Mv 6" ingle model RANGE Melee Melee 8"	TYP Mel Mel	E ee	S 5 ith a m	T 5 echanicut S +1	AP	A 4 nechadeno D	Ld 9 drites, a ABILI	Sv 2+ flamer, a plasma pistol, and a volkite serpenta.
ingle model RANGE Melee Melee	. It is eq TYP Mel Mel	uipped wi E ee	-	echanicu S	n axe, n AP	nechaden	drites, a	flamer, a plasma pistol, and a volkite serpenta.
RANGE Melee Melee	TYP Mel Mel	E ee		S	AP		11000	and the second sec
Melee	Mel	ee	5		1000		ADIL	
					-2	2	-	iiito
8"		ee		User	0	1		th Hit roll of 6+ with this weapon causes 3 hits user than 1.
	Ass	ault D6		4	0	1	This	s weapon automatically hits its target.
12"	Pist	ol 1		7	-3	1	-	
12"	Pist	ol 1		8	-3	2		a Hit roll of 1, the bearer is slain after all of this apon's shots have been resolved.
10"	Pist	ol 2		5	0	1	scor afte	th time you make a Wound roll of 6+, the weapon res an additional automatic hit, which is resolved r the initial attacks. These additional hits do not erate more hits.
nodel may n nodel may t nodel may t nodel may t	replace take any take eith take eith	its volkite of the for ner a jet p ner a heav	e serpe ollowir oack, g	enta with ng: rad g raviton i	a maxi renades mplode	ma bolte , melta b r, or C-b	er, arche ombs, a eam dei	eotech pistol, or plasma pistol. and omnispex. mi-cannon.
agos: Whil eld, you car Canticles of cor Field: 7	e the Ai add or the Om	chmagos subtract missiah t	s Prime 1 whe able.	n rolling		model c 3" (but wound, which c	an repa not itsel unless i ase it re	chines: At the end of your Movement phase this ir a single friendly <b>IMPERIUM</b> model within lf). The model being repaired regains 1 lost it is an <b>ADEPTUS MECHANICUS</b> model, in egains D3 lost wounds. A model may not be the aster of machines ability more than once per
	10" nodel may index may in	10" Piste nodel may replace i nodel may replace i nodel may replace i nodel may take aith nodel may take a	10"       Pistol 2         nodel may replace its mech- nodel may replace its volkit         nodel may take any of the f         nodel may take any of the f         nodel may take either a jet p         nodel may take either a hea         nu, or photon thruster.         es of the Omnissiah (Pg. 7         agos: While the Archmagos         id, you can add or subtract         canticles of the Omnissiah t         or Field: The Archmagos I         rable save.         work Bionics: At the begin	10"       Pistol 2         nodel may replace its mechanicum         nodel may replace its volkite serplodel may take any of the followin         nodel may take any of the followin         nodel may take either a jet pack, g         nodel may take either a heavy roto         no, or photon thruster.         es of the Omnissiah (Pg. 73)         agos: While the Archmagos Prime         id, you can add or subtract 1 whe         anticles of the Omnissiah table.         or Field: The Archmagos Prime is         rable save.         work Bionics: At the beginning of	10"       Pistol 2       5         nodel may replace its mechanicum axe with       indel may replace its volkite serpenta with         nodel may replace its volkite serpenta with       indel may take any of the following: rad gr         nodel may take any of the following: rad gr       indel may take either a jet pack, graviton i         nodel may take either a heavy rotor cannor       indel may take either a heavy rotor cannor         un, or photon thruster.       es of the Omnissiah (Pg. 73)         agos: While the Archmagos Prime is on the       ind, you can add or subtract 1 when rolling         canticles of the Omnissiah table.       or Field: The Archmagos Prime has a 5+         rable save.       save.	10" Pistol 2       5       0         inded may replace its mechanicum axe with a powided may replace its volkite serpenta with a maxided may take any of the following: rad grenades undel may take either a jet pack, graviton implode todel may take either a jet pack, graviton implode todel may take either a heavy rotor cannon, photo un, or photon thruster.         es of the Omnissiah (Pg. 73)         agos: While the Archmagos Prime is on the ld, you can add or subtract 1 when rolling Canticles of the Omnissiah table.         or Field: The Archmagos Prime has a 5+ rable save.         work Bionics: At the beginning of each of	10"       Pistol 2       5       0       1         nodel may replace its mechanicum axe with a power fist, p       nodel may replace its volkite serpenta with a maxima bolte       nodel may replace its volkite serpenta with a maxima bolte         nodel may replace its volkite serpenta with a maxima bolte       nodel may take any of the following: rad grenades, melta b         nodel may take any of the following: rad grenades, melta b       nodel may take either a jet pack, graviton imploder, or C-b         nodel may take either a heavy rotor cannon, photon gauntle       nodel may take either a heavy rotor cannon, photon gauntle         nu, or photon thruster.       model c         es of the Omnissiah (Pg. 73)       Master         model c, you can add or subtract 1 when rolling       wound, which c         itarget of       target of         or Field: The Archmagos Prime has a 5+       turn.         rable save.       Lord of         work Bionics: At the beginning of each of       Shootin	12"       Pistol 1       8       -3       2       weat         10"       Pistol 2       5       0       1       Eac         10"       Pistol 2       5       0       1       Eac         10"       Pistol 2       5       0       1       Eac         nodel may replace its mechanicum axe with a power fist, paragon       nodel may maxima bolter, arche         nodel may take any of the following: rad grenades, melta bombs, a       nodel may take either a jet pack, graviton imploder, or C-beam de         nodel may take either a heavy rotor cannon, photon gauntlet, graviun, or photon thruster.       model can repa         es of the Omnissiah (Pg. 73)       Master of Maximodel can repa         agos: While the Archmagos Prime is on the       3" (but not itse         id, you can add or subtract 1 when rolling       wound, unless         canticles of the Omnissiah table.       which case it re         or Field: The Archmagos Prime has a 5+       turn.         rable save.       Lord of the Fo         work Bionics: At the beginning of each of       Shooting phase

