional Myrmidon Secutors (Power Rating +9). Each model is armed with a power axe and a twin maxima bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Power Axe	Melee	Melee		+1	-2	1	-		
Twin Maxima Bolter	12"	Assault 6		4	0	1	-		
Twin Volkite Charger	15"	Assault 6		5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.		
Twin Graviton Gun	18"	Rapid Fire 2		5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.		
Twin Phased Plasma-fusil	24"	Rapid Fire 4		6	-3	2	-		
Twin Irad-cleanser	9"	Assault 2D6		*	0	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.		
WARGEAR	• Any model may replace its twin maxima bolter for a twin volkite charger, twin graviton gun, twin phased plasma-fusil, twin irad-cleanser.								
ABILITIES	Canticles of the Ommissiah (Pg. 73) Refractor Field: All models in this unit have a 5+ Invulnerable save.					Fusillade Attack: Models in this unit may choose to treat any ranged weapon as an Assault weapon if they have Advanced this turn (Example – Rapid Fire 2 becomes Assault 2). Lumbering Advance: Models in this unit only Advance D3", but do not suffer the penalty to Advancing and firing Assault weapons.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>								
KEYWORDS	INFANTRY, HEAVY, MYRMIDON SECUTORS								





SECUTARII PELTASTS

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Secutarii Peltast	6"	3+	3+	3	3	1	1	7	4+
Peltast Alpha	6"	3+	3+	3	3	1	2	8	4+
This unit contains 1 Peltast Alpha and 4 Secutarii Peltasts. It can include up to 5 additional Secutarii Peltasts (Power Rating +3). Each model is armed with a galvanic caster.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Galvanic Caster (Flechette)	8"	Assault D3		3	0	1	This weapon automatically hits.		
Galvanic Caster (Ignis)	18"	Assault 2		3	0	1	This weapon can target units that are not visible to the bearer.		
Galvanic Caster (Hammershot)	24"	Heavy 1		4	-2	1	-		
WARGEAR	<ul style="list-style-type: none">Up to two Secutarii Peltasts may replace their galvanic caster with one item from the <i>Special Weapons</i> list.If the unit numbers ten models, one additional Secutarii Peltast may replace their galvanic caster with one item from the <i>Special Weapons</i> list.One Secutarii Peltast may also have either an enhanced data-tether or an omnispep.The Peltast Alpha may take one item from the <i>Melee Weapons</i> list, and may replace their galvanic caster with one item from the <i>Pistols</i> list.								
ABILITIES	<div>Canticles of the Omnissiah (Pg. 73)</div> <div>Bionics: All models in this unit have a 6+ Invulnerable save.</div> <div>Kyropatris Field: All models in this unit may re-roll saving throws of 1 while there is 5 or more models in the unit.</div> <div>Omnispex: Enemy units do not receive the benefits to their saving throws for being in cover against attacks made by a unit that includes a model with an omnispep.</div> <div>Enhanced Data-tether: You can re-roll failed Morale tests for a unit that includes a model with an enhanced data-tether.</div>								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>								
KEYWORDS	INFANTRY, TITAN GUARD, SECUTARII PELTASTS								





SECUTARII HOPLITES



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Secutarii Hoplite	6"	3+	3+	3	3	1	1	7	4+
Hoplite Alpha	6"	3+	3+	3	3	1	2	8	4+
This unit contains 1 Hoplite Alpha and 4 Secutarii Hoplites. It can include up to 5 additional Secutarii Hoplites (Power Rating +3). Each model is armed with an arc lance and mag-inverter shield.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Arc Lance (Shooting)	12"	Assault 1		5	-1	1	When attacking a VEHICLE , this weapon has a Damage of D3.		
Arc Lance (Melee)	Melee	Melee		+2	-1	1	When attacking a VEHICLE , this weapon has a Damage of D3.		
WARGEAR	<ul style="list-style-type: none">• One Secutarii Hoplite may have either an enhanced data-tether or an omnisplex.• The Hoplite Alpha may take one item from the <i>Pistols</i> list, and may replace their arc lance with one item from the <i>Melee Weapons</i> list.								
ABILITIES	Canticles of the Omnissiah (Pg. 73)					Kyropatris Field: All models in this unit may re-roll saving throws of 1 while there is 5 or more models in the unit.			
Mag-inverter Shield: All models in this unit have a 5+ Invulnerable save. In addition, this unit always fights first in the Fight phase, even if they did not Charge. If multiple units have this rule, the players take turns activating them, starting with the player whose Turn it is.						Omnispex: Enemy units do not receive the benefits to their saving throws for being in cover against attacks made by a unit that includes a model with an omnisplex.			
						Enhanced Data-tether: You can re-roll failed Morale tests for a unit that includes a model with an enhanced data-tether.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>								
KEYWORDS	INFANTRY, TITAN GUARD, SECUTARII HOPLITES								





