Codex: Adeptus Mechanicus
The Cult of the Machine God

Introduction

This army list represents an Adeptus Mechanicus Questing or Exploratory army, not a full-blown army such as would be fielded along the lines of their Epic 40K list.   As such, it is a much lighter force than the full might of the Adeptus Mechanicus would normally use in combat, but is more suited to the Exploratory nature of the force.   Here the Tech-Priests are in search of lost relics from the Dark Age of Technology, such as Standard Template Construct (STC) systems. In these missions they often encounter hostile forces (usually determined not to give up such items!), and thus they are accompanied by their own combat forces.   They sometimes also accompany other forces of the Imperium when it suits their own inscrutable purposes.   The Cult Mechanicus guards its secrets carefully, and none but the dreaded Inquisition dare question them.

How to use this list:
1)   One selection from the list can be chosen as an Elite selection for any Imperial Guard or Space Marine army. If a single selection is made, a Tech-Priest Engineer must accompany the selected unit if not already part of the unit. The unit plus this Tech-Priest will count as a single Elite selection for the army, much in the same manner as the regular Heroes of the Imperium.

2)   You may select a special Adeptus Mechanicus force (1HQ + 1 Troops + 1 Heavy Support as a minimum) as a Detachment to either a Space Marine or Imperial Guard Army. Note the Mechanicus Detachment will always be allowed at least one Heavy Support selection, no matter the mission type.

3)   You can also field a pure Cult Mechanicus army, as per this army list.

Note that an Adeptus Ministorum army cannot use any Adeptus Mechanicus forces, or a Mechanicus force take any Ministorum selections! Needless to say, they don't get along at all. There may possibly be some Infighting special rules if you try to have them both as Detachments or selections in the same overall army.

In works: Special Mission (Tech Quest or something along those lines – get the tech relics away from the heathen/aliens) and a Special Character or two of course. Plus of course fleshing out what you see here fully.

Adeptus Mechanicus Forces

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest Magos	4	4	4	4	2	4	2	9	3+
Tech-Priest Questor	3	3	3	4	1	4	1	8	3+
Tech-Priest Engineer	4	4	3	4	2	4	1	8	3+
Servitor Bodyguard	3	4	3	4	1	3	1	10	5+
Electro Priest	3	2	3(6)	3	1	4	2	9	Invuln. 5+
Tech-Guard	3	3	3	3	1	3	1	7	4+
Tech-Guard Centurion	3	3	3	3	1	3	2	8	4+
Machine Cultist	2	3	3	3	1	3	1	7	5+
Machine Cult Preacher	3	3	3	4	1	3	1	8	5+
Tech-Adept Overseer	3	3	3	4	1	3	1	8	3+
Servitor	2	4	3	4	1	2	1	10	5+
Robot	4	4	5	6	2	2	1	10	2+

Weapons Summary

Weapon	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy 2
Autogun	24"	3	-	Rapid Fire
Autopistol	12"	3	-	Pistol
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Cult Mechanicus Power Axe	-	-	-	Close Combat, Power Weapon **
Flamer	Template	4	5	Assault 1
Graviton Gun	24"	-	-	Heavy 1**
Grenade Launcher (Frag)	24"	3	6	Assault 1 Blast *
Grenade Launcher (Krak)	24"	6	4	Assault 1 *
Hand Flamer	Template	3	6	Pistol**
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Lasgun	24"	3	-	Rapid Fire
Laspistol	12"	3	-	Pistol
Meltagun	12"	8	1	Assault 1*
Missile Launcher (Frag)	48"	4	6	Heavy 1 Blast *
Missile Launcher (Krak)	48"	8	3	Heavy 1 *
Multi-Melta	24"	8	1	Heavy 1*
Needler	18"	X	6	Assault 1*
Plasma Cannon	36"	7	2	Heavy 1 Blast *
Plasma Gun	24"	7	2	Rapid Fire *
Plasma Pistol	12"	7	2	Pistol *
Storm Bolter	24"	4	5	Assault 2
Staff of Wisdom	-	-	-	Close Combat, Power Fist **
Typhoon Missile	48"	5	5	Heavy 1 Blast
Webber	12"	-	-	Assault 1**

* = see main rules for additional details
** = see Wargear entries for special rules