FACTION KEYWORDS IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>

KEYWORDS

## CHARACTER, INFANTRY, TECH-PRIEST, ARCHMAGOS



		Mv	WS	BS	S	T	w	A	Ld	Sv
Archmagos Prin on Abeyant	ie	8"	2+	2+	5	5	7	4	9	2+
An Archmagos P serpenta. The Ab						ed with a	i mechan	icum axe	, mecha	dendrites, a flamer, a plasma pistol, and a volkite
WEAPON	235	RANGE	ТҮР	E	2	S	AP	D	ABILI	ITIES
Mechanicum Axe	:	Melee	Mel	ee		+1	-2	2	-	
Mechadendrites		Melee	Mel	ee		User	0	1		h Hit roll of 6+ with this weapon causes 3 hits er than 1.
Flamer		8"	Assa	ault D6		4	0	1	This	s weapon automatically hits its target.
Plasma Pistol (St	andard)	12"	Pisto	ol 1		7	-3	1	-	
Plasma Pistol (O	vercharge)	12"	Pisto	ol 1		8	-3	2		a Hit roll of 1, the bearer is slain after all of this pon's shots have been resolved.
Volkite Serpenta		10"	Pisto	ol 2		5	0	1	scor after	h time you make a Wound roll of 6+, the weapon res an additional automatic hit, which is resolved r the initial attacks. These additional hits do not erate more hits.
Photon Thruster		36"	Heav	vy 2		7	-4	D3	the	h time you make a 6+ Wound roll for this weapon, target suffers a Mortal wound in addition to any er damage.
	• This mo		ake eith	er a hear						ı. ton gun, phased plasma-fusil, irad-cleanser,
	meltagun, or photon thruster.         Canticles of the Omnissiah (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+							model c 3" (but i wound,	an repa 10t itsel unless i ase it re	chines: At the end of your Movement phase this ir a single friendly <b>IMPERIUM</b> model within lf). The model being repaired regains 1 lost it is an <b>ADEPTUS MECHANICUS</b> model, in egains D3 lost wounds. A model may not be the
ABILITIES	battlefiel on the Ca	or Field: 7		hmagos I		has a 5+			the Ma	aster of machines ability more than once per
ABILITIES	battlefiel on the Ca <b>Refracto</b> Invulnera <b>Masterw</b>	or Field: 7	The Arcl	he begin	Prime l ning o	f each of	f	target of turn.	the Fo	aster of machines ability more than once per <b>rge:</b> You can reroll failed Hit rolls in the for friendly <b><forgeworld></forgeworld></b> units within
ABILITIES	battlefiel on the Ca <b>Refracto</b> Invulnera <b>Masterw</b> your turn <b>Implaca</b> but ignor	or Field: 7 able save. vork Bion	The Arcl <b>ics:</b> At t del rega nodel ca penalty t	he begin ins D3 lo an only A to Hit rol	Prime l ning o ost wor Advance	of each of unds. ce D3",	f	target of turn. Lord of Shooting 6". Monstr	the Fo g phase ous Bul	rge: You can reroll failed Hit rolls in the
ABILITIES FACTION KEYWO	battlefiel on the Ca <b>Refracto</b> Invulnera <b>Masterw</b> your turn <b>Implacal</b> but ignor and firing	or Field: T able save. York Bion as, this mo ble: This 1 es the -1 p g a Heavy	The Arcl ics: At t del rega model ca benalty t weapon	he begin ins D3 lo an only A to Hit rol	Prime l ning o ost wor Advand ls for 1	f each of unds. ce D3", moving		target of turn. Lord of Shooting 6". Monstr TRANS one.	the Fo g phase ous Bul PORT	rge: You can reroll failed Hit rolls in the for friendly <b><forgeworld></forgeworld></b> units within <b>lk:</b> When taking up spaces within a

