

KNOWLEDGE IS POWER

EXPLORATOR FLEETS OF THE ADEPTUS MECHANICUS

THE CULT MECHANICUS

The Cult Mechanicus believes knowledge to be the manifestation of divinity, and holds that anything embodying or containing knowledge is holy because of it. The supreme object of devotion is therefore the omniscient Machine God (also known as the *Deus Mechanicus* or *Ommissiah*), an eminent and omnipotent spirit governing all machinery and knowledge. Generally, this deity is held to be either subordinate to or an aspect of the God-Emperor (or, most commonly within the Cult itself, both are held to be aspects or faces of the same divine being). The Ommissiah is believed to be friendly to humanity, and to be the originator of all human technological and scientific knowledge. Subservient to the Ommissiah are the pantheistic Machine Spirits, minute fragments of the Machine God that are believed to inhabit all machinery and which must be appeased before a piece of technology is used or repaired, lest the machinery fail.

The Cult Mechanicus holds a virtual monopoly on technology, its own tenets and beliefs permeating through their rituals into the common superstition of Imperial citizens. The Adeptus Mechanicus is vitally important to humanity because the Imperium, despite its technologically advanced state, has a very limited scientific knowledge of how its technology actually functions. This has only reinforced the prevailing Imperial view that the building and use

of advanced machinery is almost a magical or religious act, fraught with ritual and inviolable instructions. The Adeptus Mechanicus, with its inherent understanding of the Machine Spirit and the Machine God, has a near-monopoly on Standard Template Construct (STC) designs and other advanced Imperial technological knowledge, and consequently wields a tremendous amount of power in the Imperium. The vast foundries of the Adeptus Mechanicus are solely responsible for providing to the Imperium of Man all technical devices and machinery from mundane farm equipment to vast interstellar warships.

THE FORGE WORLDS

Although often held to be planet-spanning factories, as much as half of a forge world owned by the Adeptus Mechanicus is primarily given over to huge repositories of technical knowledge. These immense libraries and databanks of information are highly eclectic and disorganized, so that one may find a crystal storage device containing information on biogenetic engineering next to a scroll covered with designs for steam locomotives. Techpriests are a holy order that worships the Machine God and the intimate knowledge of technology that he holds. They jealously guard their independence, and even the Inquisition will not lightly interfere with or recklessly investigate the Mechanicus on one of their own forge worlds. It is ordered in a strong hierarchy, but details on what form this takes are not made widely available to those who have not been so indoctrinated. Generally, more highly positioned techpriests are expected to have more seniority and knowledge than lower ones, and are consequently more important as greater repositories of knowledge.

To the Techpriests, flesh is merely an inconvenience; weak and frail in comparison to the mighty pistons,

gears and chains of machinery. It must be sustained artificially beyond a certain point and, if one is to make most use of it, much of it needs replacing by newly grown parts or, more preferably, manufactured limbs, organs and systems. Their brains incorporate devices known as memo chips, ingrams or electrografts, which allow their memories to store an incredible amount of information and access it quickly. They are often fitted with a variety of neural plugs which allow them to jack in to the network of a terminal or machine, becoming part of its operating or control system. It is not uncommon for the most senior Techpriests to have entire limbs replaced with more functional devices, such as lifting arms, augur arrays and weapons. The most aged of the Adeptus Mechanicus are many, many centuries old, kept alive by horrifically produced anti-agapic elixirs which nourish the few parts of mortal flesh left on their bodies, although the wealth of knowledge and experience crammed into their brains has entirely divorced them from reality and driven them mad.

THE MYSTERIES OF THE CULT MECHANICUS

1. LIFE IS DIRECTED MOTION.
2. THE SPIRIT IS THE SPARK OF LIFE.
3. SENTIENCE IS THE ABILITY TO LEARN THE VALUE OF KNOWLEDGE.
4. INTELLECT IS THE UNDERSTANDING OF KNOWLEDGE.
5. SENTIENCE IS THE BASEST FORM OF INTELLECT.
6. UNDERSTANDING IS THE TRUE PATH TO COMPREHENSION.
7. COMPREHENSION IS THE KEY TO ALL THINGS.
8. THE OMNISSIAH KNOWS ALL, COMPREHENDS ALL.