Support Weapons Summary

Support Weapon	Range	Str	AP	Type
Tarantula (w/Linked Lascannon)	48"	9	2	Heavy 1 & Linked, or Assault 1
Rapier	36"	9	1	Assault 1 (if 6" or less movement)
Mole Mortar (Ground Burst/Air Burst)	G12-48"	4/3	5	Heavy 1, Blast/Ordnance
Thudd Gun	G12-48"	6	5	Heavy (2+D3) Blast
Conversion Beamer	24"	Special	Auto	Heavy 1

Armoury

A character may carry up to two weapons, but only one of these may be a Two-Handed Weapon. Note that some Tech Relics count as Weapons for this purpose! Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. In addition, each character may select up to a total of 50 points of combined Wargear and Tech Relics, except for Tech-Priest Lords or Engineers who may take up to 100 points.   You may not take duplicate items for the same model or vehicle, and all Wargear and Weapons should be represented on the model. Models in Terminator Armor can only use Wargear and Weapons marked with a "". All Wargear and Weapons must be represented on the model.*

Single Handed Weapons
Bolt Pistol	2 pts	**Two-Handed Weapons**	
Chainfist (Terminators only)	30 pts *	Boltgun	3 pts
Close Combat Weapon	1 pt	Combi-Weapon	
Cult Mechanicus Power Axe	22 pts *	Bolter-Flamer	12 pts *
Hand Flamer	7 pts	Bolter-Grenade Launcher	12 pts *
Hellpistol	1 pt	Bolter-Plasma Gun	17 pts *
Plasma Pistol	15 pts	Bolter-Meltagun	17 pts *
Power Fist	25 pts *	Hellgun	2 pts
Power Weapon	15 pts *	Lasgun	1 pt
Storm Shield[1]	10 pts *	Storm Bolter	10 pts *
Thunder Hammer	30 pts *		

Note: All Weapons taken from the Adeptus Mechanicus Weapons List are assumed to have been carefully constructed and expertly maintained by the finest Artisans of the Imperium. As such, all benefit from the *Master Crafted Weapons* rules automatically.

[1] *– May be taken by models in Terminator Armor. Although a Storm Shield is not a Weapon as such, it counts as a single-handed weapon because nothing else can be used by the arm carrying the Shield*

Wargear
Artificer Armor (Independent Characters only)	20 pts		
Auspex	5 pts *		
Bionics	5 pts *	**Tech Relics**	
Carapace Armor	7 pts	Acolyte (Magos only)	25 pts *
Combat Bionics	10 pts *	Combi-Weapon Bolter-Needler [2]	25 pts
Frag Grenades	2 pts	Conversion Field [3]	30 pts
Iron Halo (one per army) [3]	25 pts *	Displacer Field [3]	35 pts
Jump Pack (Independent Characters only)	20 pts	Graviton Gun [2]	30 pts *
Krak Grenades	3 pts	Runes of the Machine God [4]	+20%
Melta Bombs	7 pts	Needler [2]	30 pts *
Purity Seal	5 pts *	Power Field [3]	50 pts
Refractor Field [3]	18 pts	Refractory Armor Coating	20 pts
Servo-Arm (Tech-Priest Engineers only)	30 pts *	Staff of Wisdom (Magos only)	35 pts *
Signum (Tech-Priest Engineers only)	15 pts *	Stasis Grenade (one use only)	15 pts
Targeter	7 pts *	Warp Jump Pack (one use only)	25 pts
Terminator Armor (does not include weapons, Independent Characters only)	25 pts	Webber [2]	20 pts*

Vehicle Upgrades:
Ablative Armor	15 pts
Armored Crew Compartment	20 pts
Boosters	25 pts
Electro Hull	20 pts
Extra Armor	5 pts
Heavy Weapon Mounting	15 pts + cost of weapon: Lascannon (+17 pts), Autocannon (+12 pts), Multi-Melta (+27 pts), Missile Launcher (+12 pts), Plasma Cannon (+22 pts), Heavy Bolter (+10 pts), Typhoon Missile Rack (+ 20 pts)
Holy Icon	15 pts
Hover Lifters	30 pts
Hunter-Killer Missile	20 pts
Runes of the Machine God [4]	+20%
Pintle Mounted Storm Bolter	15 pts
Rough Terrain Modifications	5 pts
Searchlight	1 pt
Smoke Launchers	3 pts

[2] *– May be taken by models in Terminator Armor. Although classed as Tech Relics, these items count as two-handed weapons for purposes of normal Weapons selections. As Tech Relics, they cannot be Master Crafted.*
[3] *– Multiple fields disrupt each other, thus a model may carry only one Field device in the game.*
[4] *– Runes of the Machine God cost an additional 20% of the cost for the character or vehicle after all other upgrades/wargear are bought.*

