



ADEPTUS MECHANICUS WAR CONVOCAATION



When the Adeptus Mechanicus gathers its warriors for battle, its armies have the power to rival any who stand before them. Able to call upon the combined strength of valiant nobles of the Knight Houses, the Priesthood of Mars's most fanatical zealots and legions of Skitarii, the panoply of military power at their disposal knows almost no limit. War Convocations represent a formidable deployment of Mars's might; equipped with the best weapons and technology and led into battle by a calculating Alpha-Dominus, the machine brothers of a War Convocation fight as a single, terrible whole.

FORMATION:

- • 1 Cult Mechanicus Battle Congregation Detachment (see Codex: Cult Mechanicus)
- • 1 Skitarii Battle Maniple (see Codex: Skitarii)
- • 1 Imperial Knight Oathsworn Detachment (see Codex: Imperial Knights)

RESTRICTIONS:

None.

SPECIAL RULES:

The Machine Brotherhood of Mars: All units in this formation have the Canticles of the Omnissiah special rule (see Codex: Cult Mechanicus), even though they do not all have the Cult Mechanicus Faction.

Alpha-Dominus: If this Formation's Tech-Priest Dominus is your Warlord, you can re-roll the result when rolling on the Warlord Traits table in Codex: Cult Mechanicus.

Might of the Adeptus Mechanicus: All weapon and wargear options taken by units in this Formation, including any Relics of Mars or Arcana Mechanicum, are free. Furthermore, all weapons with the Gets Hot special rule carried by a model in this Formation no longer has the Gets Hot special rule.