The lowest ranks of Techpriest have mainly maintenance and construction duties, but as a Tech-adept progresses and acquires greater knowledge, he is relieved from day to day tasks to study ancient texts and learn the greatest mysteries and techniques. Thus, the Adeptus Mechanicus endeavors to maintain this position of absolute knowledge and authority, and a Techpriest who feels that this is threatened will go to any lengths to protect his power, including murder, extortion, kidnapping, sabotage and terrorism. After many decades of service, techpriests may be elevated to the rank of Magos, from where they may begin service in one of the many sub-sect Divisios and factions within the Cult. It is the Fabricator-General that is the highest-ranking member of the Adeptus Mechanicus on any given forge world, serving as its de-facto planetary governor. His authority is exceedingly great, and in fact the Fabricator-General of Mars holds a permanent seat among the High Lords of Terra. However, among the lower ranks of Techpriests, held in highest regard are the Magos Explorator.

THE QUEST FOR KNOWLEDGE

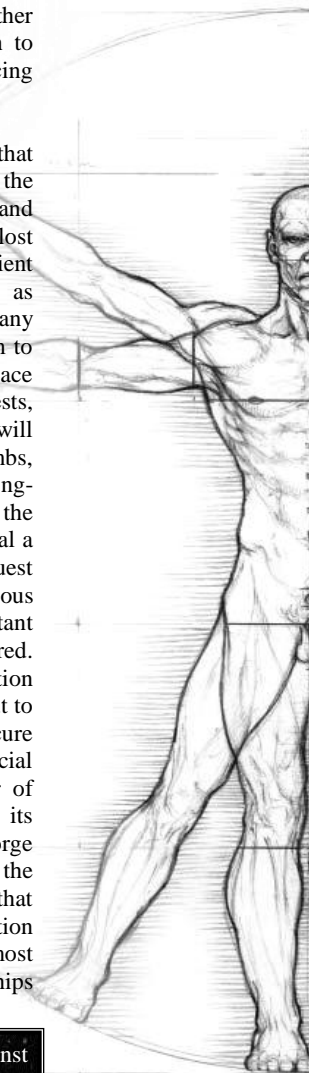
The Cult Mechanicus follow Sixteen Universal Laws, which define their existence. Possibly the most revealing is the Eight Universal Law: The Ommissiah knows all, comprehends all, the Ommissiah is the Supreme Being, the entity able to comprehend all knowledge in the universe. To fully understand the Machine God is the ultimate, overarching goal of the Adeptus Mechanicus, and so they strive to attain enlightenment through their studies and biological/mechanical symbiosis. The communal and personal attempt at this form of enlightenment is known as the Quest for Knowledge. The Cult believes that all knowledge already exists in the universe, and it is primarily a matter of time before it can be gathered together to complete the Quest. Much of this lost knowledge is widely believed to reside in the form of the now-lost STC's, and no effort will be spared to pursue any lead that may reveal the existence of an even partially-functioning STC system. The Cult is therefore disinclined to perform

much basic research and development. Despite this, some original scientific research does continue on Mars and the other Forge Worlds of the Imperium, enough to keep Imperial technology advancing steadily, if extremely slowly.

To this end it are the Magi Explorator that seek out this information. Obsessed with the quest for knowledge, they search high and low across the known galaxy for lost Standard Template Constructs and ancient archeotech. They view this endeavor as paramount as and more important than any other concern, and is considered by them to be among the most vital missions of its space fleet. A breed apart from regular techpriests, any Explorator or member of his team will willingly walk into forgotten catacombs, even at risk of death, for snippets of long-forgotten knowledge. Toward this end the Adeptus Mechanicus have at their disposal a large fleet of starships. Because the Quest for Knowledge can involve long, arduous forays into unexplored space, it is important that they be heavily armed and armored. This is not only for their own protection from those who covet their technology but to engage in combat when necessary to secure vital data or artefacts that may prove crucial to the Quest. Though the total number of ships the Adeptus Mechanicus has at its disposal dispersed among its many forge worlds is far outnumbered by that of the Imperial Navy, it goes without saying that those responsible for all starship construction reserve for themselves among the most powerful and best-equipped warships encountered anywhere in the Imperium.

May your weapons be guarded against malfunction, as your soul is guarded from impurity. The Machine God watches over you. Unleash the weapons of war.

- Chant for the Prevention of Malfunction



ADEPTUS MECHANICUS SPECIAL RULES

Adeptus Mechanicus vessels follow all rules for Imperial Navy vessels except specifically as outlined by the following.