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4 4 Power	7	C	YBE	RN	ET	ICA	D	OM	INUS	
NAME	Mv	WS	BS	S	Т	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	ТҮРЕ	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
- 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



-) OWEX			SEC								
NAME	Mv	WS	BS	S	Т	w	A	Ld	Sv		
Secutarii Axiarch	u 6"	3+	3+	4	4	4	3	8	3+		
A Secutarii Axiarc	ch is a single model.	It is equi	pped with	n an arc r	naul ar	nd a radiu	ım pistol.				
WEAPON	RANGE	ТҮР	E	2.0	S	AP	D	ABIL	ITIES		
Arc Maul	Melee	Me	lee		+2	-1	1	Wh D3.	ten attacking a <b>VEHICLE</b> , this weapon is Damage		
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		replace replace	its radiur both its a	n pistol irc maul	with a and ra	n arc pis idium pi	tol, volk stol with	ite serp	power fist. enta, archeotech pistol, or photon gauntlet. an arc lance and mag-inverter shield or a		
	Canticles of the C	Omnissi	<b>ah</b> (Pg. 7	3)			Bionics	: The S	Secutarii Axiarch has a 6+ Invulnerable save.		
ABILITIES							<b>Relentless March:</b> All <b><forgeworld> SKITARII</forgeworld></b> unit within 6" of this model may roll 2 dice when Advancing and take the highest result.				

KEYWORDS

CHARACTER, INFANTRY, TITAN GUARD, SECUTARII AXIARCH



4 Powet		BIOLOGIS FLESH-SMITH										
NAME	Mv	WS	BS	S	Т	w	A	Ld	Sv	See		
Biologis Flesh-smith	6"	3+	3+	4	4	4	2	8	3+			
A Biologis Flesh-smith is a	a single mod	del. It is e	equipped	with a m	echanicu	ım axe a	nd a red	luctor pi	stol.			

WEAPON	RANGE	ТҮРЕ	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 O	mnissiah (Pg. 73)				t Wounds. If the chosen unit contains no wounded

**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



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2 COWER	T L		K BA	1 1 1	JE-A	UIUMAIA
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 is equipped with graviton ha			1		Domitar Ba	attle-Automata (Power Rating +8 per model). Each mode
WEAPON	RANGE	ТҮРЕ	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						

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#### ABILITIES Canticles of the Omnissiah (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



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# **MYRMIDON SECUTORS**

NAME	Mv	WS	BS	S	Т	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	ТҮРЕ	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 <b>VEHICLE</b> and <b>TITANIC</b> models, which are wounded on a 6+.
<u> </u>	odel may re ad-cleanser	*	ima bolter fo	or a twi	in volkite o	charger, twin graviton gun, twin phased plasma-fusil,
ABILITIES Canticl	es of the Or	nnissiah (Pg. 73)				ttack: Models in this unit may choose to treat any

**Refractor Field:** All models in this unit have a 5+ Invulnerable save.

**Fusiliade 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

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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	ТҮРЕ	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

Up to two Secutarii Peltasts may replace their galvanic caster with one item from the *Special Weapons* list.
If the unit numbers ten models, one additional Secutarii Peltast may replace their galvanic caster with one item from the *Special Weapons* list.

• One Secutarii Peltast may also have either an enhanced data-tether or an omnispex.

• The Peltast Alpha may take one item from the *Melee Weapons* list, and may replace their galvanic caster with one item from the *Pistols* list.

#### ABILITIES Canticles of the Omnissiah (Pg. 73)

**Bionics:** All models in this unit have a 6+ Invulnerable save.

**Kyropatris Field:** All models in this unit may re-roll saving throws of 1 while there is 5 or more models in the unit.

**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 omnispex.

**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 PELTASTS



- Sowet			SEC	CUT	'AR	ΠH	[OP	LIT	ES
NAME	Mv	WS	BS	S	Т	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+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc Lance (Shooting)	12"	Assault 1	5	-1	1	When attacking a <b>VEHICLE</b> , this weapon has a Damage of D3.
Arc Lance (Melee)	Melee	Melee	+2	-1	1	When attacking a <b>VEHICLE</b> , this weapon has a Damage of D3.