TECH-THRALLS



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Tech-Thralls	5"	5+	5+	3	3	1	1	6	5+
This unit contains 10 Tech-Thralls. It may contain 10 additional Tech-Thralls (Power Rating +2), or up to 20 additional Tech-Thralls (Power Rating +4). Each model is armed with a laslock.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Laslock	18"	Rapid Fire 1		4	0	1	-		
Mitralock	8"	Assault 3		4	0	1	-		
WARGEAR	• The unit may replace their laslocks for mitralocks.								
ABILITIES	Canticles of the Omnissiah (Pg. 73) Bionics: All models in this unit have a 6+ Invulnerable save.					Mindlock: Tech-Thralls improve both their Weapon Skill and Ballistic Skill to a 4+, and their Leadership to 9, whilst they are within 6" of any friendly TECH-PRIESTS .			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>								
KEYWORDS	INFANTRY, TECH-THRALLS								





CASTELLAX BATTLE-AUTOMATA



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Castellax Battle-Automata	8"	4+	4+	6	7	6	3	10	3+
This unit contains 1 Castellax Battle-Automata. It can include up to 4 additional Castellax Battle-Automata (Power Rating +7 per model). Each model is equipped with servo-fists, two bolters, and a heavy phosphor blaster.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Servo-fists	Melee	Melee		+4	-3	3	-		
Bolter	24"	Rapid Fire 1		4	0	1	-		
Heavy Phosphor Blaster	36"	Heavy 3		6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.		
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage and discard the lowest roll.		
Darkfire Cannon	48"	Heavy 2		8	-4	D6	Each time you make a 6+ Wound roll for this weapon, the target suffers a Mortal wound in addition to any other damage.		
WARGEAR	<ul style="list-style-type: none">Any model may replace its heavy phosphor blaster for a multi-melta or a darkfire cannon.Any model may replace its two bolters with two flamers.								
ABILITIES	<div>Canticles of the Ommissiah (Pg. 73)</div> <div>Atomantic Shielding: All models have a 5+ Invulnerable save against shooting attacks, and a 6+ Invulnerable save against melee attacks.</div> <div>Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model; on a 6 it explodes, and each unit within 3" suffers D3 Mortal wounds.</div> <div>Battle Protocols: When this unit is set up, the Aegis Protocol (see below) is in effect. You can attempt to change the unit's battle protocol at the start of each of your Movement phases if there is a friendly <FORGEWORLD> Cybertetica Datasmith within 6". To do so, roll a D6; on a 2+ the attempt is successful and you can select any one of the three battle protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect. *Aegis Protocol: Whilst this battle protocol is in effect, you can add 1 to any armour and invulnerable saving throws you make for models in the unit. *Conqueror Protocol: Whilst this battle protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once. *Protector Protocol: Whilst this battle protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons.</div>								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>								
KEYWORDS	VEHICLE, CYBERNETICA, CASTELLAX BATTLE-AUTOMATA								





SCYLLAX GUARDIAN-AUTOMATA



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	
Scyllax Guardians	8"	3+	4+	4	5	2	3	7	4+	
This unit contains 4 Scyllax Guardians. It can include up to 4 additional Scyllax Guardians (Power Rating +5), or up to 8 additional Scyllax Guardians (Power Rating +10). Each model is armed with a mechadendrite array and a scyllax bolter.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Mechadendrite Array (Flail)	Melee	Melee		User	0	1	Each Hit roll of 6+ with this weapon causes 3 hits rather than 1.			
Mechadendrite Array (Dismember)	Melee	Melee		+3	-2	D3	If you choose this mode, this model can only make one attack when it fights.			
Scyllax Bolter	30"	Rapid Fire 1		4	-1	1	-			
Heavy Rotor Cannon	30"	Rapid Fire 3		4	0	1	-			
Plasma Caliver (Standard)	18"	Assault 2		7	-3	1	-			
Plasma Caliver (Overcharge)	18"	Assault 2		8	-3	2	On a Hit roll of 1, the bearer is slain after all of this weapons shots have been resolved.			
Graviton Gun	18"	Rapid Fire 1		5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.			
Irad-cleanser	9"	Assault D6		*	0	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.			
WARGEAR	• For every 4 models in the unit, up to two models may replace their scyllax bolter with either a heavy rotor cannon, plasma caliver, graviton gun, or irad-cleanser.									
ABILITIES	Canticles of the Ommissiah (Pg. 73) Rad Furnace: Reduce the Toughness of enemy units (other than VEHICLES) by 1 whilst they are within 1" of any Scyllax Guardian-Automata unit. Bionics: All models in this unit have a 6+ Invulnerable save.									Bodyguards: Roll a D6 each time a friendly ADEPTUS MECHANICUS CHARACTER loses a wound whilst they are within 3" of a model from this unit, on a 3+ the Adeptus Mechanicus character does not lose a wound but a model in this unit suffers a Mortal wound. Guardian Protocols : Scyllax Guardian-Automata do not test for Morale while within 6" of any friendly TECH-PRIESTS .
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>									
KEYWORDS	INFANTRY, SCYLLAX GUARDIAN-AUTOMATA									