Leadership. While the Adeptus Mechanicus have dedicated starship crews, they are led by senior Tech Magi of their order rather than the nobility of the Imperial Navy. They follow a hierarchy as completely different from the Navy as is the Adeptus Astartes. Consequently, they use a leadership table different from other fleets. To determine base leadership for a given vessel, roll a D6 against the following table:

1= Ld 7	2 to 3= Ld 8	4 to 6= Ld 9
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Any vessel that rolls a 6 when determining base leadership may select any one desired refit from the Mechanicus Gifts table instead of rolling for it randomly (this does not mean you get an extra one!). This option cannot be used if the vessel embarks an Archmagos Veneratus.

Attack Rating. The Adeptus Mechanicus have a starting attack or initiative rating of 2.

Hit and Run Attacks and Boarding Actions

While Mechanicus vessels have companies of Skitarii Troopers embarked aboard in place of Naval armmen, the vast majority of their crews will be made up of techpriests

Thus do we invoke the Machine God. Thus do we make whole that which was sundered.
-Hymn of Reforging

with little combat experience and servitors hardwired to their posts. Though they may conduct hit and run raids normally, the attacker may re-roll the dice if desired during boarding actions as well as Hit and Run attacks against Mechanicus vessels, but the second roll stands. Mechanicus vessels (including battleships) do not normally utilize assault boats or boarding torpedoes.

Firing Upon Friendly Hulks

Every attempt will be made to recover a Mechanicus vessel that is lost. However, they will not allow their holy technology and precious knowledge fall into enemy hands. Unlike other fleets, Mechanicus vessels can take a leadership check to fire upon their own vessels that have been hulked to deny them to the enemy. This rule only applies to Mechanicus vessels shooting at Mechanicus drifting hulks, and not Imperial Navy, reserve or allied vessels in the fleet.

Gifts of the Ommissiah

Adeptus Mechanicus vessels represent the very apex of Mankind's technical prowess, and they have access to resources and technology unavailable to the vast majority of the Imperium. All Mechanicus capital ships add +1 to a given vessel's original turret value. Mechanicus capital ships must also roll a D6 once against the Mechanicus Gifts table. These improvements are already included in the point cost assigned in the Adeptus Mechanicus Fleet List. Re-roll any refit that is not applicable to the vessel.

D6 Mechanicus Gift Table

- Emergency Energy Reserves:** When crippled, the ship only reduces turrets, shielding and weapons by 25% rather than 50%. The vessel still counts as crippled in every other respect.
- Advanced Engines:** The ship gains +5cm speed, as well as +1D6 when on All Ahead Full special orders.
- Repulsor Shielding:** Ignore all negative effects of having a blast marker or gas clouds in contact with the ship's base as it applies to leadership, movement and repairing critical damage. This effect goes away if the ship suffers "Shields Collapsed" critical damage.

- Fleet Defense Turrets:** Up to two turrets on the ship are exchanged for fleet defense turrets capable of protecting itself or any one other vessel within 15cm each ordnance phase, adding +2 to the turret strength of the ship it is defending (this does not alter bomber attack rolls when used to defend another vessel). These otherwise work exactly as normal turrets do in all other respects.
- Gyro-stabilized Targeting Matrix:** Ship weapons are reduced to 75% instead of 50% when on All Ahead Full, Come To New Heading or Burn Retros special orders. Nova Cannon still cannot fire.
- Augmented Weapon Relays:** Weapon batteries shift left on the gunnery table before all other modifiers are applied. Lance hits count double on rolls of a 6.

THE WARNINGS OF THE CULT MECHANICUS

- THE ALIEN MECHANISM IS A PERVERSION OF THE TRUE PATH.
- THE SOUL IS THE CONSCIENCE OF SENTIENCE.
- A SOUL CAN BE BESTOWED ONLY BY THE OMMISSIAH.
- THE SOULLESS SENTIENCE IS THE ENEMY OF ALL.
- THE KNOWLEDGE OF THE ANCIENTS STANDS BEYOND QUESTION.
- THE MACHINE SPIRIT GUARDS THE KNOWLEDGE OF THE ANCIENTS.
- FLESH IS FALLIBLE, BUT RITUAL HONORS THE MACHINE SPIRIT.
- TO BREAK WITH RITUAL IS TO BREAK WITH FAITH.

