



# ADEPTUS MECHANICUS

FACTION PACK: VERSION 1.1

Legal for matched play from 1st April 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

## WHAT'S NEW?

- Datasheets for Thulia Ghuld, Hastarii Exterminators, Hastarii Fusiliers
- Eradication Cohort Detachment

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# ERADICATION COHORT

The fury of the Skitarii is a manifestation of the Omnissiah in his most warlike and wrathful aspect. These formations focus on purely offensive strategies. Blistering close-ranged firefights are followed by fanatical charges. Enemy threats are analysed by combat cogitators then met head-on with maximum aggression. The Tech-Magi directing the cohort's efforts from on high give no thought to the survival of their warriors, instead issuing directives that cause data-tethers to thrum with the urge to butchery. Goaded on by the most warlike Tech-Priests and Skitarii Marshals, maniples of Skitarii and processions of Electro-Priests surge forward to blast and rend all in their path. Armoured assets and Servitors move up in support, grinding over strewn corpses to direct suppressing fire against any foe likely to stall the advance. Casualties are typically horrific. However, the results they produce on the battlefield are deemed more than worth the cost in the Omnissiah's more expendable servants.

## DETACHMENT RULE



### MURDEROUS IMPERATIVE

*The Skitarii fighting in a focused clade all but vibrate with the inloaded need to kill. This manifests not as wild rage, however, but rather as a coldly efficient drive to acquire the next target, bring it down with pinpoint fire or neatly placed thrusts, then find a new victim and repeat in an infinite loop.*

Each time a model in a **SKITARIi** unit from your army makes an attack:

- If the Protector Imperative is active for that unit, re-roll a Hit roll of 1.
- If the Conqueror Imperative is active for that unit, re-roll a Wound roll of 1.

## ENHANCEMENTS



### OMNICOGITATOR

*This unique tactical-cogitation augmetic provides its bearer with a wealth of situation-appropriate responses in even the most intense battle.*

**SKITARIi MARSHAL** model only. The Conqueror Imperative and Protector Imperative are both active for the bearer's unit.

### MARTIAL SIGNATUM AMPLIFICATOR

*This strange device taps into the data-tethers that carry Skitarii command imperatives and disseminates them to other, less soldierly servants of the Omnissiah.*

**TECH-PRIEST** model only. Models in the bearer's unit have the **SKITARIi** keyword.

### BELICOSA-CLASS CAPACITOR VANES

*These slender conductor vanes channel esoteric energies into nearby weapon systems, rendering their machine spirits rapacious and bellicose.*

**ADEPTUS MECHANICUS** model only. Add 6" to the Range characteristic of ranged weapons equipped by models in the bearer's unit, and add 1 to the Strength characteristic of those weapons.

### OMNISSIAH'S FURY

*A Skitarii Marshal implanted with this thoracic augmetic feels the Machine God's molten fury flowing through their veins and out into the weapons they wield in battle.*

**SKITARIi MARSHAL** model only. Add 2 to the Attacks characteristic of melee weapons equipped by the bearer, and improve the Armour Penetration and Damage characteristics of those weapons by 1.



### SERVO-DRIVEN CHARGE

ERADICATION COHORT – WARGEAR STRATAGEM

*Sending reckless surges of motive force through their units, these warriors charge headlong into combat with punishing impact.*

**WHEN:** Fight phase.

**TARGET:** One **ADEPTUS MECHANICUS** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the phase, melee weapons equipped by models in your unit have the **[LANCE]** ability.



### UNRELENTING AGGRESSION

ERADICATION COHORT – STRATEGIC PLOY STRATAGEM

*Even when retreating temporarily in the face of staunch resistance, the warriors of the Omnissiah keep up their storm of fire and violent blows.*

**WHEN:** Your Movement phase, just after an **ADEPTUS MECHANICUS** unit from your army Falls Back.

**TARGET:** That **ADEPTUS MECHANICUS** unit.

**EFFECT:** Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back. If your unit has the **SKITARII** keyword, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back instead.