• One Secutarii Hoplite may have either an enhanced data-tether or an omnispex.
• The Hoplite Alpha may take one item from the *Pistols* list, and may replace their arc lance with one item from the *Melee Weapons* 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.

throws for being in cover against attacks made by a unit that

**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.

includes a model with an omnispex. Enhanced Data-tether: You can re-roll failed Morale tests for a

Omnispex: Enemy units do not receive the benefits to their saving

**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



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2 Power				Î, Ț	ТЕС	CH	-TH	RAJ	LLS	5	
NAME		Mv	WS	BS	S	т	W	A	Ld	Sv	A Contraction
Tech-Thralls		5"	5+	5+	3	3	1	1	6	5+	
This unit contain +4). Each model				in 10 add	litional '	Tech-T	hralls (P	ower Rat	ing +2),	or up	to 20 additional Tech-Thralls (Power Rating
WEAPON	199	RANGE	TYPE	1200	2	S	AP	D	ABIL	ITIES	and the second second
Laslock		18"	Rapio	d Fire 1		4	0	1	-		
Mitralock		8"	Assa	ult 3		4	0	1	-		
WARGEAR	• The un	it may rep	lace their	r laslock	s for m	itraloc	ks.				
ABILITIES	Canticle	s of the O	mnissia	<b>h</b> (Pg. 73	3)			Mindle	oles Teo	1. The	nlla immene hath thain Waan an Chill and
		All mode able save.	ls in this	unit hav	e a 6+			Ballistic	c Skill t	o a 4+	alls improve both their Weapon Skill and -, and their Leadership to 9, whilst they are ndly <b>TECH-PRIESTS</b> .
FACTION KEYW	ORDS IN	IPERIUN	M, ADE	PTUS N	лесн	ANIC	US, SK	ITARI	, <b><fo< b=""></fo<></b>	RGE	WORLD>
KEYWORDS	IN	FANTR	Y, TECI	H-THR	ALLS						
and particular states		-				-					and the second

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# CASTELLAX BATTLE-AUTOMATA

#### NAME WS Ld Sv Μv BS S W A т 8" 7 10 Castellax Battle-Automata 4+ 4+6 6 3 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	ТҮРЕ	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

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 Canticles of the Omnissiah (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 3" 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, CASTELLAX BATTLE-AUTOMATA





# SCYLLAX GUARDIAN-AUTOMATA

NAME	Mv	WS B	s s	T	W	A	Ld	Sv
Scyllax Guardians	8"	3+ 4	+ 4	5	2	3	7	4+
This unit contains 4 Scyllax 0 Guardians ( <b>Power Rating</b> +1			-					r Rating +5), or up to 8 additional Scyllax lter.
WEAPON	RANGE	ТҮРЕ		S	AP	D	ABILI	TIES
Mechadendrite Array (Flail)	Melee	Melee		User	0	1		h Hit roll of 6+ with this weapon causes 3 hits er than 1.
Mechadendrite Array (Dismember)	Melee	Melee		+3	-2	D3	1 2	ou choose this mode, this model can only make one ck when it fights.
Scyllax Bolter	30"	Rapid Fi	re 1	4	-1	1	-	
Heavy Rotor Cannon	30"	Rapid Fi	re 3	4	0	1	-	
Plasma Caliver (Standard)	18"	Assault 2		7	-3	1	-	
Plasma Caliver (Overcharge)	18"	Assault 2		8	-3	2		a Hit roll of 1, the bearer is slain after all of this pons shots have been resolved.
Graviton Gun	18"	Rapid Fir	e 1	5	-3	1		e target has a Save characteristic of 3+ or better, weapon has a Damage of D3.
Irad-cleanser	9"	Assault D	96	*	0	3	on a	weapon automatically hits. It wounds all models 3+, except for <b>VEHICLE</b> and <b>TITANIC</b> models, ch 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 Omnissiah (Pg. 73)

Rad Furnace: Reduce the Toughness of enemy units (other than VEHICLES) by 1 whist they are within 1" of any Scyllax Guardian-Automata unit.

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.

**Bionics:** All models in this unit have a 6+ Invulnerable save.

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	ТҮРЕ	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 <b>VEHICLE</b> and <b>TITANIC</b> 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.
	0 771 11	• •	771 11		1 .1 .	

• 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 Canticles of the Omnissiah (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.

