



ADEPTUS MECHANICUS

FACTION PACK: VERSION 1.0

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?

This is the first iteration of this Faction Pack, collecting pre-existing documents into one convenient place. The next time it is updated, this box will summarise what has been added or changed.

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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 autoscripture, 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

SERVITOR BATTLECLADE

M	T	SV	W	LD	OC
6"	4	4+	2	7+	1
6"	4	4+	1	8+	1
6+ 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:

‘**SKITARII MARSHAL** model only. After both players have deployed their armies, you can select up to three **SKITARII 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 **SKITARII** 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

6"

T

3

SV

4+

W

1

LD

8+

OC

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



FACTION KEYWORDS:
ADEPTUS MECHANICUS

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.

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 omnispeX

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

6"

T

3

SV

5+

W

1

LD

7+

OC

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 omnispex

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

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

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.

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