### UNSHACKLED WRATH

ERADICATION COHORT – WARGEAR STRATAGEM

*With Binharic prayers of disengagement, these warriors release the saviour protocols of their weapon spirits to release the guns' full wrath.*

**WHEN:** Your Shooting phase.

**TARGET:** One **SKITARII** unit from your army that has not been selected to shoot this phase.

**EFFECT:** Select the **[SUSTAINED HITS 1]** or **[LETHAL HITS]** ability. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. You can instead select the **[SUSTAINED HITS 1]**, **[LETHAL HITS]** and **[HAZARDOUS]** abilities to apply to those weapons until the end of the phase.



### THREAT-COGITATION TARGETERS

ERADICATION COHORT – WARGEAR STRATAGEM

*Supplementary analytic cogitation routines identify targets of primary importance and assist in their rapid elimination.*

**WHEN:** Your Shooting phase.

**TARGET:** One **SKITARII VEHICLE** unit from your army that has not been selected to shoot this phase.

**EFFECT:** Until the end of the phase, each time a ranged attack made by a model in your unit is allocated to a **MONSTER** or **VEHICLE** model, you can re-roll the Damage roll.



### PRECISION ONSLAUGHT

ERADICATION COHORT – BATTLE TACTIC STRATAGEM

*Leading the charge like a keen bayonet locked to a rifle's barrel, maniples of Sicarians scythe into the enemy amidst a welter of blood and severed limbs.*

**WHEN:** Your Charge phase, just after a **SICARIAN** unit from your army declares a charge.

**TARGET:** That **SICARIAN** unit.

**EFFECT:** Until the end of the phase, when your unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.



### ANALYTIC REPRISALS

ERADICATION COHORT – STRATEGIC PLOY STRATAGEM

*Rapid threat analysis triggers the Skitarii to return fire against foes deemed immediate threats, surprising the enemy and thinning their lines.*

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has shot.

**TARGET:** One **SKITARII INFANTRY** unit from your army that lost one or more models as a result of the attacking unit's attacks.

**EFFECT:** Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



# HALOSCREEN BATTLE CLADE

Tech-Priests often monitor their forces remotely, but those who lead battle clades take this intervention to an extreme, exerting even finer control over their thralls. Projecting fragments of their consciousness through the noospheric battle-sphere, they override the autonomy of their soldiery and inload tactical information, target coordinates and vector directives into cybernetic minds. Such assistance is gratefully received by the Machine God's faithful, who feel blessed by the rush of divine wisdom and implanted knowledge.

## DETACHMENT RULE



### NOOSPHERIC TRANSFERENCE

*Tech-Priests can override the will of their thralls and project martial data inloads into the minds of their warriors, blessing the soldiery with endless streams of precisely tailored binharic code.*

In your Command phase, select one or more **ADEPTUS MECHANICUS** units from your army (including units that are embarked within **TRANSPORTS**). The maximum number of units you can select depends on the battle size, as follows:

**INCURSION:** 1 UNIT  
**STRIKE FORCE:** 2 UNITS  
**ONSLAUGHT:** 3 UNITS

Until the start of your next Command phase, those units gain the **HALO OVERRIDE** keyword. Then, select one of the Override abilities below. Until the start of your next Command phase, units from your army with the **HALO OVERRIDE** keyword have the selected Override ability:

### Electromotive Energisation

Add 2" to the Move characteristic of models in this unit.

### Microactuator Bracing

Add 1 to the Toughness characteristic of models in this unit.

### Predation Protocols

This unit is eligible to declare a charge in a turn in which it Advanced.

### Muted Servomotors

Models in this unit have the Stealth ability.

## ENHANCEMENTS



### TRANSORACULAR DYAD WAFERS

*Inloaded with advanced combat protocols, tactical hymnals and holy autoscryption, these doctrina wafers grant greater autonomy and destructive might to the constructs of the Legio Cybernetica.*

**CYBERNETICA DATASMITH** model only. When the bearer is attached to a **KASTELAN ROBOTS** unit, until the end of the battle, models in that unit gain the Halo Override keyword. That unit cannot be selected when selecting units as part of the Noospheric Transference Detachment rule.