THALLAX COHORT



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Thallax	10"	4+	3+	5	5	3	2	7	4+
This unit contains 3 Thallax. It can include up to 3 additional Thallax (Power Rating +7), or up to 6 additional Thallax (Power Rating +14). Each model is armed with a lightning gun and heavy chainblade.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy Chainblade	Melee	Melee		+2	-1	1	-		
Lightning Gun	18"	Assault 2		5	-1	1	Each time you make a Wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 and a Damage of 2.		
Phased Plasma-fusil	24"	Rapid Fire 2		6	-3	2	-		
Irad-cleanser	9"	Assault D6		*	0	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.		
Photon Thruster	36"	Heavy 2		7	-4	D3	Each time you make a 6+ Wound roll for this weapon, the target suffers a Mortal wound in addition to any other damage.		
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage and discard the lowest roll.		
WARGEAR	• For every 3 Thallax in the unit, up to one Thallax may replace their lightning gun with either a phased plasma-fusil, an irad-cleanser, a photon thruster, or a multi-melta.								
ABILITIES	<div>Canticles of the Ommissiah (Pg. 73) Jet Pack Assault: During deployment you can set this unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.</div> <div>Djinn-sight: Units attacked by this unit do not gain any bonus to their saving throws for being in cover. Lorica Thallax: Roll a D6 every time a model from this unit loses a wound; on a 5+, it does not lose the wound. Implacable: This unit does not suffer the penalties for moving and firing Heavy weapons.</div>								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>								
KEYWORDS	INFANTRY, JET PACK, FLY, THALLAX COHORT								





TRIAROS CONVEYOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Mv	BS	A
Triaros Conveyor	*	6+	*	7	8	14	*	8	3+	8-14+	10"	3+	6
A Triaros Conveyor is a single model equipped with a twin heavy phosphor blaster, two volkite chargers, a shock ram, and a broad spectrum data-tether.										4-7	5"	4+	D6
										1-3	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Shock Ram	Melee	Melee		+1	-3	D3	On a turn in which this model charges, it gains +2 to Hit in the following Fight phase with this weapon.						
Volkite Charger	15"	Assault 3		5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.						
Twin Heavy Phosphor Blaster	36"	Heavy 6		6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.						
WARGEAR	• None												
ABILITIES	<div><div>Canticles of the Ommissiah (Pg. 73) Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model and before any embarked models disembark; on a 6 it explodes, and each unit within 6" suffers D6 Mortal wounds.</div><div>Flare Shield: Any time this model loses a wound against a ranged weapon, roll a D6; on a 5+ the wound is not lost. Broad Spectrum Data-Tether: <FORGEWORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.</div></div>												
TRANSPORT	This model can transport 12 <FORGEWORLD> INFANTRY models. Each HEAVY INFANTRY model takes up the space of 2 other models. It cannot transport JET PACK or JUMP PACK models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>												
KEYWORDS	VEHICLE, TRANSPORT, TRIAROS CONVEYOR												





URSARAX COHORT



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Ursarax	12"	3+	4+	5	5	3	3	7	4+
This unit contains 3 Ursarax. It can include up to 3 additional Ursarax (Power Rating +7), or up to 8 additional Ursarax (Power Rating +14). Each model is armed with a volkite incinerator and two lightning claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Lightning Claw	Melee	Melee		User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.		
Power Fist	Melee	Melee		x2	-3	D3	Subtract 1 from all Hit rolls for this weapon.		
Volkite Incinerator	10"	Pistol 3		5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.		
WARGEAR	• Each model may replace their two lightning claws for a pair of power fists.								
ABILITIES	Canticles of the Ommissiah (Pg. 73) Jump Pack Assault: During deployment you can set this unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models. Djinn-sight: Units attacked by this unit do not gain any bonus to their saving throws for being in cover. Lorica Thallax: Roll a D6 every time a model from this unit loses a wound; on a 5+, it does not lose the wound. Crushing Impact: When a model in this unit completes a Charge, roll a D6; on a 4+, one unit within 1" suffer a Mortal wound.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARIL, <FORGEWORLD>								
KEYWORDS	INFANTRY, JUMP PACK, FLY, URSARAX COHORT								





VORAX SCOUT-AUTOMATA



NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Vorax Battle-Automata	9"	4+	4+	5	6	6	4	10	4+
This unit contains 1 Vorax Battle-Automata. It can include up to 5 additional Vorax Battle-Automata (Power Rating +4 per model). Each model is equipped with a twin heavy rotor cannon, a lightning gun, and vorax power blades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Vorax Power Blades	Melee	Melee		+1	-2	D3	-		
Twin Heavy Rotor Cannon	30"	Rapid Fire 6		4	0	1	-		
Lightning Gun	18"	Assault 2		5	-1	1	Each time you make a Wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 and a Damage of 2.		
Irad-cleanser	9"	Assault D6		*	0	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.		
WARGEAR	• Any model may replace their lightning gun for an irad-cleanser.								
ABILITIES	Canticles of the Ommissiah (Pg. 73)				there is a friendly <FORGEWORLD> Cybernetica Datasmith within 12". To do so, roll a D6; on a 2+ the attempt is successful and you can select any one of the three scout protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect.				
	Bionics: All models in this unit have a 6+ Invulnerable save.				* Stealth Protocol: Whilst this scout protocol is in effect, your opponent must subtract 1 from all hit rolls for ranged weapons that target this unit.				
	Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model; on a 6 it explodes, and each unit within 3" suffers 1 Mortal wound.				* Conqueror Protocol: Whilst this scout protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once.				
	Forwards Observer: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models.				* Protector Protocol: Whilst this scout protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons.				
	Scout Protocols: When this unit is set up, the Stealth Protocol (see below) is in effect. You can attempt to change the unit's scout protocol at the start of each of your Movement phases if								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>								
KEYWORDS	VEHICLE, CYBERNETICA, VORAX SCOUT-AUTOMATA								





