

Contents

Forces of the Mechanicum

Mechanicum Detachment

War Convocation Detachment

HQ

Tech Priest Manipulus

Tech Priest Dominus

Ellites

Electro Priests

Troops

Kataphron Breachers

Kataphron Destroyers

Fast Attack

Heavy Support

Kastelan Robots

Dedicated Transport

Tech Priest Manipulus 105pts

M	WS	BS	S	T	W	I	A	LD	SV
6	4	5	4	4	3	3	2	8	2

Unit Composition

1 Tech Priest Manipulus

Unit Type

Infantry (Heavy, Character)

Wargear

Transonic Cannon

Corposant Staff

Mechahendrite Harness

Refractor Field

Special Rules

Independent Character

Feel No Pain 5+

Relentless

War Convocation

Galvanic Field

Options

- The Tech Priest Manipulus may replace its Transonic Cannon with a Magnarail Lance 5pts

Tech Priest Dominus 105pts

M	WS	BS	S	T	W	I	A	LD	SV
6	4	5	4	4	3	3	2	9	2

Unit Composition

1 Tech Priest Dominus

Unit Type

Infantry (Character)

Wargear

Volkite Blaster

Macrostubber

Power Axe

Mechahendrite Harness

Infoslave Skull

Refractor Field

Special Rules

Independent Character

Feel No Pain 5+

Relentless

Firing Protocols (2)

War Convocation

Master of Machines

Options

- The Tech Priest Dominus may replace its Volkite Blaster with an Eradication Ray 15pts
- The Tech Priest Dominus may replace its Macrostubber with a Phosphor Serpenta 5pts
- The Tech Priest Dominus may replace its Refractor Field with a Conversion Field 5pts

Kataphron Breachers 160pts

M	WS	BS	S	T	W	I	A	LD	SV
6	3	3	5	5	2	3	1	8	3

Unit Composition

3 Kataphron Breachers

Unit Type

Infantry (Line, Heavy)

Wargear

Heavy Arc Rifle

Arc Claw

Special Rules

Bulky (3)

Heavy Battle Servitor

Options

- May include up to Nine Additional Breachers 50pts/a model
- All models may swap their Heavy Arc Rifles for Torsion Cannons 0pts/a model
- All models may swap their Arc Claw for a Hydraulic Claw 10pts/a model

Kataphron Destroyers 175pts

M	WS	BS	S	T	W	I	A	LD	SV
6	3	3	5	5	2	3	1	8	4

Unit Composition

3 Kataphron Destroyers

Unit Type

Infantry (Heavy)

Wargear

Plasma Culverin

Phosphor Blaster

Special Rules

Bulky (3)

Heavy Battle servitor

Options

- May include up to Nine Additional Destroyers 55pts/a model
- All models may swap their Plasma Culverins for Heavy Grav Cannons 0 pts/a model
- All models may swap their Phosphor Blaster for a Cognis Flamer 5 pts/a model

Fulgurite Electro Priests 100pts

M	WS	BS	S	T	W	I	A	LD	SV
6	4	4	3	3	2	3	2	9	-

Unit Composition

5 Electro Priests

Unit Type

Infantry

Wargear

Electroleech stave

Refractor Field

Special Rules

Feel No Pain 5+

Zealot

Siphoned Vigor

Hammer of Wrath (1)

Dedicated Transport

- A unit containing no more than 10 models may take a Skorpius Dunderider as a dedicated transport.
- A unit containing no more than 20 models may take a Triaros Armoured Conveyor as a dedicated transport

Options

- May include up to 15 Additional Electro Priests

18pts/a model

Corpuscarii Electro Priests 100pts

M	WS	BS	S	T	W	I	A	LD	SV
6	4	4	3	3	2	3	2	9	-

Unit Composition

5 Electro Priests

Unit Type

Infantry

Wargear

Electrostatic Gauntlets

Refractor Field

Special Rules

Feel No Pain 5+

Zealot

Shock

Hammer of Wrath (1)

Dedicated Transport

- A unit containing no more than 10 models may take a Skorpius Dunderider as a dedicated transport.
- A unit containing no more than 20 models may take a Triaros Armoured Conveyor as a dedicated transport

Options

- May include up to 15 Additional Electro Priests

18pts/a model

Kastelan Robot Maniple 120pts

M	WS	BS	S	T	W	I	A	LD	SV
6	3	4	6	7	3	2	2	7	3

Unit Composition

1 Kastelan Robot

Unit Type

Automata (Cybernetica)

Wargear

Two Power fists

Incendine combustor

Special Rules

Fearless

Repulsor Grid

Kastelan Battle Protocols

Hammer of wrath (1)

Options

- May include up to Four Additional Kastelan Robots 120pts/a model
- All models may replace both Powerfists with a Twin Linked Heavy Phosphor Blaster 10pts/a model
- All models may replace their Incendine Combustors with a Heavy Phosphor Blaster 5ps/ a model