### COGNITIVE REINFORCEMENT

*From afar, the guiding hand of the Ommissian priesthood allows this warrior to process streams of sensory input and encoded imperatives simultaneously.*

**ADEPTUS MECHANICUS** model only (excluding **CYBERNETICA DATASMITH** models). The Conqueror Imperative and Protector Imperative are both active for the bearer's unit.

### SANCTIFIED ORDNANCE

*The ammunition borne to battle by this disciple of the Machine God and those at their command has been subjected to ritual anointings and autosermonic blessings, lending it far greater stability.*

**ADEPTUS MECHANICUS** model only. Add 6" to the Range characteristic of ranged weapons equipped by models in the bearer's unit and, each time a Hazardous test is taken for that unit, you can re-roll the result.

### INLOADED LETHALITY

*The ancient noospheric receptors implanted into this field commander enable them to receive constant streams of binharic kill code and static prayer chants, lending them greater strength and martial prowess.*

**TECH-PRIEST DOMINUS** or **TECH-PRIEST MANIPULUS** model only. Add 3 to the Attacks characteristic of the bearer's melee weapons and add 1 to the Damage characteristic of the bearer's melee weapons.



### ERADICATION PROTOCOLS

HALOSCREED BATTLE CLADE – BATTLE TACTIC STRATAGEM

*Fresh imperatives flow down from on high. The orders are simple: eliminate the foe.*

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1, and, if it is a **HALO OVERRIDE** unit, re-roll a Hit roll of 1.



1CP



### TARGETING OVERRIDE

HALOSCREED BATTLE CLADE – BATTLE TACTIC STRATAGEM

*Experienced Tech-Priests rapidly analyse the foe's weaknesses and feed the resultant data to their soldiers, who exploit these flaws to destroy their targets.*

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **ADEPTUS MECHANICUS** unit from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.



1CP



### NEURAL OVERLOAD

HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM

*By projecting their consciousness into the minds of tech thralls, a Tech-Priest may significantly enhance their warriors' lethality. However, doing so risks overloading their combat units' more limited neural networks. Such hazards are seen as an opportunity to give one's life in the name of the Omnissiah.*

**WHEN:** Your Movement phase.

**TARGET:** One **ADEPTUS MECHANICUS** unit from your army.

**EFFECT:** If your unit is a **HALO OVERRIDE** unit, it suffers D3 mortal wounds. Select one Override ability. Until the start of your next Command phase, that ability is active for your unit.

**Designer's Note:** *This means that if the targeted unit already has the **HALO OVERRIDE** keyword, it can be affected by multiple Override abilities at the same time, but suffers mortal wounds to do so. Alternatively, if your unit does not have the **HALO OVERRIDE** keyword, it instead has the chosen Override ability until the start of your next Command phase, but does not benefit from any other Override abilities that are active.*

1CP



### AGGRESSIVE IMPULSE

HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM

*Urgent imperatives flood into the crew thralls of Skitarii transport units, urging them to deploy their cargo of cybernetic soldiers into the heart of the fight.*

**WHEN:** Your Movement phase.

**TARGET:** One **SKORPIUS DUNERIDER** model from your army that has not been selected to move this phase.

**EFFECT:** Until the end of the turn, each time an **ADEPTUS MECHANICUS** unit disembarks from that model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

1CP



### GUIDED RETREAT

HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM

*From their distant strategium pulpit, the Tech-Priest commander's guiding hand descends, seizing control of allied minds, steering their troops carefully away from harm whilst maintaining a hail of killing fire.*

**WHEN:** Your Movement phase, just after an **ADEPTUS MECHANICUS** unit from your army Falls back.

**TARGET:** That **ADEPTUS MECHANICUS** unit.

**EFFECT:** Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back, and, if it is a **HALO OVERRIDE** unit, you can re-roll Desperate Escape tests taken for it.