The Quest for Knowledge

Quick to incorporate recently-rediscovered technology before it is approved for widespread use, Adeptus Mechanicus vessels place great reliance on archaeotech that have much higher power requirements and correspondingly smaller overload tolerances and redundancy than those equipping comparable Imperial Navy vessels. Their ships are crewed with a very high proportion of repair servitors and tech adepts intimately familiar with the workings of their vessel. Mechanicus vessels always add +1D6 to their rolls when attempting to repair critical damage. However, because these ships are commonly relied upon to test untried and sometimes Xenos technology for extended periods of time, Mechanicus vessels will on occasion suffer adverse, unanticipated consequences that in some cases may endanger the entire ship and its crew. In addition to any subplots that may be taken normally as desired, a fleet including any Adeptus Mechanicus capital ships must roll a single D6 against the following subplot table:



D6 Quest For Knowledge Table

- Extended Duty:** The Quest for Knowledge can be long and arduous, sometimes seeing the fleet deep in unexplored space far away from logistical support for exceedingly long periods. Roll a D6 for each Mechanicus capital ship. On a 1 it takes D3 damage, on a 2 it suffers -1 Ld to take Lock-on or Reload special orders. Rolls of 3+ have no effect. You must destroy or cripple more enemy ships than you lose. (+1/0 renown)
- Xenos Logic:** Due to unforeseen phenomena, the complex workings within the capital ships of the Adeptus Mechanicus have become unreliable at best and catastrophic at worst. Roll a D6 for each Mechanicus capital ship in the fleet. On a 1, 2 or 3, roll against the critical damage table. (+2/-1 renown)
- Mimic Drive:** The Adeptus Mechanicus encounter partial STC plans for a drive capable of imitating the signature of a capital ship. Add a cruiser to the fleet, keeping its identity a secret. This vessel actually has all the characteristics of a transport ship and is worth zero victory points. If it is fired upon by the enemy, then the mimic drive is proven to be effective. (+1/-1)
- Sacred Vessel:** The ship is an example of or contains much valued archaeotech and must be protected at any cost. Choose one Mechanicus capital ship in your fleet. This vessel cannot be crippled or destroyed. (+1/-1)
- The Prize:** Reliable sources have confirmed that an enemy ship contains an extremely valuable example of archaeotech, or possibly remnants of a working STC system! Even if the ship is only crippled, it will grant an easier venture to capture it. Nominate one enemy capital ship. You must cripple or destroy it. If the ship explodes, no renown is gained or lost. (+1/-2)
- Experimental Ship:** Recovered ancient technology or alien artefacts are sometimes retrofitted to a ship to change its performance in one way or another. Sometimes the results are beneficial, but very rarely can such devices be accommodated without significant cost or sacrifice to the vessel. Pick one cruiser in the

fleet. This vessel has been recently fitted with an experimental system that has not yet been tested operationally. These modifications are in addition to any refits taken normally by a Mechanicus vessel. Roll a D6 on the following two tables to see how the ship has been altered (Re-roll any result that cannot be applied to the vessel). This ship must not be crippled or destroyed so that it can be examined to review its performance. (+1/-1)

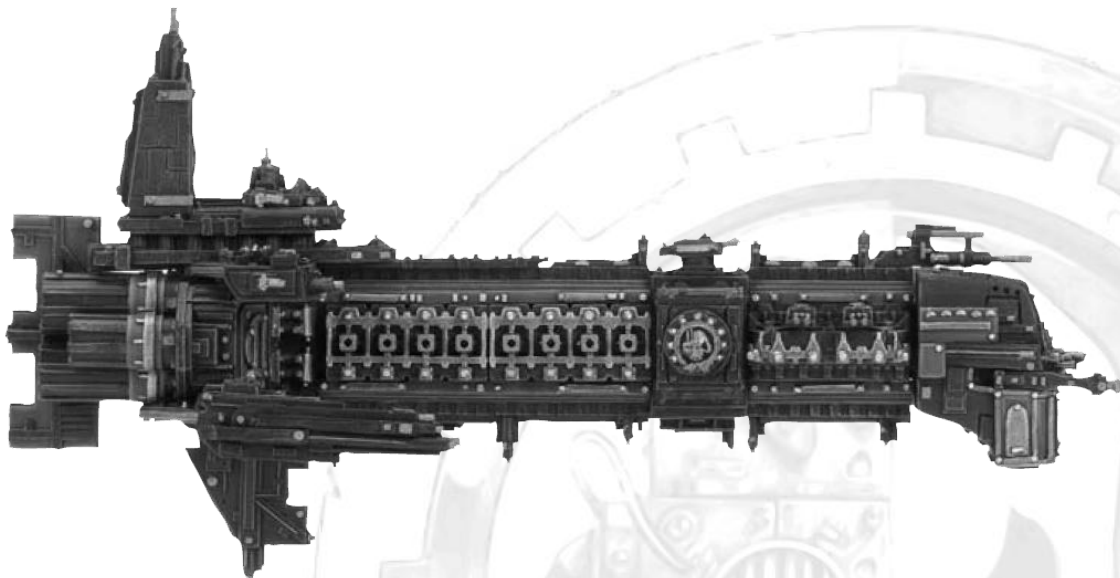
D6	IMPROVEMENT ROLL RESULT
1	All weapons (except ordnance) increase maximum range by +15cm.
2	The ship gains +1 Shield.
3	All turrets re-roll misses when defending against ordnance.
4	The ship can turn an additional +45 degrees.
5	All friendly vessels within 15cm gain an additional +1 leadership when the enemy is on special orders (max 10).
6	Dorsal or prow lances ignore shields on a roll of 6.