VULTURAX STRATOS-AUTOMATA

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				Mv	WS	A
Vulturax Stratos-Automata	*	*	4+	7	7	12	*	10	3+	8-12+	14"	4+	3			
A Vulturax Stratos-Automata is a single model equipped with a vulturax arc blaster, a twin setheno havoc launcher, and great mechadendrites.										4-7	10"	5+	D3			
										1-3	6"	6+	1			
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES								
Giant Mechadendrites	Melee		Melee		+1	-1	2	Each Hit roll of 6+ with this weapon causes 3 hits rather than 1.								
Vulturax Arc Cannon	24"		Heavy 3		8	-2	D3	When attacking a VEHICLE , this weapon has a Damage of D6.								
Twin Setheno Havoc Launcher	48"		Heavy 2D6		5	0	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.								
WARGEAR	• None															
ABILITIES	<div>Canticles of the Ommissiah (Pg. 73)</div> <div>Atomantic Shielding: All models have a 5+ Invulnerable save against shooting attacks, and a 6+ Invulnerable save against melee attacks.</div> <div>Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model; on a 6 it explodes, and each unit within 6" suffers D3 Mortal wounds.</div> <div>Stratos Protocols: When this unit is set up, the Hunter Protocol (see below) is in effect. You can attempt to change the unit's stratos protocol at the start of each of your Movement phases if there is a friendly <FORGEWORLD> Cybernetica Datasmith within 12". To do so, roll a D6; on a 2+ the attempt is</div> <div>successful and you can select any one of the three stratos protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect.</div> <div>*Hunter Protocol: Whilst this stratos protocol is in effect, this unit does not suffer the penalty to hit while moving and firing Heavy weapons.</div> <div>*Conqueror Protocol: Whilst this stratos protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once.</div> <div>*Protector Protocol: Whilst this scout protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons.</div>															
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>															
KEYWORDS	VEHICLE, FLY, CYBERNETICA, VULTURAX STRATOS-AUTOMATA															





KARACNOS ASSAULT TANK

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Mv	BS	A
Karacnos Assault Tank	*	6+	*	7	8	14	*	8	3+	8-14+	10"	3+	6
A Karacnos Assault Tank is a single model equipped with a karacnos mortar battery, a twin cognis lightning-blaster, a shock ram, and a broad spectrum data-tether										4-7	5"	4+	D6
										1-3	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Shock Ram	Melee	Melee		+1	-3	D3	On a turn in which this model charges, it gains +2 to Hit rolls in the following Fight phase with this weapon.						
Twin Cognis Lightning-Blaster	24"	Heavy 6		6	-1	D3	Each time you make a Wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 and a Damage of 2.						
Karacnos Mortar Battery	60"	Heavy 3D3		5	-1	2	This weapon can target units that are not visible to the bearer. It wounds all INFANTRY models on a 3+. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.						
WARGEAR	• None												
ABILITIES	Canticles of the Ommissiah (Pg. 73)					Flare Shield: Any time this model loses a wound against a ranged weapon, roll a D6; on a 5+ the wound is not lost.							
Hazardous Munitions: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model; on a 4+ it explodes, and each unit within 6" suffers D6 Mortal wounds.						Broad Spectrum Data-Tether: <FORGEWORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.							
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARIL, <FORGEWORLD>												
KEYWORDS	VEHICLE, KARACNOS ASSAULT TANK												





KRIOS BATTLE TANK

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Mv	BS	A
Krios Battle Tank	*	6+	*	6	7	12	*	8	3+	7-12+	12"	3+	3
A Krios Battle Tank is a single model equipped with a lightning cannon, two volkite chargers, and a broad spectrum data-tether.										4-6	8"	4+	D3
										1-3	4"	5+	1
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES					
Volkite Charger	15"	Assault 3	5			0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.					
Lightning Cannon	48"	Heavy 6	7			-1	D3	Each time you make a Wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 and a Damage of 3.					
WARGEAR	• None												
ABILITIES	Canticles of the Ommissiah (Pg. 73) Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model and before any embarked models disembark; on a 6 it explodes, and each unit within 6" suffers D3 Mortal wounds.							Flare Shield: Any time this model loses a wound against a ranged weapon, roll a D6; on a 5+ the wound is not lost. Broad Spectrum Data-Tether: <FORGEWORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.					
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>												
KEYWORDS	VEHICLE, KRIOS BATTLE TANK												





KRIOS VENATOR DESTROYER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Mv	BS	A
Krios Venator Destroyer	*	6+	*	6	7	12	*	8	3+	7-12+	12"	3+	3
A Krios Venator Destroyer is a single model equipped with a pulsar-fusil, two volkite chargers, and a broad spectrum data-tether.										4-6	8"	4+	D3
										1-3	4"	5+	1
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES					
Volkite Charger	15"	Assault 3	5			0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.					
Pulsar-fusil	36"	Heavy 4	9			-3	D6	You may re-roll Damage rolls of 1 for this weapon.					
WARGEAR	• None												
ABILITIES	<div><div>Canticles of the Ommissiah (Pg. 73) Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model and before any embarked models disembark; on a 6 it explodes, and each unit within 6" suffers D3 Mortal wounds.</div><div>Flare Shield: Any time this model loses a wound against a ranged weapon, roll a D6; on a 5+ the wound is not lost. Broad Spectrum Data-Tether: <FORGEWORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.</div></div>												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>												
KEYWORDS	VEHICLE, KRIOS VENATOR DESTROYER												