1CP



### ANALYTICAL DIVINATION

HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM

*Tech-Priest commanders process an overwhelming influx of data screams, analysing this information to read the flow of battle and coordinate the movements of their thralls.*

**WHEN:** Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

**TARGET:** One **ADEPTUS MECHANICUS INFANTRY** unit (excluding **KATAPHRON** units) from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

**EFFECT:** Your unit can make a Normal move of up to D6", or up to 6" instead if it is a **HALO OVERRIDE** unit.

1CP


# THULIA GHULD

M	T	SV	W	LD	OC
8"	8	2+	10	6+	3


4+

INVULNERABLE SAVE



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Jericho-class conversion resonator – titanic impact [DEVASTATING WOUNDS]	24"	2	2+	12	-3	D6+2
 Jericho-class conversion resonator – shockwave [BLAST, SUSTAINED HITS 1]	24"	D6+2	2+	6	-2	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Rod of the War Forge – strike	Melee	6	2+	10	-2	3
 Rod of the War Forge – sweep	Melee	12	2+	6	-1	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, IMPERIUM, CULT MECHANICUS, TECH-PRIEST, THULIA GHULD

## ABILITIES

FACTION: **Doctrina Imperatives**

**Rod of the War Forge:** In your Command phase, select one of the abilities in the Icon of War section [see next page]. Until the start of your next Command phase, this model has that ability.

**Mechanicus Bodyguard:** While this model is within 3" of one or more other friendly **ADEPTUS MECHANICUS** units, this model has the Lone Operative ability.

**Cybernetic Augmentation:** This model can move through terrain features, but cannot end a move within a wall, a floor, etc. This model can be set up or end a move on any floor level of **RUINS**, but if that level is not the ground floor, it can only do so if its base does not overhang the floor at that level.

**Secutor of Olympus:** At the start of your Shooting phase, select one enemy **VEHICLE** unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

FACTION KEYWORDS: **ADEPTUS MECHANICUS**



# THULIA GHULD

An avatar of the Omnissiah's martial aspect, Thulia Ghuld commands fanatical devotion from the Martian cohorts she leads to war. With her Jericho-class conversion resonator, she blasts swathes of enemies into scattering sonic energy, while her Rod of the War Forge beams out carrier waves to goad her warriors into battle.



## ICON OF WAR

**Fanatical Devotion:** You can select one friendly **SKITARII** or **THULIA GHULD** unit within 6" of this model; until the start of your next Command phase, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.

**Adaptive Tactics:** You can select one friendly **SKITARII** or **THULIA GHULD** unit within 6" of this model; until the start of your next Command phase, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

**The Fires of Mars:** You can select one friendly **SKITARII** or **THULIA GHULD** unit within 6" of this model; until the start of your next Command phase, the Conqueror Imperative and Protector Imperative are both active for that unit.

## UNIT COMPOSITION

- 1 Archmagos Terminus Thulia Ghuld – **EPIC HERO**

**This model is equipped with:** Jericho-class conversion resonator; Rod of the War Forge.

## SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

**KEYWORDS:** MONSTER, CHARACTER, EPIC HERO, IMPERIUM, CULT MECHANICUS, TECH-PRIEST, THULIA GHULD



**FACTION KEYWORDS:** ADEPTUS MECHANICUS

# HASTARII EXTERMINATORS

M	T	SV	W	LD	OC
5"	4	3+	2	7+	1

5+

INVULNERABLE SAVE



⚔	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Hastarii arc blaster [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	18"	1	4+	6	-1	2
➤	Eradication caster – dissipated [ANTI-INFANTRY 4+]	30"	2	4+	5	-1	2
➤	Eradication caster – focused [ANTI-INFANTRY 4+]	15"	2	4+	5	-2	2
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close-combat weapon	Melee	1	4+	4	0	1
	Power weapon	Melee	2	4+	5	-2	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, HASTARII, EXTERMINATORS

## ABILITIES

FACTION: **Doctrina Imperatives**

**Broad-spectrum Targeting Augurs:** Each time a model in this unit makes an attack with an eradication caster that targets a unit (excluding **MONSTER** and **VEHICLE** units), that attack has the [SUSTAINED HITS 1] ability.