D6	SIDE EFFECT ROLL RESULT
1	Weapons battery firepower and lance strength reduced by 50% (rounding up).
2	The ship loses 2 hit points.
3	The ship loses 2 turrets (this is after adding the +1 turret all Mechanicus capital ships are equipped with).
4	The ship must move an additional 5cm before it can turn.
5	The ship loses 5cm speed.
6	Dorsal or prow lances can only hit targets on a roll of 6.

In ancient times, men built wonders, laid claim to the stars and sought to better themselves for the good of all. But we are much wiser now.

- Archmagos Ultima Cyrol

OMNISSIAH'S VICTORY, ARK MECHANICUS 415 Points



Over many millennia, a large number of starships of various sizes, fitting no specific classification, have been seen bearing the insignia of the Adeptus Mechanicus. Many of these ships are incredibly ancient vessels, possibly recovered space hulks, re-commissioned so as to examine their characteristics under normal operation. A notable few of these are the unimaginably vast, almost mythical Ark Mechanicus vessels, said to endlessly ply the stellar main in the Quest for Knowledge. Led by a Venerated Archmagos Explorer, they will follow up any lead that may result in discovering a working Standard Template Construct, the revered holy grail of the Cult Mechanicus.

These vessels are rarely encountered by others as they perform their missions in the service of those who give life to these behemoths of the stars. One such vessel is the Omnisiah's Victory, said to predate even the Great Crusade. While this cannot be proven, it is known to have taken part in the Noloptis Crusade as far back as M33. Some have suggested that aspects of its design were lent to both the Retribution battleship as well as the Victory battleship most commonly encountered in Segmentum Tempestus. While the Adeptus Mechanicus have not been forthcoming regarding the veracity of this information, records exist of the Omnisiah's Victory spending a considerable amount of time in the vicinity of Bakka and its surrounding forge worlds.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+ prow/5+	4
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		60cm	10		Left
Starboard Weapons Battery		60cm	10		Right
Port Lance Battery		60cm	2		Left
Starboard Lance Battery		60cm	2		Right
Dorsal Lance Battery		60cm	2		Left/ Front /Right
Prow Nova Cannon		30cm - 150cm	1		Front

Special Rules: Arks Mechanicus such as the *Omnissiah's Victory* are ponderous vessels and cannot use Come To New Heading special orders. The *Omnissiah's Victory* is a unique vessel; only one may ever be present in the fleet. It can only be taken in a fleet made up primarily of Adeptus Mechanicus vessels.

The profile for *Omnissiah's Victory* already reflects the rules for Adeptus Mechanicus vessels. It is equipped with Repulsor Shields and Augmented Weapon Relays as part of its point cost, and can take no other refits from the Mechanicus Gifts table. You may include *Omnissiah's Victory* in place of one battleship in an Adeptus Mechanicus fleet if it totals 1000 points or greater. If used, it must be the flagship and embark a Venerated Archmagos for the cost listed in the fleet list. The *Omnissiah's Victory* cannot take any other refits except those described in the notes for this vessel, though in a campaign it can earn others normally from p.156 of the Battlefleet Gothic Rulebook.

The *Omnissiah's Victory* represents only one of several unique Arks Mechanicus that ply the void. Though more common Mechanicus battleships normally reprise the role of Ark Mechanicus in a fleet, there are a few other unique vessels that do not fit into any normal classification. Using the exact profile above and special rules listed here, an Ark Mechanicus may exchange its broadside lance batteries for strength-2 launch bays for +10 points. In no case can more than one Ark Mechanicus ever be used in a fleet.