Special Rules

Adeptus Mechanicus Master Crafted Weapons
A master crafted weapon follows the normal rules, except that you may re-roll one failed 'to hit' roll per turn for an attack made by the master crafted weapon. Master crafted weapons are taken as an 'upgrade' for a weapon already being carried by a model and should be represented by a suitably ornate weapon on the model itself. Weapons taken from the Adeptus Mechanicus Armory Weapons list are assumed to have been carefully constructed and expertly maintained by the finest artisans in the Imperium. As such, all benefit from the *Master Crafted Weapons* rules automatically. Note that any weapons chosen from the Tech Relics section cannot gain this ability – even the bravest Tech-Priest would not dare tamper with these ancient and inscrutable devices!

Tech Quest
The Cult Mechanicus is in a never-ending search for lost technology from the Dark Age of Mankind, but also is always on the lookout for new or alien weapons and vehicles to study. The Tech-Priests will have instructed all members of the battle force to be ready to act if they encounter any of the suspected items, and to quickly alert them for their inspection and retrieval.

Before the game starts, randomly pick one unit from the enemy forces (this can be a regular troop unit, or a vehicle squadron, or a even a single character model). Then randomly pick out one vehicle, heavy weapon, or character from that unit. This will be the target of the Tech-Quest. If the model is killed for any reason leave it on the board rather than removing it as normal. If the Tech Quest target was a vehicle, leave it on the table if it is destroyed. If any Tech-Priest can get to it before the end of the game, their side will gain and additional D6x10 extra Victory Points in scenarios that use victory points to determine the winner. If the Quest target runs off the board, the Tech-Priests side automatically get the points. Otherwise the other side gets the extra victory points.

Heavy Weapon Teams: See Codex: Imperial Guard for details on two-man heavy weapon team rules.

Appendix Items - New Weapons, Wargear, Tech Relics, and Vehicle Upgrades

Tech Relics:
These represent items carefully created and preserved from the vaults of the Forgeworld of Mars itself, and are sometimes issued to the Tech-Priests on their hazardous Exploratory missions. Tech Relics might be a very rare or singular device, or even an ancient item from the Dark Age of Technology whose origins are lost in history.

Important Note: Tech Relics cannot be Master Crafted, as even the Adeptus Mechanicus itself cannot sometimes fathom the inner workings of these arcane devices! Also due to their rarity, only one of each Tech Relic can ever be in an Adeptus Mechanicus force.

Acolyte: Tech-Priest Lords are often accompanied by special Servitor Acolytes, small stunted creatures designed to record everything that happens during their Quests. Their presence also helps ensure the unit acts in a manner which brings honor to the Red Planet as well! In game play, the Acolyte model is always placed within 1 inch of the Magus (if not actually on his base) and does not count as a model for transport purposes. It can never be harmed or attacked in any way during the game, does not block Line of Sight or movement, and is only removed if the Magus is killed. While present, it allows the Tech-Priest unit to re-roll any failed Morale or Pinning Tests. It also allows the unit to attempt to Regroup even if there are enemy with 6" or the unit strength is below 50% of their starting number, as long as the unit is still in coherent.
Tech-Priest Magos only

Conversion Field - The Conversion Field contains a device that converts harmful kinetic or electromagnetic energy into a blinding flash of light, giving the wearer a 4+ Invulnerable same that may be taken *instead* of its normal armor save. All other models in base contact (friend and foe!) with the wearer must make their

regular saving throw (armor, invulnerable, cover, etc) or have their Weapon Skill reduced by ½ for the rest of the turn. Note that models may only select one Field from the Wargear list.

Displacer Field - The Displacer Field contains a device that detects possible injury to the wearer, and activates a miniature warp-jump engine to move the wearer out of harm's way. This device gives a 3+ Invulnerable save that may be used *instead* of taking a normal armor save. Take these saves as normal, but at the end of the Shooting or Assault Phase (assuming the model is still alive!), roll the Scatter die and move the model in that direction D6 inches (use the small arrow if a "Hit" is rolled). If the scatter movement would move the model off the table edge, or into a scenery section like a rock, roll again. If this moves the model into base contact with any enemy models, place it 1" away from them. Note that models may only select one Field from the Wargear list.