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

# HASTARII EXTERMINATORS

*These heavily armoured Skitarii lay down withering firepower with heightened efficiency. The expanding energy cones of their eradication casters disrupt the target at a molecular level, grossly maiming or completely obliterating their victims. Combined with their shoulder-mounted arc blasters, this arsenal allows Hastarii Exterminators to blast the heart from the enemy battle line.*



## WARGEAR OPTIONS

- None

## ATTACHED UNIT

If a **CHARACTER** unit from your army can be attached to a **SKITARII RANGERS** unit, it can be attached to this unit instead.

## UNIT COMPOSITION

- 1 Hastarii Exterminator Alpha
- 4 Hastarii Exterminators

**The Hastarii Exterminator Alpha is equipped with:** Hastarii arc blaster; eradication caster; power weapon.

**Every Hastarii Exterminator is equipped with:** Hastarii arc blaster; eradication caster; close combat weapon.

**KEYWORDS:** INFANTRY, IMPERIUM, SKITARII, HASTARII, EXTERMINATORS



**FACTION KEYWORDS:**  
ADEPTUS MECHANICUS

# HASTARII FUSILIERS

M	T	SV	W	LD	OC
5"	4	3+	2	7+	1

5+

INVULNERABLE SAVE



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Neutron fusil	24"	1	4+	12	-3	D6+1
Hastarii phosphor blaster <small>[IGNORES COVER]</small>	18"	2	4+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close-combat weapon	Melee	1	4+	4	0	1
Power weapon	Melee	2	4+	5	-2	1

## ABILITIES

FACTION: **Doctrina Imperatives**

**Monocular Targeting Helms:** Each time a model in this unit makes an attack with a neutron fusil against a **MONSTER** or **VEHICLE** unit, that attack has the **[IGNORES COVER]** ability.

KEYWORDS: INFANTRY, IMPERIUM, SKITARI, HASTARII, FUSILIERS



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

# HASTARII FUSILIERS

*The role of Hastarii Fusiliers is to lay down overwhelming firepower against the foe's most heavily armoured assets. While their shoulder-mounted phosphor blasters drive back enemy counterattacks, the Fusiliers level one salvo after another, reducing battle tanks, elite infantry and monstrous beasts to blazing wrecks and burned out carcasses.*



## WARGEAR OPTIONS

- None

## ATTACHED UNIT

If a **CHARACTER** unit from your army can be attached to a **SKITARII RANGERS** unit, it can be attached to this unit instead.

## UNIT COMPOSITION

- 1 Hastarii Fusilier Alpha
- 4 Hastarii Fusiliers

**The Hastarii Fusilier Alpha is equipped with:** neutron fusil; Hastarii phosphor blaster; power weapon.

**Every Hastarii Fusilier is equipped with:** neutron fusil; Hastarii phosphor blaster; close combat weapon.

**KEYWORDS:** INFANTRY, IMPERIUM, SKITARII, HASTARII, FUSILIERS



**FACTION KEYWORDS:**  
ADEPTUS MECHANICUS

# SERVITOR BATTLECLADE

M	T	SV	W	LD	OC
6"	4	4+	2	7+	1
6"	4	4+	1	8+	1
<b>6+</b> INVULNERABLE SAVE					

SERVITOR  
UNDERSEER

COMBAT SERVITORS AND  
GUN SERVITORS



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy arc rifle [ANTI-VEHICLE 4+, RAPID FIRE 1]	30"	1	4+	8	-2	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Incendine igniter [IGNORES COVER, TORRENT]	12"	D6	N/A	3	0	1
Mechanicus pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
Phosphor blaster [IGNORES COVER, RAPID FIRE 1]	24"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dataspikes	Melee	4	4+	4	0	1
Servo-claw	Melee	2	4+	4	0	1

## ABILITIES

FACTION: **Doctrina Imperatives**

**Network Override:** While this unit contains one or more Tech-Priest models, this unit is:

- Eligible to perform an Action in a turn in which it Advanced.
- Eligible to shoot in a turn in which it started an Action.