MACROCARID EXPLORATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Mv	BS	A
Macrocarid Explorator	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
										5-8	5"	4+	D6
										1-4	3"	5+	1
A Macrocarid Explorator is a single model equipped with a heavy phosphor blaster, two lascannons, a broad spectrum data-tether.													
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Volkite Culverin	45"	Heavy 4		6	-1	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.						
Heavy Phosphor Blaster	36"	Heavy 3		6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.						
Lascannon	48"	Heavy 1		9	-3	D6	-						
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Twin Irad-cleanser	9"	Heavy 2D6		*	0	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.						
Graviton Imploder	24"	Heavy 4		5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.						
Twin Lascannon	48"	Heavy 2		9	-3	D6	-						
Twin Heavy Phosphor Blaster	36"	Heavy 6		6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.						
Irradiation Engine	12"	Heavy D6		*	-3	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.						
WARGEAR	<ul style="list-style-type: none">• This model may replace its heavy phosphor blaster with a multi-melta, twin irad-cleanser, or graviton imploder.• This model may replace its two lascannons with either two twin heavy phosphor blasters, two twin lascannons, or two irradiation engines.• This model may take a servo-rig or an explorator augury web. If it takes the explorator augury web, reduce its transport capacity to 6 models.												
ABILITIES	<div><div>Canticles of the Ommissiah (Pg. 73) Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model and before any embarked models disembark; on a 6 it explodes, and each unit within 6" suffers D6 Mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Flare Shield: Any time this model loses a wound against a ranged weapon, roll a D6; on a 5+ the wound is not lost.</div><div>Broad Spectrum Data-Tether: <FORGEWORLD> units within 3" of any friendly models equipped with a broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase. Servo-rig: A single TECH-PRIEST model embarked on this transport may use their Master of Machines ability while on board. Measure any distances from the transport itself. Explorator Augury Web: Roll 2D6 at the end of each of your turns if your Warlord is embarked within this model. If the total rolled is less than your Warlord's Leadership characteristic, you gain 1 Command Point.</div></div>												
TRANSPORT	This model can transport 10 <FORGEWORLD> INFANTRY models. Each HEAVY INFANTRY model takes up the space of 2 other models. It cannot transport JET PACK or JUMP PACK models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>												
KEYWORDS	VEHICLE, TRANSPORT, MACROCARID EXPLORATOR												





MYRMIDON DESTRUCTORS

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv
Myrmidon Destructors	5"	3+	3+	4	5	2	2	7	3+
Destructor Lord	5"	3+	3+	4	5	2	3	8	3+
This unit contains 1 Destructor Lord and 2 Myrmidon Destructors. It can include up to 3 additional Myrmidon Destructors (Power Rating +10). Each model is armed with a power fist and a volkite culverin.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Power Fist	Melee	Melee		x2	-3	D3	Subtract 1 from all Hit rolls for this weapon.		
Volkite Culverin	45"	Heavy 4		6	-1	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.		
Graviton Imploder	24"	Heavy 4		5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.		
Photon Thruster	36"	Heavy 2		7	-4	D3	Each time you make a 6+ Wound roll for this weapon, the target suffers a Mortal wound in addition to any other damage.		
C-Beam Demi-cannon	48"	Heavy 1		6	-3	D3	For each 18" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is slain due to the wounds caused by this weapon, the target unit suffers D6 additional Hits at Str6 / AP0 / D1.		
Irradiation Engine	12"	Heavy D6		*	-3	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.		
WARGEAR	• Any model may replace its volkite culverin for a photon thruster, graviton imploder, C-beam demi-cannon, or irradiation engine.								
ABILITIES	Canticles of the Ommissiah (Pg. 73) Refractor Field: All models in this unit have a 5+ Invulnerable save.					Lumbering Advance: Models in this unit only Advance D3", but do not suffer the penalty to hit rolls for moving and firing Heavy weapons. Decimation Protocols: Models in this unit can re-roll Wound rolls of 1 when making shooting attacks.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>								
KEYWORDS	INFANTRY, HEAVY, MYRMIDON DESTRUCTORS								





THANATAR SIEGE-AUTOMATA

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				Mv	WS	BS
Thanatar Siege-Automata	*	*	*	8	8	14	4	10	2+	8-14+				8"	4+	4+
A Thanatar Siege-Automata is a single model equipped with a hellex plasma mortar, a twin heavy phosphor blaster, and heavy servo-fists.										4-7				5"	5+	5+
										1-3				3"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES									
Heavy Servo-fists	Melee	Melee		x2	-3	3	-									
Hellex Plasma Mortar	36"	Heavy 2D3		8	-3	2	This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saves for being in cover.									
Twin Heavy Phosphor Blaster	36"	Heavy 6		6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.									
WARGEAR	• None															
ABILITIES	Canticles of the Ommissiah (Pg. 73) Reinforced Atomantic Shielding: All models have a 5+ Invulnerable save. Atomantic Conflagration: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model; on a 5+ it explodes, and each unit within 6" suffers D6 Mortal wounds. Battle Protocols: When this unit is set up, the Aegis Protocol (see below) is in effect. You can attempt to change the unit's battle protocol at the start of each of your Movement phases if there is a friendly <FORGEWORLD> Cybernetica Datasmith within 6". To do so, roll a D6; on a 2+ the attempt is successful and you can select any one of the three battle protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect. *Aegis Protocol: Whilst this battle protocol is in effect, you can add 1 to any armour and invulnerable saving throws you make for models in the unit. *Conqueror Protocol: Whilst this battle protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once. *Protector Protocol: Whilst this battle protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons.															
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>															
KEYWORDS	VEHICLE, CYBERNETICA, THANATAR SIEGE-AUTOMATA															