USING VESSELS OF THE ADEPTUS MECHANICUS

VESSELS OF THE ADEPTUS MECHANICUS

As the ability to efficiently produce long-range lance weaponry by Mars was perfected in late M37, the need to reserve these complex and expensive weapons for only a relatively small number of their own hulls no longer existed. To avoid raising the concern of the Imperial Navy, The Adeptus Mechanicus does not utilize any battlecruisers in their own fleets, though they still produce them for the Imperial Navy as required. Every Mechanicus cruiser (not light cruiser) is equipped with a single 60cm range dorsal lance battery firing left/front/right. These improvements are already included in the point cost assigned in the Adeptus Mechanicus Fleet List. Adeptus Mechanicus Endeavor and Endurance light cruisers may replace their prow torpedoes with a single 30cm range dorsal lance battery firing left/front/ right for no cost. They can also upgrade their prow armor to 6+ at no cost, but if this option is taken, their turning radius is reduced to 45 degrees.



WEAPONS OF THE ADEPTUS MECHANICUS

The Forge Worlds of the Adeptus Mechanicus have at their disposal weapon fabrication techniques too complex and difficult to maintain for widespread deployment throughout the Imperial Navy, though they are far less restricted from applying these special weapons to their own vessels. All Adeptus Mechanicus cruisers (not light cruisers) with armor 6+ prows can replace their prow torpedoes with a Nova Cannon for +20 points, even if this option is not normally provided for a given cruiser class (such as the Gothic). A Mechanicus Retribution battleship can make this trade for +10 points. Adeptus Mechanicus cruisers that would normally be equipped with 30cm Weapon Batteries can incorporate plasma-boosted batteries that increase their range to 45cm for +10 points. With the exception of choosing between prow torpedoes or Nova Cannon, Mechanicus vessels can take any combination, all or none of these improvements as desired.

You may have any number of Adeptus Mechanicus escorts in the fleet, chosen from the fleet list on the next page. Note that these are taken from both the Imperial Navy and Space Marines fleet lists, but they must be taken for the point costs listed on the fleet list and not from their basic profiles. These vessels count as Mechanicus vessels and use all rules that Mechanicus vessels do, but do not have access to the Mechanicus Gifts table, nor do they get any boarding action bonuses Space Marine escorts may have. Unlike their capital ships, Mechanicus escorts do not have the +1 turret as part of their point cost and do not get this refit automatically. They however may each purchase +1 turret for +5 points. If taken, all the escorts in a squadron must take this refit, not just individual escorts in the squadron. Escorts must be

painted to match the Mechanicus fleet to be of the Adeptus Mechanicus; you cannot take Imperial Navy or Space Marine vessels painted for another fleet and call them Mechanicus vessels!

Attack craft carriers use the same Fury interceptors and Starhawk bombers utilized by the Imperial Navy, though they do not use assault boats, as they do not engage in hit and run attacks in the traditional sense. All Adeptus Mechanicus capital ships that utilize torpedoes can be equipped with refitted torpedoes as described on p. 156 of Armada for +20 points (+30 points for the Retribution, +10 points for the Endeavor and Endurance).

RESERVES AND ALLIES

Adeptus Mechanicus vessels can be used as reserves in any Imperial Navy or Space Marine fleet list. Contrariwise, Imperial Navy vessels from any fleet list can be used as reserves in a Mechanicus fleet, following all normal rules for these vessels. No more than one reserve vessel can be taken for every three capital ships in the fleet. For every three cruisers, one reserve cruiser-class, battlecruiser or grand cruiser may be taken. For every three battleships, one battleship-class vessel may be taken. Vessels taken as reserves count respectively toward the total number of cruisers and battleships allowed in a Mechanicus fleet. Ships that can be allied with Imperial Navy vessels, such as the Deimurg and Rogue Traders can also ally themselves with Mechanicus vessels normally, even if reserves are also used.

Space Marines can also be used as reserves in a Mechanicus fleet that does not include regular Imperial Navy capital ships or alien vessels of any type. They can be taken in the ratio of one strike cruiser for every three Mechanicus capital ships, and one battle barge for every three strike cruisers.

When uttering the incantation, mark well that the rod is upon and not within the intake. The second incantation should not be uttered until all the fumes have come forth, then the way shall be clear for the sacred words to penetrate unto the heart of the engine. If the mounting be hot say the third rune, if it be cold the fourth rune is more appropriate. For then the wrath of the engine will be aroused...

- From the Book of Five Runes

Mechanicus vessels cannot be placed in squadrons with Rogue Trader, regular Imperial Navy or Adeptus Astartes vessels. Mechanicus re-rolls cannot be used on these vessels, and other fleet commander re-rolls cannot be used on Mechanicus vessels.