KEYWORDS – ALL MODELS: **INFANTRY, IMPERIUM, CULT MECHANICUS, SERVITOR BATTLECLADE** | UNDERSEER: **TECH-PRIEST**



FACTION KEYWORDS:  
**ADEPTUS MECHANICUS**

# SERVITOR BATTLECLADE

*Servitor Battleclades provide their Adeptus Mechanicus masters with expendable and extremely versatile combat assets in the field. Often sent to recover vital archeotech or data, their mix of firepower, close quarters punch, and array of servo-tools allows their Underseers to achieve whatever task is assigned to them.*



## WARGEAR OPTIONS

- 1 Combat Servitor model can have its 1 phosphor blaster replaced with 1 meltagun.
- Up to 3 Combat Servitor models can each have their 1 phosphor blaster replaced with 1 incendine igniter.

## ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **KATAPHRON BREACHERS** unit, it can be attached to this unit instead.

## UNIT COMPOSITION

- 1 Servitor Underseer
- 2 Gun Servitors
- 6 Combat Servitors

The **Servitor Underseer** is equipped with: Mechanicus pistol; dataspikes.

1 **Gun Servitor** is equipped with: heavy arc rifle; servo-claw.

1 **Gun Servitor** is equipped with: heavy bolter; servo-claw.

Every **Combat Servitor** is equipped with: phosphor blaster; servo-claw.

**KEYWORDS** – ALL MODELS: **INFANTRY, IMPERIUM, CULT MECHANICUS, SERVITOR BATTLECLADE | UNDERSEER: TECH-PRIEST**



**FACTION KEYWORDS:**  
**ADEPTUS MECHANICUS**



# ADEPTUS MECHANICUS

## UPDATES & ERRATA

### Page 70 – Skitarii Hunter Cohort, Veiled Hunter Enhancement

Change to:

'**SKITARI** **MARSHAL** model only. After both players have deployed their armies, you can select up to three **SKITARI** **INFANTRY** units from your army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.'

### Page 85 – Skitarii Marshal, Abilities, Servo-skull Uplink

Change to:

'Once per battle, at the start of any phase, you can select one friendly **SKITARI** unit that is Battle-shocked and within 6" of this model. That unit is no longer Battle-shocked.'

### Page 98 – Skorpius Dunerider, Abilities, Core

Add 'Firing Deck 2'.

### Page 99 – Onager Dunecrawler, Abilities

Add the following ability:

'**Scuttling Walker**: Each time this model makes a Normal, Advance or Fall Back move, it can move through friendly **MONSTER** and **VEHICLE** models and sections of terrain features that are 4" or less in height.'

## FAQS

**Q:** *If I target a unit with the Auto-divinatory Targeting Stratagem while the Protector Imperative is active for my army, in what order are the Ballistic Skill modifiers applied?*

**A:** The Ballistic Skill characteristic of ranged weapons equipped by models in that unit is first changed to 3+ by the Stratagem, then improved by 1 by the Protector Imperative, for a final result of 2+ (assuming no other modifiers apply).

# X-101

# WARHAMMER LEGENDS

M

6"

T

3

SV

4+

W

3

LD

8+

OC

0

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Grav-gun [ANTI-VEHICLE 4+]	18"	2	3+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Hydraulic claw	Melee	2	4+	8	-2	3

## ABILITIES

**FACTION:** Doctrina Imperatives

**Mindlock:** While a **TECH-PRIEST** model is leading this model's unit, improve the Ballistic Skill and Weapon Skill characteristics of this model's weapons by 1.