Graviton Gun – This arcane rifle fires a stream of graviton particles, which disrupt the gravimetric field around the target. Infantry, cavalry, bikes, and vehicles (except Skimmers) hit once by a Gravitron Gun move as if always in Difficult Terrain (even if it can ignore Difficult Terrain).   Non-vehicle models already in Difficult Terrain when effected now can only roll 1D6 for movement. When hit twice or more, the model cannot move that turn and counts as Immobilized; it will still count as having moved though for weapon fire rules though. These effects last the rest of the game. Normal vehicles hit more than once suffer no additional penalty. Skimmers hit by a Graviton gun take an automatic Glancing Blow hit (roll a D3 for the result on the table though) as the graviton particles disrupt their anti-grav drives, but have no other lasting effects.

Range	Str	AP	Type
24"	-	-	Heavy 1

Runes of the Machine God – Before leaving on the Quest, powerful tech-runes are inscribed on the armor and special chants are made in the name of the Machine God, designed to protect the wearer from harm. The wearer may re-roll one failed armor saving throw per turn, except those inflicted from Instant Death level attacks. If no armor saving throw is allowed for whatever reason, or some other saving throw type is used (cover or Invulnerable, for example), no re-roll is allowed.   The cost for this wargear item is not fixed – it will be an additional +20% (rounding up) added to the final cost for the character, after all other wargear, weapons, and other items are purchased for that character. Thus for a character who came to 120 points, the Runes would cost an extra +24 points. This item cannot be combined with *Artificer* or *Terminator* Armors though, as those special suits are too rare to risk damage from rune inscription, or *Refractory Armor Coatings*.

Needler – Also known as a Needle Gun, it has the same effects as a Sniper Rifle but is shorter range and not as accurate. It still wounds automatically on a 4+, but the bearer must roll to hit as normal. Units hit must still test for pinning as per the normal Sniper Rifle rules. Needlers can also be used as part of a Combi Weapon Bolter-Needler, using the normal rules for Combi-Weapons.

Range	Str	AP	Type
18"	X	6	Assault 1

Power Field - A Power Field generates a powerful energy bubble around the user, giving the wearer a 2+ Invulnerable same that may be taken instead of its normal armor save. This save can only be used against ranged attacks – in an Assault, the enemy is inside the area of the energy bubble and the field can offer no help. The device is bulky as well, and the wearer will suffer –1 Initiative. Note that models may only select one Field from the Wargear list.

Refractory Armor Coating – Special oils blessed by the Magos Alchemys are applied to the model's armor, imbuing it with a protective coating. A model with a Refractory Armor Coating has the same saving throw as normal, but in order for a weapon to negate the model's save it must have an AP value that is better than the saving throw, not just equal to it. As Tech-Priests normally wear Power Armor with an armor save of 3+, this means that only weapons with an AP of 2 or better will negate their saving throw if they have upgraded with Power Armor with a Refractory Armor Coating , while weapons with an AP value of 3 or better can be saved against as normal. Note this *cannot* be taken in conjunction with Terminator or Artificer Armor.

Staff of Wisdom: Only the most senior Tech-Priests are gifted with one of these very powerful and rare tech-relics. Glowing with tech-runes, the Staff contains nano-sized warp portals which can be opened on impact. The impacts on the portals create intense localized warp disruptions, causing micro-explosions which devastate the struck enemy. In game play, the Staff strikes in the same manner as a Power Fist, but strikes at the user's normal initiative rather than always striking last.
Tech-Priest Magos only

Stasis Grenade (one use only) – This grenade type is used by a model right after it has Fallen Back from loosing an Assault. It emits a shower of graviton particles on detonation, slowing down the enemy reaction. All enemy units involved in the Assault may only Consolidate, and cannot not Pursue.

Warp Jump Pack (One use only) – This device allows the wearer to move up to 24" in the Movement Phase, ignoring all terrain. Determine to where the model wishes to teleport, then roll the scatter die and 2D6. If a Hit is rolled, the model is bang on target, but otherwise will land 2D6" away in the direction of the Arrow. If a double 1 is rolled, the Warp Jump has failed, and the model is lost in the Warp and counts as being killed for the purposes of Victory Points. If a double 6 is rolled, or the scatter takes the model off the edge of the table, the device has suffered a glitch and does not work, but the wearer suffers no other harm. It cannot move that turn, but does count as having moved for weapons fire purposes due to the time spent attempting the jump. Assuming the model is not lost in the Warp, after the effects of the Warp Jump are worked out the model may shoot in the Shooting Phase but may not Assault. After one use though the pack's energy supply is exhausted and cannot be used again.

