



ADEPTUS MECHANICUS

FACTION PACK: VERSION 1.0

Legal for matched play from 20th June 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

This is the first iteration of this Faction Pack for this edition of Warhammer 40,000, combining some earlier updates with new revisions designed to smooth the transition. As such, all of the following content should be regarded as new, and individual changes are not highlighted. The next time this document is updated, this section will summarise what has been added or changed.

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COHORT ACQUISITUS

ADAPTED SKITARII HUNTERS IDENTIFY AND ELIMINATE TARGETS IN THE QUEST FOR KNOWLEDGE



DETACHMENT RULES

NOOSPHERIC RECON

Force-loaded with enhanced divinatory augurs, far-ranging Skitarii are the unblinking eyes of their masters and cast their sensors in overlapping noospheric nets to root out the enemies of the Machine God.

- Friendly **PTERAXII/INFILTRATORS/RANGERS/SERBERYS RAIDERS/SERBERYS SULPHURHOUNDS** units have **RECON AUGURY**.
- Friendly **RECON AUGURY** units have the following ability:

Enhanced Augurs: In your Shooting phase, this unit can select one **visible** enemy unit within 12". That enemy unit is **analysed**:

- While a unit is **analysed**, that unit has +3" **detection range**.

ENHANCEMENTS

EXPLORATOR DISPENSATION

Mantled in a susurrus of shrouding code and implanted sensor baffles, this commander has been granted a holy commission to extend their forge world's influence at the forefront of the Quest for Knowledge.

SKITARII MARSHAL model only. This unit has **Infiltrators**.

STEALTH-SCREENED CYBERCANIDS **UPGRADE**

These veteran raiders have been bestowed with rarefied cybernetic mounts that incorporate stealth-screen projectors, silenced servos, and photo-adaptive hides, rendering them all but invisible until they near their prey.

SERBERYS RAIDERS unit only. This unit has **Lone Operative 15"**.

DEFECT SCRUTINY

1CP

COHORT ACQUISITUS STRATAGEM

By focusing implanted augurs with split-second analysis, the foe's flaws can be exposed and broadcast in a clarion call to the rest of the Omnissiah's faithful.

WHEN: Your Shooting phase, when a friendly **ADEPTUS MECHANICUS** unit is **selected to shoot**.

TARGET: That **ADEPTUS MECHANICUS** unit.

EFFECT: Select one **visible** enemy unit within 12" of a friendly **RECON AUGURY** unit. Your unit's ranged attacks that target that enemy unit have **[IGNORES COVER]**.



REPOLARISED AUGURS

1CP

COHORT ACQUISITUS STRATAGEM

With a recalibration of divinatory implants, their information absorption can be redirected as a scrambled emission which the enemy's senses cannot easily penetrate.

WHEN: Start of your opponent's Movement phase.

TARGET: One friendly **unengaged RECON AUGURY** unit.

EFFECT: Your unit has -3" **detection range** until the end of the turn.



CLANDESTINE REPOSITION

1CP

COHORT ACQUISITUS STRATAGEM

Under the cover of a multi-spectral burst of binharic feedback, vectors of redeployment can be opened up that are unanticipated and unseen by the enemy.

WHEN: End of your opponent's Fight phase.

TARGET: One friendly **unengaged INFILTRATORS/PTERAXII** unit.

EFFECT: Place your unit in **strategic reserves**.



LORDS OF THE FORGE

SENIOR CYBER-CLERGY AND TECHNOHIERARCHS MARSHAL THE MACHINE GOD'S DEVOUT



DETACHMENT RULES

WAR-FORM MANTLES

When battle looms, many Tech-Priests don their war forms, replacing more delicate mechanical appendages with steel-shod bionics that incorporate auto-repair subroutines. Some also outfit themselves with narrow-band screed casters. These project streams of incomprehensible code that overwhelm the cogitator cores of enemy vehicles and baffle augury.

Friendly **TECH-PRIEST** models have:

- 4+ **InSv**.
- **Feel No Pain 5+**.

Friendly **TECH-PRIEST** models have the following ability:

Baffling Data Screed: In your Shooting phase, when this unit is **selected to shoot**, if this unit is not **battle-shocked**, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy **VEHICLE** unit within 12" of this unit. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**. A unit cannot be selected for this ability more than once per turn.
- Or: On 2+, those ranged attacks do not prevent this unit from being **hidden**.

ENHANCEMENTS

VINGH'S WAFERS OF DYNAMISM

The inimitable holy programming within these doctrina wafers elicits a bullish agility in a Datasmith's cybernetic wards. So commanded, such robots have scaled rusting piles of shifting scree, bulldozed their way through heretek defences and smashed breaches in space hulk passages.

CYBERNETICA DATASMITH model only. At the start of the first battle round, if this unit is an **attached unit**, this unit has **MOBILE** until the end of the battle.