Weapons Of Enlightenment

Ranged Weapons

Weapon	Range	S	AP	Type
Electrostatic Gauntlets	12"	4	-	Assault 2, Twinlinked, Deflagrate
Eradication ray (Concentrated)	0"-12"	8	1	Heavy 1, Eradication Ray
Eradication ray (Dispersed)	12"-24"	6	3	Heavy 1, Blast, Eradication Ray
Gamma Pistol	12"	6	2	Pistol, Armourbane
Heavy Arc Rifle	36"	6	5	Heavy 2, Haywire
Heavy Grav Cannon	30"	4	5	Heavy 5, Breaching (3+) Concussive
Macrostubber	12"	4	6	Pistol 5
Phosphor Serpenta	18"	5	4	Pistol, Luminagen
Phosphor Blaster	24"	5	4	Rapid Fire, Luminagen
Plasma Culverin	24"	7	4	Heavy 2, Blast, Breaching (4+), Gets Hot
Torsion Cannon	24"	8	1	Heavy 1, Gravitiv Contortion
Volkite Blaster	24"	6	5	Heavy 3, Deflagrate
Transonic Cannon	Template	5	4	Assault 1, Breaching (3+)
Magnarail Lance	36"	7	2	Heavy 1, Lance

Flamer Weapons

Weapon	Range	S	AP	Type
Cognis Flamer	Template	4	5	Assault 1, Cognis Flamewall
Incendine Combustor	Template	4	5	Assault 1, Cognis Flamewall, Torrent

Melee Weapons

Weapon	Range	S	AP	Type
Arc Claw	-	(+1)	5	Melee, Haywire
Dataspikes	-	User	-	Melee, Dataspikes, Haywire
Electroleech Stave	-	(+2)	4	Melee, Concussive, Electroleech
Electrostatic Gauntlets	-	(+1)	-	Melee, Deflagrate
Hydraulic Claw	-	(+2)	-	Melee, Unwieldy, Iron Grasp

Wargear

Conversion Field

A conversion field confers a 4+ Invulnerable save. At the end of a phase in which the bearer passes one or more successful invulnerable saves all units with D6 must make a Blind test. Friendly units can re-roll this test.

Digital Weapons

A model armed with digital weapons can re roll a single failed To wound roll each Assault Phase

Infoslave Skull

A model equipped with an infoslave skull adds 1 to their Leadership Characteristic and is counted as being equipped with an Augury Scanner

Mechadendrite Harness

A model with a Mechadendrite Harness can fire all of its ranged weapons in the Shooting Phase. In addition a model with a Mechadendrite Harness is also equipped with a Dataspike

Refractor Field

A Refractor Field confers a 5+ Invulnerable save

Special Rules

Master of Machines

In each of your shooting phases, instead of firing one of his weapons, a model with this special rule can either choose to repair a single friendly Vehicle in base contact or embarked upon, or to restore a wound lost earlier in battle. To do either, roll a D6. If the result is a 2 or more you may restore a hull point, or repair a weapon destroyed result, or repair an immobilised result suffered earlier in the battle. If restoring a wound either the bearer of this special rule or any model in his unit regain a wound.

Heavy Battle Servitor

Models in this unit cannot make run moves or make reactions. Models in this unit can fire up to two weapons in each shooting phase and count as stationary when making a shooting attack, even if they moved in the preceding Movement phase.

Siphoned Vigor

If a unit that contains one or more models with this special rule completely destroys an enemy unit in an Assault phase the Invulnerable save conferred by its refractor field is increased to a 3+ Invulnerable save for the rest of the battle.

Shock

Whenever a model with this special rule makes an attack in the shooting or assault phase each to hit roll of a 6 causes two additional hits on the target. Snap shots never generate additional hits as a result of this special rule.

Kastelan Battle Protocols

At the start of your turn you may choose one of the following abilities to apply to the maniple if a Cybernetica Datasmith is attached to the unit. If the last remaining Cybernetica Datasmith is removed from the unit for any reason the last protocol chosen remains in effect for the rest of the game. The unit starts the game with the Aegis Protocol in effect.

- Conqueror Protocol - All Kastelan Robots in the unit double their attacks characteristic but may not make shooting attacks
- Aegis Protocol – All Kastelan Robots in the unit gain FNP (5+)
- Protector Protocol – All Kastelan Robots in the unit make fire their one of their ranged weapons twice but cannot move under any circumstances.

Repulsor Grid

Models with this special rule have a 5+ Invulnerable against shooting attacks. Furthermore on a successful Invulnerable save roll of 6 the shot is deflected. A deflected shot causes the attacking unit to suffer a Gets Hot result which is resolved using the attacking weapons profile