THANATAR-CALIX SIEGE-AUTOMATA

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Mv	WS	BS
Thanatar-Calix Automata	*	*	*	8	8	14	4	10	2+	8-14+	8"	4+	4+
A Thanatar-Calix Siege-Automata is a single model equipped with a sollex heavy lascannon, a graviton ram, and a twin heavy phosphor blaster.										4-7	5"	5+	5+
										1-3	3"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Graviton Ram (Melee)	Melee	Melee		x2	-3	D6	All units must subtract -2 from their Charge roll when targeting this model.						
Graviton Ram (Shooting)	8"	Heavy D6		7	-3	D3	This weapon automatically hits its target. If the target has a 3+ save or better, the Damage becomes 3.						
Sollex Heavy Lascannon	60"	Heavy 1		12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.						
Twin Heavy Phosphor Blaster	36"	Heavy 6		6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.						
WARGEAR	• None												
ABILITIES	<div>Canticles of the Ommissiah (Pg. 73)</div> <div>Reinforced Atomantic Shielding: All models have a 5+ Invulnerable save.</div> <div>Atomantic Conflagration: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model; on a 5+ it explodes, and each unit within 6" suffers D6 Mortal wounds.</div> <div>Battle Protocols: When this unit is set up, the Aegis Protocol (see below) is in effect. You can attempt to change the unit's battle protocol at the start of each of your Movement phases if there is a friendly <FORGEWORLD> Cybernetica Datasmith within 6". To do so, roll a D6; on a 2+ the attempt is successful and you can select any one of the three battle protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect. *Aegis Protocol: Whilst this battle protocol is in effect, you can add 1 to any armour and invulnerable saving throws you make for models in the unit. *Conqueror Protocol: Whilst this battle protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once. *Protector Protocol: Whilst this battle protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons.</div>												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>												
KEYWORDS	VEHICLE, CYBERNETICA, THANATAR-CALIX SIEGE-AUTOMATA												





THANATAR-CYNIS SIEGE-AUTOMATA

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below.

NAME	Mv	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Mv	WS	BS
Thanatar-Cynis Automata	*	*	*	8	8	14	4	10	2+	8-14+	8"	4+	4+
A Thanatar-Cynis Siege-Automata is a single model equipped with two cynis plasma ejectors, heavy servo-fists, and a heavy phosphor blaster.										4-7	5"	5+	5+
										1-3	3"	6+	6+
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES					
Heavy Servo-fists	Melee	Melee	x2			-3	3	-					
Cynis Plasma Ejector	18"	Heavy 2D3	8			-3	2	Units attacked by this weapon do not gain any bonus to their saves for being in cover.					
Heavy Phosphor Blaster	36"	Heavy 3	6			-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.					
WARGEAR	• None												
ABILITIES	Canticles of the Ommissiah (Pg. 73) Reinforced Atomantic Shielding: All models have a 5+ Invulnerable save. Atomantic Conflagration: If a model in this unit is reduced to 0 wounds, roll a D6 before removing the model; on a 5+ it explodes, and each unit within 6" suffers D6 Mortal wounds. Battle Protocols: When this unit is set up, the Aegis Protocol (see below) is in effect. You can attempt to change the unit's battle protocol at the start of each of your Movement phases if there is a friendly <FORGEWORLD> Cybernetica Datasmith within 6". To do so, roll a D6; on a 2+ the attempt is successful and you can select any one of the three battle protocols to take effect from the start of the next battle round. Otherwise, the attempt fails and the unit's current protocol remains in effect. *Aegis Protocol: Whilst this battle protocol is in effect, you can add 1 to any armour and invulnerable saving throws you make for models in the unit. *Conqueror Protocol: Whilst this battle protocol is in effect, this unit cannot shoot, but it can fight twice in each Fight phase instead of only once. *Protector Protocol: Whilst this battle protocol is in effect, this unit cannot move or charge, but you can double the number of shots it makes with each of its ranged weapons.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>												
KEYWORDS	VEHICLE, CYBERNETICA, THANATAR-CYNIS SIEGE-AUTOMATA												



ARMOURY OF THE FORGEWORLD (UPDATED)