**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.

#### FACTION KEYWORDS IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <FORGEWORLD>

**KEYWORDS** 

#### INFANTRY, JET PACK, FLY, THALLAX COHORT



	a de la	TRL	in the second	and the second		A sub-	-	-	as it suffers damage, a	- F		140
NAME	Mv	WS BS	and the second	G. 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 si chargers, a shock ram, and				y phospl	hor blas	ster, two v	olkite		4-7	5" 3"	4+	D6
WEAPON	RANGE		ci.	S	AP	D	ABILIT	IES	1-5		51	2
Shock Ram	Melee	Melee		+1	-3	D3			n which this model charg wing Fight phase with th			to Hit
Volkite Charger	15"	Assault 3		5	0	1	score after	s an a the ini	you make a Wound roll of 6+, the weapon additional automatic hit, which is resolved nitial attacks. These additional hits do not nore hits.			
Twin Heavy Phosphor Bla	ster 36"	Heavy 6		6	-2	1			ked by this weapon do not g throws for being in cover		ny bon	us to
WARGEAR • None												
ABILITIES Cantio Explodes: If a more D6 before removin models disembark		<ul> <li>Flare Shield: Any time this model loses a wound against a ranged weapon, roll a D6; on a 5+ the wound is not lost.</li> <li>Broad Spectrum Data-Tether: <forgeworld> units within 3" of any friendly models equipped with a broad</forgeworld></li> </ul>										

#### **KEYWORDS** VEHICLE, TRANSPORT, TRIAROS CONVEYOR



# URSARAX COHORT

NAME	Mv	WS	BS	S	Т	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	ТҮРЕ	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

• Each model may replace their two lightning claws for a pair of power fists.

#### ABILITIES Canticles of the Omnissiah (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, SKITARII, <FORGEWORLD>

KEYWORDS

#### INFANTRY, JUMP PACK, FLY, URSARAX COHORT



4 Power		VORA	X SCC	DUT	'-AU	TO	MATA			
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 ( <b>Power Rating +4 per model</b> ). Each model is equipped with a twin heavy rotor cannon, a lightning gun, and vorax power blades.										
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABIL	ITIES			
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	wea	h time you make a Wound roll of 6+ for this apon, that hit is resolved with an AP of -3 and a nage of 2.			
Irad-cleanser	9"	Assault D6	*	0	3	on a	s weapon automatically hits. It wounds all models a 3+, except for <b>VEHICLE</b> and <b>TITANIC</b> models, ch are wounded on a 6+.			

#### WARGEAR

• Any model may replace their lightning gun for an irad-cleanser.

#### ABILITIES Canticles of the Omnissiah (Pg. 73)

**Bionics:** All models in this unit have a 6+ Invulnerable save.

**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.

**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.

**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

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.

\*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.

\*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.

\*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.

#### FACTION KEYWORDS IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>

KEYWORDS





10 Cowst		V	UL		AX TON			OS-		<b>DAMAGE</b> Some of this model's as it suffers damage,			hang
NAME	Mv	WS	BS	S	Т	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	e model (	equippe	d with a	vulturax	arc blas	ster, a tw	in sether	no	4-7	10"	5+	D
havoc launcher, and great mec	0						,			1-3	6"	6+	1
WEAPON	RANGE	ТҮР	E		S	AP	D	ABIL	ITIES	and the state		1.50	
Giant Mechadendrites	Melee	Mele	ee		+1	-1	2		ch Hit ro n 1.	oll of 6+ with this weapo	on causes	3 hits ra	ather
Vulturax Arc Cannon	24"	Heav	лу 3		8	-2	D3		nen attad mage of	cking a <b>VEHICLE</b> , this f D6.	weapon	has a	
								Un					

## ABILITIES Canticles of the Omnissiah (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.

**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

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.

- \*Hunter Protocol: Whilst this stratos protocol is in effect, this unit does not suffer the penalty to hit while moving and firing Heavy weapons.
- \*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.
- \***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.

#### FACTION KEYWORDS IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <FORGEWORLD>

**KEYWORDS** 

#### VEHICLE, FLY, CYBERNETICA, VULTURAX STRATOS-AUTOMATA



IAME	Mv	WS BS	S T	w	A	Ld Sv	REMAINING W	Mv	BS	A
Karacnos Assault Tank	*	6+ *	7 8	<b>1</b> 4	*	8 3+	8-14+	10"	3+	6
A Karacnos Assault Tank is				mortar ba	ttery, a twi	n cognis	4-7	5" 3"	4+ 5+	D6 1
ightning-blaster, a shock rat	RANGE	TYPE	ta-tether S	AP	D	ABILITIES	1-3	3	3+	1
Shock Ram	Melee	Melee	+1	-3	D3		n which this model charg following Fight phase w			
Twin Cognis Lightning-Blas	ter 24"	Heavy 6	6	-1	D3		you make a Wound roll of at hit is resolved with an 2.			
Karacnos Mortar Battery	60"	Heavy 3D3	5	-1	2	bearer. It w Units attac	on can target units that ar younds all <b>INFANTRY</b> r ked by this weapon do no g throws for being in cov	nodels or ot gain ar	n a 3+.	
<b>VARGEAR</b> • None										
ABILITIES Canticle	es of the O	<b>mnissiah</b> (Pg. '	73)			•	ne this model loses a we D6; on a 5+ the wound	0		