TL-409

This modest-seeming casket is named for the almost indecipherable sigils on its ancient casing. The prevailing theocratic dogma is that this artefact is a weapon, for when its iris shutter is opened, a night-black beam of incredible power is released.

TECH-PRIEST model only. This model has the following weapon:

TL-409 [DEVASTATING WOUNDS, HAZARDOUS]

RANGE	A	BS	S	AP	D
24"	3	2+	11	-2	D3+2

SCRIPTURAL PROGNOSIS

1CP

LORDS OF THE FORGE STRATAGEM

Analysing data from thousands of sources at once, a disciple of the Ommissiah is able to rationalise the enemy's capabilities and dispense protocols of endurance to their servants.

WHEN: In your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **TECH-PRIEST** unit that is within range of an **objective**.

TARGET: That **TECH-PRIEST** unit.

EFFECT: Attacks that target your unit have -1 **AP** until that enemy unit has attacked.



OVERLOADED SAFEGUARDS

1CP

LORDS OF THE FORGE STRATAGEM

With a cascade of holy screed, implanted aggression protocols and biochemical triggers can be activated by a Tech-Priest to transmute a seeming rout into a predatory counterstrike.

WHEN: Your Movement phase, when a friendly **TECH-PRIEST** unit is selected to make a **fall-back move**.

TARGET: That **TECH-PRIEST** unit.

EFFECT: That move does not prevent your unit from being **eligible to shoot/declare a charge**.



HOLY AVARICE

1CP

LORDS OF THE FORGE STRATAGEM

When a miracle of technology is identified, a Tech-Priest will go to bloody lengths to retrieve it, simultaneously directing the acquisition of their prize and the dismantling of anyone who threatens it.

WHEN: Your Shooting phase, when a friendly **TECH-PRIEST** unit **starts an action**.

TARGET: That **TECH-PRIEST** unit.

EFFECT: That **action** does not prevent your unit from being **eligible to shoot**.



UNIQUE: DATA-PSALM

LUMINEN AUTO-CHOIR

ELECTRO-PRIESTS HARNESS THE MOTIVE FORCE WITH ECSTATIC EMPOWERING CHANTS



DETACHMENT RULES

CYBER-STATIC CANTICLES

With voices or binharic emissions raised in holy verse, the disciples of the Motive Force roar their worship. Thunderheads of potentiality roil above them, and rival sects vie to prove the supremacy of their visionary dogma with coruscating intensity.

- Friendly **CORPUSCARTII** units' ranged attacks have **[LETHAL HITS]**.
- When a friendly **FULGURITE** unit has fought, that unit **heals** D3 wounds.

This **detachment** has the **DATA-PSALM** tag and cannot be taken with another **DATA-PSALM** detachment.

ENHANCEMENTS

VOLTAGHEIST RELIQUARY

The wild voltagheists said to inhabit this holy casket are more aggressive and intrusive than those that guard the Electro-Priests, and surge in interfering pulses that scramble the foe's sensors.

TECH-PRIEST model only. Enemy units cannot target this unit with **snap shooting** attacks.

ELECTROMIASMIC BRAZIER

This ornate brazier emits incense-laced particulate chaff that swirls in glittering veils. The silvered mist is alive with sacred energies that foul attempts to pinpoint the Omnissiah's faithful.

TECH-PRIEST model only. This unit has **Stealth**.

ECHOES OF THE CONDUIT WARS

1CP

LUMINEN AUTO-CHOIR STRATAGEM

Punishing transgressors has a long and ritualised tradition amongst the unforgiving Electro-Priests, and they will eagerly prove their faith in coruscating violence.

WHEN: Your Shooting phase or the Fight phase, when a friendly **ELECTRO-PRIESTS** unit is **selected to attack**.

TARGET: That **ELECTRO-PRIESTS** unit.

EFFECT: Your unit's attacks that target a unit within range of an **objective** can:

- Re-roll **hit rolls** of 1.
- Re-roll **wound rolls** of 1.



CHANT OF ELECTROTRACTION

1CP

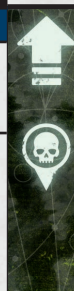
LUMINEN AUTO-CHOIR STRATAGEM

With every Binharic chant in praise of the Divine Current, Electro-Priests feel the surge of sacred power. The pulsing nimbus demands a holy circuit which can only be closed by making destructive contact with the foe.

WHEN: Your Movement phase, when a friendly **ELECTRO-PRIESTS BATTLECLADE** unit is selected to make an **advance move**.

TARGET: That **ELECTRO-PRIESTS** unit.

EFFECT: That move does not prevent your unit from being **eligible to declare a charge**.



MOMENTUM FEEDBACK

1CP

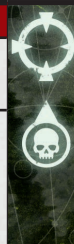
LUMINEN AUTO-CHOIR STRATAGEM

Harnessing the force of the blasphemous enemy's attacks into energy to fuel a holy retaliatory surge is an act of righteous transmutation.

WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly **unengaged ELECTRO-PRIESTS** unit has shot.

TARGET: That **ELECTRO-PRIESTS** unit.

EFFECT: Your unit can make a **surge move** of up to D6".





ERADICATION COHORT

The fury of the Skitarii is a manifestation of the Omnisiah 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 Omnisiah'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 Omnisiah.

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 **SKITARI** 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 **SKITARI** 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 **SKITARI 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 **SKITARI 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 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 8" 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

8"

T

8

SV

2+

W

10

LD

6+

OC

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

5"

T

4

SV

3+

W

2

LD

7+

OC

1

5+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Neutron fusil

24"

1

4+

12

-3

D6+1

Hastarii phosphor blaster [IGNORES COVER]

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, SKITARII, 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 Fusiller 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
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

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Doctrina Imperatives

Change Protector Imperative to:

- Ranged weapons equipped by models in this unit have the **[HEAVY]** ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the **BATTLELINE** keyword and/or it is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, subtract 1 from the Hit roll.'

Change Conqueror Imperative to:

- Ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the **BATTLELINE** keyword and/or it is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, improve the Armour Penetration characteristic of that attack by 1.

COHORT CYBERNETICA DETACHMENT

Cyber-psalm Programming Detachment Rule

Change to:

'Add 2" to the Move characteristic of models in **LEGIO CYBERNETICA** units from your army. In addition, unless that unit is Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.'

SKITARII HUNTER COHORT DETACHMENT

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.'

DATASHEETS

Skitarii Marshal, Core Abilities section

Remove 'Leader', add 'Support'.

Technoarcheologist, Core Abilities section

Remove 'Leader', add 'Support'.

Skorpius Disintegrator, Skorpius Dunerider – Keywords section

Add the **'FRAME'** keyword.

Archaeopter Fusilave, Archaeopter Stratoraptor – Core Abilities section

Remove 'Hover'.

Archaeopter Fusilave, Archaeopter Stratoraptor – Profiles

Change **M** and **OC** to '-'

Archaeopter Transvector

- **Profile:** Change **M** to 14".
- **Keywords:** Remove **'AIRCRAFT'**.

Archaeopter Fusilave, Bomb Rack Ability

Change to:

'At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll six D6 for that unit: for each 4+, that unit suffers 1 mortal wound.'

Archaeopter Transvector, Aerial Deployment Ability

Change to:

'In your first Movement phase, this unit can make an **ingress move**.'

Belisarius Cawl

- **Move characteristic:** change to 8".
- **Canticles of the Ommissiah Ability**

Change to:

'At the start of your Command phase, select one of the abilities in the Canticles of the Ommissiah section. Until the start of your next Command phase, this model has that ability.'

- **Invocation of Machine Vengeance Ability**

Change to:

'At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Machine Vengeance target. Each time a model in a friendly **ADEPTUS MECHANICUS** unit makes an attack that targets your Machine Vengeance target, you can re-roll the Hit roll.'

- **Mantra of Discipline Ability**

Change to:

'This model has the **BATTLELINE** keyword and has the following ability: **Binharic Courage (Aura):** While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and each time you take a Battle-shock or Leadership test for that unit, add 1 to that test.'

- **Shroudpsalm (Aura) Ability**

Change to:

'While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, that unit has the Stealth ability.'

- **Solar atomiser weapon:** Change **A** to '3' and **D** to 'D6'.

Skitarii Marshal, Servo-skull Uplink Ability

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.'

Skorpius Dunerider, Core Abilities

Add 'Firing Deck 2'.

Onager Dunecrawler

- **Daedalus missile launcher:** Change **A** to '2'.
- **Eradication beamer:** Change **A** to '3D3' and **S** to '10'.
- **Neutron laser:** Change **A** to '3' and **D** to 'D6+2'.
- **Twin Onager heavy phosphor blaster:** Change **A** to '12'.
- 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.'

Ironstrider Ballistarii

- **Twin cognis autocannon:** Change **A** to '4'.
- **Twin cognis lascannon:** Change **A** to '2'.

Serberys Raiders, Tactica Obliqua Ability

Change to: 'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can do one of the following:

- Make a Normal move of up to D6"
- Make a Normal move of up to 6" provided every model in this unit ends that move wholly within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units.'

Sicarian Infiltrators, Melee Weapons

- **Power weapon:** Change **A** to '4'.
- **Taser goad:** Change **A** to '3' and **AP** to '-1'.

Sicarian Ruststalkers, Melee Weapons

- **Transonic blades:** Change **A** to '5' and **S** to '5'.
- **Transonic blades and chordclaw:** Change **A** to '5' and **S** to '5'.
- **Transonic razor and chordclaw:** Change **A** to '3' and **S** to '5'.

Skorpius Disintegrator, Ferrumite Cannon

Change **D** to 'D6+1'.

Cybernetica Datasmith, Core Abilities section

Remove 'Leader', add 'Support'.

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

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

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 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

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