The forces of the Adeptus Mechanicus march to battle bearing some of the most devastating weaponry in the galaxy. The technology behind the arcane weapons and engines of extermination wielded by the followers of the Machine God is as revered as the most holy of items. Every foe slain by such sacred weaponry is an offering to the almighty Ommissiah. The profiles for all of these weapons are detailed below.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc Lance (Shooting)	12"	Assault 1	5	-1	1	When attacking a VEHICLE , this weapon has a Damage of D3.
Arc Pistol	12"	Pistol 1	6	-1	1	When attacking a VEHICLE , this weapon has a Damage of D3.
Archeotech Pistol	12"	Pistol 1	6	-2	2	-
Bolter	24"	Rapid Fire 1	4	0	1	-
C-Beam Demi-Cannon	48"	Heavy 1	6	-3	D3	For each 18" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is slain due to the wounds caused by this weapon, the target unit suffers D6 additional Hits at Str6, AP0, D1.
Cynis Plasma Ejector	18"	Heavy 2D3	8	-3	2	Units attacked by this weapon do not gain any bonus to their saves for being in cover.
Darkfire Cannon	48"	Heavy 2	8	-4	D6	Each time you make a 6+ Wound roll for this weapon, the target suffers a Mortal wound in addition to any other damage.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target
Galvanic Caster (Flechette)	8"	Assault D3	3	0	1	This weapon automatically hits its target
Galvanic Caster (Ignis)	18"	Assault 2	3	0	1	This weapon can target units that are not visible to the bearer.
Galvanic Caster (Hammershot)	24"	Heavy 1	4	-2	1	-
Gamma Pistol	12"	Pistol 1	6	-3	2	You can re-roll failed wound rolls for this weapon when attacking a VEHICLE .
Graviton Gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.
Graviton Imploder	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.
Graviton Ram (Shooting)	12"	Heavy D6	7	-3	D3	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of 3.
Heavy Phosphor Blaster	36"	Heavy 3	6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Heavy Rotor Cannon	30"	Rapid Fire 3	4	0	1	-
Hellex Plasma Cannon	36"	Heavy 2D3	8	-3	2	This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saves for being in cover.
Irad-cleanser	9"	Assault D6	*	0	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.
Irradiation Engine	12"	Heavy D6	*	-3	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Karacnos Mortar Battery	60"	Heavy 3D3	5	-1	2	This weapon can target units that are not visible to the bearer. It wounds all INFANTRY models on a 3+. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Lascannon	48"	Heavy 1	9	-3	D6	-
Laslock	18"	Rapid Fire 1	4	0	1	-
Lightning Cannon	48"	Heavy 6	7	-1	D3	Each time you make a Wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 and a Damage of 3.
Lightning Gun	18"	Assault 2	5	-1	1	Each time you make a Wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 and a Damage of 2.
Maxima Bolter	12"	Assault 3	4	0	1	-
Meltabomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile Launcher (Ignis)	48"	Heavy D6	5	0	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Missile Launcher (Krak)	48"	Heavy 1	8	-2	D6	-
Mitralock	8"	Assault 3	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Phased Plasma-fusil	24"	Rapid Fire 2	6	-3	2	-
Photon Gauntlet	12"	Assault 2	5	-4	1	Each time you make a 6+ Wound roll for this weapon, the target suffers a Mortal wound in addition to any other damage.
Photon Thruster	36"	Heavy 2	7	-4	D3	Each time you make a 6+ Wound roll for this weapon, the target suffers a Mortal wound in addition to any other damage.
Plasma Caliver (Standard)	18"	Assault 2	7	-3	1	-
Plasma Caliver (Overcharge)	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma Pistol (Standard)	12"	Pistol 1	7	-3	1	-
Plasma Pistol (Overcharge)	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Pulsar-fusil	36"	Heavy 4	9	-3	D6	You may re-roll Damage rolls of 1 for this weapon.
Rad Grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If any enemy non- VEHICLE or TITANIC unit is hit by any rad grenades, it suffers a -1 Toughness till the end of the player turn.
Radium Pistol	12"	Pistol 1	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1.
Reductor Pistol	3"	Pistol 1	4	-3	2	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scyllax Bolter	30"	Rapid Fire 1	4	-1	1	-
Sollex Heavy Lascannon	60"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.
Twin Cognis Lightning Blaster	24"	Heavy 6	6	-1	D3	Each time you make a Wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 and a Damage of 2.
Twin Graviton Gun	18"	Rapid Fire 2	5	-3	D3	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.
Twin Heavy Phosphor Blaster	36"	Heavy 6	6	-2	1	Units attacked by this weapon do not gain any bonus to their saves for being in cover.
Twin Heavy Rotor Cannon	30"	Rapid Fire 6	4	0	1	-
Twin Irad-cleanser	9"	Assault 2D6	*	0	3	This weapon automatically hits. It wounds all models on a 3+, except for VEHICLE and TITANIC models, which are wounded on a 6+.
Twin Lascannon	48"	Heavy 2	9	-3	D6	-
Twin Maxima Bolter	12"	Assault 6	4	0	1	-
Twin Phased Plasma-fusil	24"	Rapid Fire 4	6	-3	2	-
Twin Setheno Havoc Launcher	48"	Heavy 2D6	5	0	1	Units attacked by this weapon do not gain any bonus to their saves for being in cover.
Twin Volkite Charger	15"	Assault 6	5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.
Volkite Culverin	45"	Heavy 4	6	-1	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.
Volkite Incinerator	10"	Pistol 3	5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.
Volkite Serpenta	10"	Pistol 2	5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which is resolved after the initial attacks. These additional hits do not generate more hits.
Vulturax Arc Cannon	24"	Heavy 3	8	-2	D3	When attacking a VEHICLE , this weapon has a Damage of D6.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc Lance (Melee)	Melee	Melee	+2	-1	1	When attacking a VEHICLE , this weapon has a Damage of D3.
Arc Maul	Melee	Melee	+2	-1	1	When attacking a VEHICLE , this weapon has a Damage of D3.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Graviton Hammer	Melee	Melee	x2	-3	3	All units must subtract -2 from their Charge roll when targeting this model.
Great Mechadendrites	Melee	Melee	User	-1	2	Each Hit roll of 6+ with this weapon causes 3 hits rather than 1.
Heavy Chainblades	Melee	Melee	+2	-1	1	-
Heavy Servo-fists	Melee	Melee	x2	-4	3	-
Lightning Claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make +1 additional attack with them.
Mechadendrite Array (Flail)	Melee	Melee	User	0	1	Each Hit roll of 6+ with this weapon causes 3 hits rather than 1
Mechadendrite Array (Dismember)	Melee	Melee	+3	-2	D3	If you choose this mode, this model can only make one attack when it fights.
Mechadendrites	Melee	Melee	User	0	1	Each Hit roll of 6+ with this weapon causes 3 hits rather than 1
Mechanicum Axe	Melee	Melee	+1	-2	2	-
Paragon Blade	Melee	Melee	+2	-3	D3	For every Wound roll of 6+, that hits Damage becomes D6.
Power Axe	Melee	Melee	+1	-2	1	-
Power Fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power Sword	Melee	Melee	User	-3	1	-
Servo-fists	Melee	Melee	x2	-3	3	-
Shock Ram	Melee	Melee	+1	-3	D3	On a turn in which this model charges, it gains +2 to Hit rolls in the following Fight phase with this weapon.
Vorax Power Blades	Melee	Melee	+1	-2	2	-