**KEYWORDS** VEHICLE, KARACNOS ASSAULT TANK



10 Power		KRI	OS	BA		LE '	IAN	K		Some of this model's as it suffers damage,			
NAME	Mv	WS	BS	S	Т	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 lig	ghtning	cannon,	two vol	kite charg	gers, and	1 a	4-6	8"	4+	D3
broad spectrum data-te	ther.					_				1-3	4"	5+	1
WEAPON	RANGE	TYPE	100		S	AP	D	ABIL	ITIES	31: 5 arst	1.200	6.0	-
Volkite Charger	15"	Assau	ılt 3		5	0	1	sco afte	res an a er the in	you make a Wound roll additional automatic hit, itial attacks. These addit ore hits.	which is	resolve	d
Lightning Cannon	48"	Heav	y 6		7	-1	D3	wea		you make a Wound roll at hit is resolved with ar 3.			
WARGEAR • N	one							·					
ABILITIES Ca Explodes: If a D6 before remo models disemb suffers D3 More	oving the mode ark; on a 6 it ex	nit is red	uced to ore any	0 woun embark	ed		ranged <b>Broad</b> Swithin Spectrum	weapor Spectru 3" of an m data-	n, roll a <b>1m Da</b> t y frien tether a	ne this model loses a w D6; on a 5+ the wound ta-Tether: <forgev dly models equipped w at the start of the Mora he duration of the phas</forgev 	d is not l <b>VORLD</b> vith a bro le phase	ost. > units oad	8

KEYWORDS

VEHICLE, KRIOS BATTLE TANK



10 Tower	-	KRI	OS \	/EN	AT(	OR ]	DES	STRC	)YE	R	<b>DAMAGE</b> Some of this model's c as it suffers damage, as			0
NAME		Mv	WS	BS	S	Т	W	A	Ld	Sv	REMAINING W	Mv	BS	A
Krios Venator D	estroyer	*	6+	*	6	7	12	*	8	3+	7-12+	12"	3+	3
A Krios Venator I	Destroyer i	s a single 1	nodel equ	ipped w	ith a pu	lsar-fusi	l, two v	olkite char	gers, ar	nd a	4-6	8"	4+	D3
broad spectrum da	ata-tether.				-						1-3	4"	5+	1
WEAPON		RANGE	ТҮРЕ	100		S	AP	D	ABIL	ITIES				
Volkite Charger		15"	Assa	ılt 3		5	0	1	sco afte	res an a r the in	you make a Wound roll o dditional automatic hit, w itial attacks. These addition ore hits.	which is	resolve	d
Pulsar-fusil		36"	Heavy	y 4		9	-3	D6	You	ı may re	e-roll Damage rolls of 1 f	or this v	veapon	
WARGEAR	• None													
ABILITIES Explodes:	If a mode		nit is red	uced to (	) woun		a	ranged v	veapon	, roll a	the this model loses a word D6; on a 5+ the wound	is not le	ost.	
D6 before models dis suffers D3	embark; o	n a 6 it ex		•			,	within 3	" of an	y friend	a-Tether: <forgew ily models equipped wi t the start of the Morale</forgew 	th a bro	ad	