**Bound Creation:** While a **TECH-PRIEST** model is leading this model's unit, that **TECH-PRIEST** model has the Feel No Pain 5+ ability.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, CULT MECHANICUS, X-101



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- 1 X-101 – EPIC HERO

This model is equipped with: grav-gun; hydraulic claw.

### SERVITOR BODYGUARD

At the start of the Declare Battle Formations step, this model can join one other unit from your army that is being led by a **TECH-PRIEST INFANTRY** model. If it does, until the end of the battle, this model counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, CULT MECHANICUS, EPIC HERO, X-101



FACTION KEYWORDS:  
ADEPTUS MECHANICUS




# SERVITORS


# WARHAMMER LEGENDS


M	T	SV	W	LD	OC
6"	3	4+	1	8+	0

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	6+	5	-1	2
Multi-melta [HEAVY, MELTA 2]	18"	2	6+	9	-4	D6
 Plasma cannon – standard [HEAVY, BLAST]	36"	D3	6+	7	-2	1
 Plasma cannon – supercharge [HEAVY, BLAST, HAZARDOUS]	36"	D3	6+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Servitor's servo-arm	Melee	1	5+	8	-2	3
Servitor's tools	Melee	1	5+	3	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, CULT MECHANICUS, SERVITORS

## ABILITIES

FACTION: **Doctrina Imperatives**

**Mindlock:** While a **TECH-PRIEST** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **SERVITOR** models in this unit by 1.



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

# SERVITORS

# WARHAMMER LEGENDS

*Ubiquitous throughout the Imperium, mindless Servitors also accompany their priestly masters to war and aid them in heavy-duty technical endeavours. Protected by industrial cybernetics, their huge servo-arms make for brutal weapons, while some are implanted with ranged weaponry with which they defend their creators' holy work.*



## WARGEAR OPTIONS

- Up to 2 models can each have their Servitor's servo-arm replaced with one of the following:
  - 1 heavy bolter and 1 Servitor's tools
  - 1 multi-melta and 1 Servitor's tools
  - 1 plasma cannon and 1 Servitor's tools

## UNIT COMPOSITION

- 4 Servitors
- Every model is equipped with: Servitor's servo-arm.

## SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a **TECH-PRIEST ENGINEER** model (a unit cannot have more than one **SERVITORS** unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, CULT MECHANICUS, SERVITORS



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

# SECUTARII HOPLITES

# WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

5+

1

7+

1

4+

INVULNERABLE SAVE

## RANGED WEAPON

	RANGE	A	BS	S	AP	D
Arc lance [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	12"	1	4+	5	-1	1
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1

## MELEE WEAPON

	RANGE	A	WS	S	AP	D
Alpha close combat weapon	Melee	3	4+	5	-1	1
Arc lance [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, LANCE]	Melee	2	4+	5	-1	1

## ABILITIES

FACTION: **Doctrina Imperatives**

**Titan Guard:** You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase. When doing so, if there are one or more friendly **ADEPTUS TITANICUS** units on the battlefield, you can re-roll the subsequent charge roll.

## WARGEAR ABILITIES

**Enhanced data-tether:** Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP

**Omnispex:** Ranged weapons equipped by models in the bearer's unit have the **[IGNORES COVER]** ability.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SECUTARII HOPLITES



FACTION KEYWORDS:  
**ADEPTUS MECHANICUS**

# SECUTARII HOPLITES

# WARHAMMER LEGENDS

*Secutarii Hoplites are defensive troops able to endure the most hazardous battlefields thanks to the crackling energy barriers generated by their interlocking Kyropatris field generators. The power of these surgically implanted devices is channelled and amplified by the Hoplites' unique shields, which allow them to withstand phenomenal amounts of enemy firepower while striking back with their potent arc lances.*

## WARGEAR OPTIONS

- The Hoplite Alpha's arc lance can be replaced with 1 archeotech pistol.
- The Hoplite Alpha can be equipped with 1 Alpha close combat weapon.
- 1 Secutarii Hoplite can be equipped with one of the following:
  - 1 enhanced data-tether
  - 1 omnipex

## UNIT COMPOSITION

- 1 Hoplite Alpha
  - 4-9 Secutarii Hoplites
- Every model is equipped with:** arc lance.