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (no wargear)
Archmagos Prime	1	149
Archmagos Prime on Abeyant	1	169
Cybernetica Dominus	1	58
Secutarii Axiarch	1	50
Biologis Flesh-smith	1	55
Domitar Battle-Automata	1-3	95
Myrmidon Secutors	3-6	25
Secutarii Peltasts	5-10	9
Secutarii Hoplites	5-10	9
Tech-Thralls	10-30	4
Castellax Battle-Automata	1-5	65
Scyllax Guardian-Automata	4-12	17
Thallax Cohort	3-9	28
Triaros Conveyor	1	144
Ursarax Cohort	3-9	28
Vorax Battle-Automata	1-5	53
Vulturax Strato-Automata	1	139
Karacnos Assault Tank	1	144
Krios Battle Tank	1	95
Krios Venator Destroyer	1	95
Macrocarid Explorator	1	259
Myrmidon Destructors	3-6	25
Thanatar Siege-Automata	1	160
Thanatar-Calix Siege-Automata	1	160
Thanatar-Cynis Siege-Automata	1	160

UNIQUE UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Wargear Included)
Archmagos Draykavac	1	0
Archmagos Inar Satarael	1	0
Magos Calleb Decima	1	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Arc Lance (Shooting)	4
Arc Pistol	3
Archeotech Pistol	6
Bolter	0
C-Beam Demi-Cannon	30
Cynis Plasma Ejector	35
Darkfire Cannon	45
Flamer	7
Galvanic-caster	3
Gamma Pistol	10
Graviton Gun	15
Graviton Imploder	28
Graviton Ram (Shooting)	52
Heavy Phosphor Blaster	15
Heavy Rotor Cannon	3
Hellex Plasma Mortar	40
Irad-cleanser	13
Irradiation Engine	26
Karacnos Mortar Battery	40
Lascannon	25
Laslock	0
Lightning Cannon	60
Lightning Gun	11
Maxima Bolter	2
Meltabomb	5
Meltagun	17
Missile Launcher (Ignis and Krak)	24
Mitralock	0
Multi-melta	27
Phased Plasma-fusil	20
Photon Gauntlet	9
Photon Thruster	24
Plasma Caliver	14
Plasma Pistol	7
Pulsar-fusil	85
Rad Grenade	4
Radium Pistol	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Reductor Pistol	8
Scyllax Bolter	0
Sollex Heavy Lascannon	45
Twin Cognis Lightning Blasters	37
Twin Graviton Gun	28
Twin Heavy Phosphor Blaster	30
Twin Heavy Rotor Cannon	5
Twin Irad-cleanser	25
Twin Lascannon	50
Twin Maxima Bolter	4
Twin Phased Plasma-fusil	38
Twin Setheno Havoc Launcher	24
Twin Volkite Charger	12
Volkite Culverin	21
Volkite Incinerator	5
Volkite Serpenta	4
Vulturax Arc Cannon	27

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Broad Spectrum Data-tether	0
Enhanced Data-tether	5
Explorator Augury Array	25
Omnispex	7
Servo-rig	15

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arc Lance (Melee)	0
Arc Maul	5
Chainfist	21
Graviton Hammer	48
Great Mechadendrites	14
Heavy Chainblade	2
Heavy Servo-fists	45
Lightning Claws (single/pair)	8/12
Mechadendrite Array	4
Mechadendrites	2
Mechanicum Axe	12
Paragon Blade	19
Power Axe	5
Power Fist (single/pair)	12/15
Power Sword	4
Servo-fists	35
Shock Ram	15
Vorax Power Blades	12