KEYWORDS VEI

VEHICLE, KRIOS VENATOR DESTROYER



NAME	Mv	WS	BS	S	T	w	A	Ld	Sv	<b>REMAINING W</b>	Mv	BS	A		
Macrocarid Explorator	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6		
A Macrocarid Explorator is a	single m	odel equi	pped with	a heav	y phospl	nor blast	ter, two l	ascannon	is, a	5-8	5"	4+	D6		
broad spectrum data-tether.	RANGE	ТҮР	Same Co		S	AP	D	ABILI	TIES	1-4	3"	5+	1		
WEAFON	RANGE	111	141210		3	Ar			100	you make a Wound roll of	of 6 to the	waano	n		
Volkite Culverin	45"	Heav	y 4		6	-1	1	scor after	es an a r the ini	dditional automatic hit, v tial attacks. These additi pre hits.	which is	esolved	1		
Heavy Phosphor Blaster	36"	Heav	vy 3		6	-2	1			the ked by this weapon do not the set of the		iy bonu	s to		
Lascannon	48"	Heav	y 1		9	-3	D6	-							
Multi-melta	24"	Heav	у 1		8	-4	D6	dice		t is within half range of t nflicting damage with it lt.			two		
Twin Irad-cleanser	iser 9" Heavy 2D6 * 0 3								This weapon automatically hits. It wounds all models on a 3+, except for <b>VEHICLE</b> and <b>TITANIC</b> models, which are wounded on a 6+.						
Graviton Imploder	24"	Heav	vy 4		5	-3	1			t has a Save characteristi 1 has a Damage character			;		
Twin Lascannon	scannon 48" Heavy 2 9														
Twin Heavy Phosphor Blaster									Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon automatically hits. It wounds all models						
Irradiation Engine	12"	Heav	y D6		*	-3	3	on a	This weapon automatically hits. It wounds all models on a 3+, except for <b>VEHICLE</b> and <b>TITANIC</b> models, which are wounded on a 6+.						
• This moo irradiatio	lel may on engin lel may	replace i es. take a se	its two las	scanno	ons with	either t	wo twin	heavy p	hospho	d-cleanser, or graviton or blasters, two twin las plorator augury web, re	cannons	, or two			
ABILITIES Canticles			ah (Pg. 73	3)			Broad	Spectru	m Dat	a-Tether: <forgew< td=""><td>ORLD</td><td>&gt; units</td><td></td></forgew<>	ORLD	> units			
<b>Explodes:</b> If a model D6 before removing th models disembark; on suffers D6 Mortal wor	in this u ne mode a 6 it ex	nit is rec l and be	luced to ( fore any e	) woun embark	ced	a	within a spectru their Le	3" of any m data-t eadershij r <b>ig:</b> A si	y friend ether a p for th ngle <b>T</b>	Ily models equipped wi t the start of the Morale e duration of the phase ECH-PRIEST model of	th a bro e phase a embarke	ad idd 1 to d on th	iis		
<b>Power of the Machin</b> penalty to hit rolls for								-		r Master of Machines a stances from the transp	•				
Flare Shield: Any tim ranged weapon, roll a							turns if rolled is	your Wa	arlord i an you	Veb: Roll 2D6 at the er s embarked within this Warlord's Leadership t.	model.	If the t	otal		
TRANSPORT This mode space of 2										EAVY INFANTRY m ls.	odel tak	es up tl	he		
FACTION KEYWORDS IMI	PERIU	M, ADF	EPTUS N	лесн	IANIC	US, SK	ITARI	I, <foi< td=""><td>RGEV</td><td>/ORLD&gt;</td><td></td><td></td><td></td></foi<>	RGEV	/ORLD>					
KEYWORDS VEI	HICLE	, TRAN	SPORT	, MA	CROC	ARIDI	EXPLO	RATO	R						

- Alt

11 Towes		M	YR	MIL	OON	I DI	EST	RU	CTORS	
NAME	Μv	WS	BS	S	T	w	A	Ld	Sv	1
Myrmidon Destructors	5"	3+	3+	4	5	2	2	7	3+	

5

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.

2

3

8

3+

WEAPON	RANGE	ТҮРЕ	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 <b>VEHICLE</b> and <b>TITANIC</b> models, which are wounded on a 6+.

• Any model may replace its volkite culverin for a photon thruster, graviton imploder, C-beam demi-cannon, or irradiation WARGEAR engine.

Canticles of the Omnissiah (Pg. 73) ABILITIES

5"

3+

3+

4

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** 

**Destructor Lord** 

INFANTRY, HEAVY, MYRMIDON DESTRUCTORS



14 Towns	TH	ANA	TAF	R SI	EGE	-AU	JTO	MA]	<b>FA</b>	<b>DAMAGE</b> Some of this model's as it suffers damage,			
NAME	Mv	WS	BS	S	T	w	A	Ld	Sv	REMAINING W	Mv	WS	1
Thanatar Siege-Automata	*	*	*	8	8	14	4	10	2+	8-14+	8"	4+	
A Thanatar Siege-Automata	is a single	model e	auipped	with a h	ellex pla	sma moi	rtar. a tw	in heavy		4-7	5"	5+	4
phosphor blaster, and heavy	0		1 11				,			1-3	3"	6+	
WEAPON	RANGE	TYP	E	200	S	AP	D	ABIL	ITIES	Si Sara			
Heavy Servo-fists	Melee	Mel	ee		x2	-3	3	-					
Hellex Plasma Mortar	36"	Hea	vy 2D3		8	-3	2	bea	rer. Un	on can target units that a its attacked by this weap heir saves for being in co	on do no		
								Uni	to ottoo	ked by this weapon do n	ot only .	ny hon	