## SECUTARII

If a model from your army with the Leader ability can be attached to a **SKITARII VANGUARD** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SECUTARII HOPLITES



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

# SECUTARII PELTASTS



# WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	1

6+


INVULNERABLE SAVE

## RANGED WEAPON

	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	4+	6	-1	1
 Galvanic caster – flechette [ASSAULT]	18"	5	4+	4	0	1
 Galvanic caster – hammershot [HEAVY]	24"	2	4+	5	-1	1

## MELEE WEAPON

	RANGE	A	WS	S	AP	D
Alpha close combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SECUTARII PELTASTS

## ABILITIES

FACTION: **Doctrina Imperatives**

**Blind Barrage:** In your Shooting phase, after this unit has shot, select one enemy **INFANTRY** unit hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is blinded. While a unit is blinded, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

## WARGEAR ABILITIES

**Enhanced data-tether:** Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

**Omnispex:** Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

# SECUTARII PELTASTS

# WARHAMMER LEGENDS

*Secutarii Peltasts are specialised Adeptus Mechanicus ground troops principally employed to saturate targets with concentrated firepower from their galvanic casters, neutralising any threats to valuable Mechanicus assets. Like the Skitarii infantry they resemble, Peltasts are adaptable and mobile soldiers, and are often deployed to reach, encircle and defend their masters' fallen god-engines.*

## WARGEAR OPTIONS

- The Peltast Alpha's arc lance can be replaced with 1 archeotech pistol.
- The Peltast Alpha can be equipped with 1 Alpha close combat weapon.
- 1 Secutarii Peltast can be equipped with one of the following:
  - 1 enhanced data-tether
  - 1 omnipex

## UNIT COMPOSITION

- 1 Peltast Alpha
- 4-9 Secutarii Peltasts

**Every model is equipped with:** galvanic caster; close combat weapon.

## SECUTARII

If a model from your army with the Leader ability can be attached to a **SKITARII VANGUARD** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, SKITARII, SECUTARII PELTASTS



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

# TERRAX-PATTERN TERMITE

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC
8"	10	3+	14	6+	2



RANGED WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Terrax melta cutter [MELTA 2]	12"	5	4+	9	-4	D6
Twin volkite charger [DEVASTATING WOUNDS, TWIN-LINKED]	18"	2	4+	5	0	2

MELEE WEAPON	RANGE	A	WS	S	AP	D
Termite drill [ANTI-VEHICLE 3+]	Melee	6	4+	14	-2	D3+3

## ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Doctrina Imperatives**

**Termite Assault:** This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, DEDICATED TRANSPORT, TERRAX-PATTERN TERMITE



FACTION KEYWORDS:  
ADEPTUS MECHANICUS

# TERRAX-PATTERN TERMITE

# WARHAMMER LEGENDS

*Originally designed on Terra for the task of rooting out burrowing xenos species during the Great Crusade, canny commanders quickly found use for the Termite Assault Drill in tearing through the foundations of enemy bastions or emerging behind barricades or trench lines to lay waste to their defenders.*



## WARGEAR OPTIONS

- This model's 2 combi-bolters can be replaced with one of the following:
  - 2 heavy flammers
  - 2 twin volkite chargers

## UNIT COMPOSITION

- **1 Terrax-pattern Termite**  
This model is equipped with: Terrax melta cutter; 2 combi-bolters; Termite drill.

## TRANSPORT

This model has a transport capacity of 12 **ADEPTUS MECHANICUS INFANTRY** models. It cannot transport **JUMP PACK** or **KATAPHRON** models.

**KEYWORDS:** VEHICLE, IMPERIUM, TRANSPORT, DEDICATED TRANSPORT, TERRAX-PATTERN TERMITE



**FACTION KEYWORDS:** ADEPTUS MECHANICUS