An Adeptus Mechanicus fleet commander can only be embarked on a Mechanicus ship. Mechanicus starships are rare and precious vessels, and they will not be expended lightly, regardless of the circumstances. When used as reserves in other fleets, Mechanicus vessels that are crippled will attempt to disengage whenever possible, otherwise they will move toward the closest table edge. Those in capital ship squadrons will disengage when half or more of the vessels in the squadron are crippled. There are no restrictions on how many reserve Imperial Navy, Space Marine or Rogue Trader escorts are included in an Adeptus Mechanicus fleet, as long as Xenos vessels and reserve Space Marine vessels are not included in the same fleet. Escorts taken in this manner must be taken from the same fleet list reserve capital ships are being drawn from.

CAMPAIGNS

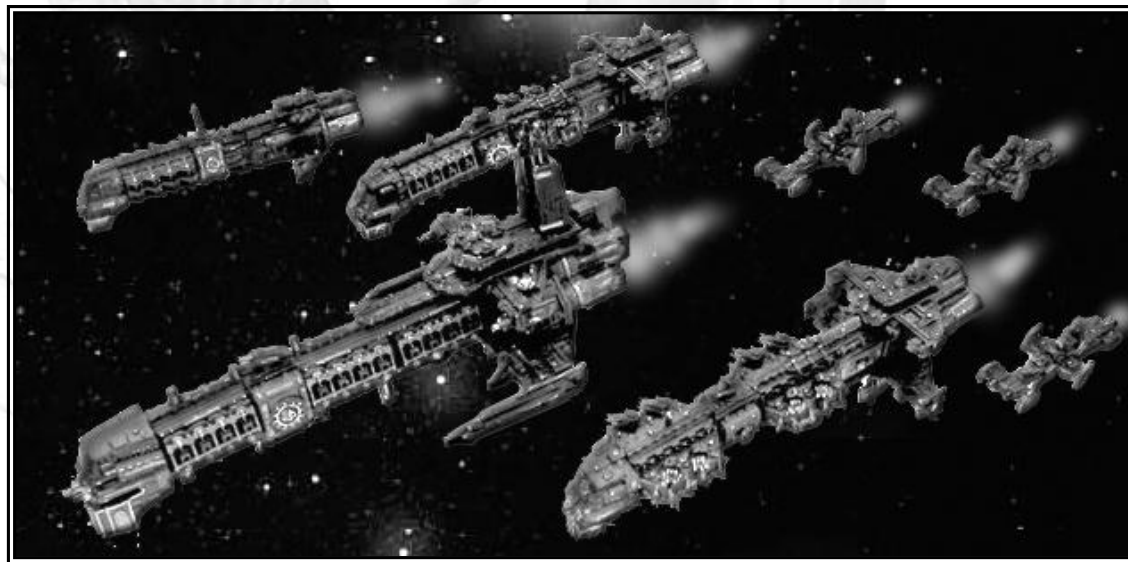
The Mechanicus refund that ships earn at the start of a campaign are the ones they keep until they are destroyed. In the course of a campaign, Mechanicus vessels can only earn additional refunds from the standard Imperial Navy refund table or the Space Marines reinforcement table. They cannot continue to gain refunds from the Mechanicus Gifts table. Adeptus Mechanicus vessels are far too rare and precious to be carelessly expended in the fires of war. However, those vessels so engaged will always receive priority when requiring repair or rework at shipyards throughout the Imperium. When calculating repair points at the end of a battle, the Adeptus Mechanicus fleet will always have +1 Repair point for every 10 renown or portion thereof the fleet commander has earned. When rolling appeals, Adeptus Mechanicus vessels get a +1 roll modifier to earn refunds but a -1 roll modifier to earn reinforcements or Space Marines. Space Marines can be earned in this manner in a fleet that contains regular Imperial Navy vessels, but not one that contains alien vessels of any type.

Even the most junior tech-adepts are typically far more familiar with the workings of their vessel and the capabilities of its weapon and defensive systems than comparable Imperial Navy officers and ratings, though this does not necessarily correlate to how well their vessels are utilized in combat. Because even senior Mechanicus techpriests tend to approach challenges in terms of engineers rather than tacticians, it is sometimes difficult for them to appreciate the finer aspects of tactical discipline in the heat of battle. However, the resources they are able to call upon when repairing and refitting their vessels are the envy of even the most senior Imperial Navy commanders. Additional refunds earned by renown in the course of a campaign as listed on the following table are at no cost to the vessel they are applied to, and they are separate from refunds earned by appeal, which must be paid for normally. Unlike normal refunds, these free refunds may be taken from the Mechanicus Gifts table if desired (this is the only way a ship can ever earn more than two refunds from the Mechanicus Gifts table). However, they can only be applied to the fleet commander's flagship, they must be rolled randomly, and no refund can be used more

than once (re-roll the result). Should that vessel be lost, those refunds are lost as well and do not follow the fleet commander to his new flagship. However, Mechanicus fleet commanders still have access to the number of refunds they earned, and can roll randomly against the Mechanicus Gifts table the number of refunds they are entitled to and apply them to their new flagship.