#### WARGEAR • None

#### ABILITIES Canticles of the Omnissiah (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



14 2 Power		THANAT A	AR-C.			GE-		<b>DAMAGE</b> Some of this model's as it suffers damage,			0
NAME	Mv	WS BS	S	r v	I 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-Auto		0 1	ipped with a	sollex he	avy lascani	10n, a gra	aviton	4-7	5" 3"	5+ 6+	5+
ram, and a twin heavy phosph WEAPON	RANGE	ТҮРЕ	S	AF	D	ADII	ITIES	1-3	3.	0+	6+
Graviton Ram (Melee)	Melee	Melee	X	2 -3	D6			nust subtract -2 from the	eir Charg	e roll wł	nen
Graviton Ram (Shooting)	8"	Heavy D6	7	-3	D3			on automatically hits its we or better, the Damag			get
Sollex Heavy Lascannon	60"	Heavy 1	1	2 -4	D6	add is ii	litional	pon successfully inflicts D6. On a result of 3-5, 4 d to 2D6. On a result of increased to 3D6.	the weap	on's dan	nage
								ked by this weapon do			

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**KEYWORDS** 

#### VEHICLE, CYBERNETICA, THANATAR-CALIX SIEGE-AUTOMATA



14 Tower	J.	HANATA A	AR-CY UTOM			jE-		<b>DAMAGE</b> Some of this model's as it suffers damage,			
NAME	Mv	WS BS	S T	w	A	Ld	Sv	REMAINING W	Mv	WS	B
Thanatar-Cynis Automata	*	* *	8 8	14	4	10	2+	8-14+	8"	4+	4
A Thanatar-Cynis Siege-Auto	omata is a s	single model equir	pped with two	cvnis pla	asma eiec	tors, he	avv	4-7	5"	5+	5
servo-fists, and a heavy phos			· · · · · · · · · · · · · · · · · · ·	- )		,	,	1-3	3"	6+	6
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABIL	ITIES	Start		1	
Heavy Servo-fists	Melee	Melee	x2	-3	3	-					
						Un		ked by this weapon do n	ot gain a	any bonu	s to
Cynis Plasma Ejector	18"	Heavy 2D3	8	-3	2			for being in cover.			

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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 Omnissiah. The profiles for all of these weapons are detailed below.

RANGED WEAPONS			16.20	1000	0-270	
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Arc Lance (Shooting)	12"	Assault 1	5	-1	1	When attacking a <b>VEHICLE</b> , this weapon has a Damage of D3.
Arc Pistol	12"	Pistol 1	6	-1	1	When attacking a <b>VEHICLE</b> , 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 <b>VEHICLE</b> .
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 <b>VEHICLE</b> and <b>TITANIC</b> 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 <b>VEHICLE</b> and <b>TITANIC</b> models, which are wounded on a 6+.

RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	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 <b>INFANTRY</b> 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 <b>VEHICLE</b> .
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roi two dice when inflicting damage with it and discar 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, ro two dice when inflicting damage with it and discar 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- <b>VEHICLE</b> or <b>TITANIC</b> 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	-

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RANGED WEAPONS		0-11/3-1-3-3	6-1	100	0 - 170	
WEAPON	RANGE	ТҮРЕ	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 ar 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.
win 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.
win 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	-
`win Irad-cleanser	9"	Assault 2D6	*	0	3	This weapon automatically hits. It wounds all models on a 3+, except for <b>VEHICLE</b> and <b>TITANIC</b> models, which are wounded on a 6+.
Win Lascannon	48"	Heavy 2	9	-3	D6	-
win Maxima Bolter	12"	Assault 6	4	0	1	-
win 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.
win 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 resolved after the initial attacks. These additional hits do not generate more hits.
/olkite Culverin	45"	Heavy 4	6	-1	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which resolved after the initial attacks. These additional hits do not generate more hits.
/olkite Incinerator	10"	Pistol 3	5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which resolved after the initial attacks. These additional hits do not generate more hits.
<sup>7</sup> olkite Serpenta	10"	Pistol 2	5	0	1	Each time you make a Wound roll of 6+, the weapon scores an additional automatic hit, which 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

MELEE WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Arc Lance (Melee)	Melee	Melee	+2	-1	1	When attacking a <b>VEHICLE</b> , this weapon has a Damage of D3.
Arc Maul	Melee	Melee	+2	-1	1	When attacking a <b>VEHICLE</b> , 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, eac time it fights it can make +1 additional attack wit 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 mak 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.

UNIT	MODELS	POINTS PER
Archmagos Prime	PER UNIT	MODEL (no wargear) 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

WEAPON	POINTS PER WEAPON
A - A STATISTICS	
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		

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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

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