Mechanicus Campaign Promotion Table

Renown	Title	Leadership	Re-rolls
1-5	Explorator Techpriest	7	1
6-10	Magos Errant	8	1+1 refund
11-20	Magos Explorator	8	2+1 refunds
21-30	Aspiring Archmagos	9	2+1 refunds
31-50	Archmagos Explorator	9	3+1 refunds
51+	Archmagos Veneratus	10	3+2 refunds



ADEPTUS MECHANICUS FLEET LIST

FLEET COMMANDER

0-1 Mechanicus Archmagos

You may include 1 Mechanicus Archmagos in your fleet, which must be assigned to a capital ship and replaces its Leadership with the value shown. If the fleet is worth 1,000 points or more, a Mechanicus Archmagos must be included to lead it. A Mechanicus Archmagos must be embarked on an Ark Mechanicus if one is included in the fleet.

Archmagos Explorator (Ld 8) 50 Points
 Archmagos Veneratus (Ld 9) 100 Points
 A Mechanicus Archmagos can elect up to any one desired item from the Adeptus Mechanicus refit table for their own ship as part of their point cost, in addition to (and before) the refit the ship rolls for normally. If the second refit rolled is identical to the one selected, the commander can select the second refit as well! The benefit a Mechanicus Archmagos brings with it cannot be combined with a refit selected because the ship rolled a 6 when determining base leadership, meaning in one-off games a ship will never have more than two refits from the Mechanicus Gifts table. If you wish to give a Mechanicus Archmagos any fleet commander re-rolls, you'll have to pay for them.
 One re-roll 50 Points
 Two re-rolls 125 Points

CAPITAL SHIPS

The Adeptus Mechanicus will only use warships from the following classes, applying all the rules described beforehand. The cost listed below replaces the original cost for these vessels found in the Rulebook or Armada when used as Adeptus Mechanicus ships. The *Omnissiah's Victory* may not take any Mechanicus Gifts refits, as its Mechanicus Gifts are

already included in its point cost and special rules.

Battleships

You may include 1 battleship for every three cruisers in the fleet.

(0-1) *Omnissiah's Victory* 415 Points
 Emperor Battleship 400 Points
 Retribution Battleship 380 Points
 Oberon Battleship 370 Points

Cruisers

You may have up to fifteen cruisers in the fleet.

Dictator Cruiser 255 Points
 Tyrant Cruiser 220 Points
 Lunar Cruiser 215 Points
 Gothic Cruiser 215 Points
 Defiant Light Cruiser 130 Points
 Endeavor Light Cruiser 125 Points
 Endurance Light Cruiser 125 Points

ESCORTS

You may have any number of Adeptus Mechanicus escorts in the fleet, taken from both the Imperial Navy and Space Marines fleet lists for the point costs listed below but otherwise unmodified from their normal profiles.

Nova Frigate 45 Points
 Firestorm Frigate 40 Points
 Gladius Frigate 40 Points
 Sword Frigate 35 Points
 Falchion Frigate 35 Points
 Hunter Destroyer 35 Points
 Cobra Destroyer 30 Points

ORDNANCE

Attack carriers may use any combination of Fury interceptors and Starhawk bombers. They may not

use assault boats, even if their Imperial Navy counterparts may have access to this type of ordnance (such as Emperor battleships). Mechanicus vessels equipped with launch bays may also take torpedo bombers for +10 points per launch bay. All Adeptus Mechanicus capital ships that utilize torpedoes use ordinary torpedoes (not boarding torpedoes) and can be equipped with refitted torpedoes as described in their rules.



Strike the first rune upon the engine's casing employing the chosen wrench. Its tip should be anointed with the oil of engineering using the proper incantation when the auspices are correct. Strike the second rune upon the engine's casing employing the arc-tip of the power-driver. If the second rune is not good, a third-rune may be struck in like manner to the first. This is done according to the true ritual laid down by Scotti the Engineer. A libation should be offered. If this sequence is properly observed the engines may be brought to full activation by depressing the large panel marked "ON".

- Imperial Navy Flight Manual W110E