Webber – Web Guns (also commonly known as Webbers) fire a compressed mass of thin plaswire at the target, which explodes into a large web on contact. An enemy model hit by a Webber must roll under their Strength (a 6 always fails) or be entangled by the webbing. If they roll equal to or above, they are unaffected, but if they fail place the model on it's side. While webbed, the model cannot move, and cannot fight back in an Assault. It may test at the start of each of its turns to free itself; if it succeeds then it may move & fight as normal. Multiple hits from a webber have no cumulative effect, and models still webbed at the end of the game do not count towards enemy casualties for Victory Points as they are still very much alive (just not kicking).

Range	Str	AP	Type
12"	-	-	Assault 1

New Weapons and Wargear:
Combat Bionics: Many members of the Cult Mechanicus augment themselves with special bio-mechanical implants, designed to improve their effectiveness in serving the Machine God. While they may take many forms, the overall effect in combat is to increase the model's strength by +1 and add an additional +1 Attack.

Cult Mechanicus Power Axe: These special devices are the signature weapon of the Tech-Priest, and while they are usually not the most exceptional of warriors each Priest becomes totally attuned to his own Axe over many years of training. In combat a Tech-Priest's Power Axe counts as a Power Weapon. It can be used single-handed, hitting with the user's strength as normal, or can be swung in a mighty double-handed strike. The latter adds +2 to the user's strength, but hits at -1 Initiative due to the slower swing of the blade. The user also cannot gain any benefits from any other close combat weapons when used in this manner.

Hand Flamer: This is a smaller, more compact version of the regular flamer seen widely in Imperial forces. It can be used to fire a template area effect shot, with the profile below, but can also be used in close combat like a regular pistol.

Range	Str	AP	Type
Template	3	6	Pistol

Hover Disk – Hover disks are small devices, barely large enough for one rider to stand on, but mounted with a powerful and compact anti-grav propulsion system. They allow the rider to move just like he was mounted on a jetbike but without any mounted weapons or increase in Toughness.

Imperial Jetbike – These operate just like a regular jetbike (see page 94 of the Warhammer 40,000 Rulebook), and are mounted with a Storm Bolter (regular, not Master Crafted). The rider gains +1 Toughness but none of the special benefits that Eldar or Dark Eldar jetbikes gain; the Imperium hasn't mastered anti-grav technology to their degree (yet!).

Regular Wargear
See Codex: Space Marines for special rules for the following items:
Artificer Armor, Auspex, Bionics, Combi-Weapon, Iron Halo, Jump Pack, Purity Seals, Servo Arm, Signum <here though it works for whatever squad the bearer leads>*, Space Marine Bike, Storm Shield, Terminator Armor, Thunder Hammer*

See Codex: Imperial Guard for special rules for the following items
Carapace Armor, Refractor Field, Targeter, Hellpistol, Hellgun

Adeptus Mechanicus Vehicle Upgrades
Ablative Armor: The vehicle has been fitted with special armorplas plating, designed to react with hull impacts from enemy fire.   The first Penetrating hit (either via ranged fire or in an assault) may be ignored, as the plating absorbs the impact. After this first hit is absorbed the ablative armor is destroyed and has no further effect. Note that Glancing hits are not effected and are resolved as normal.

Boosters: The vehicle's engine is modified with superchargers and additional power units, making it much more powerful than normal. The vehicle now counts as *Fast*.

Electro Hull: The vehicle has been wired with powerful electrical cabling on its exterior, delivering a powerful shock to any enemy models attempting to attack it. At the beginning of each Assault Phase after all models have moved, any models in base contact with the vehicle must make an Armor or Invulnerable Save or they are hurled 2" directly away from the hull.   They can still make their single supporting attack as per the normal rules, but if none of the models remain in contact the unit cannot Assault the vehicle at all.

Heavy Weapon Mounting: The Adeptus Mechanicus know each and every secret of the hidden construction possibilities for Imperial vehicles (or so they think, and so far no one has been able to contradict them on it).

It is common for Tech-Priests in the field on Quests to customize their transport vehicle (the ubiquitous Rhino) to carry a heavy weapon for extra firepower without sacrificing its transport capability. The normal Rhino Storm Bolter is replaced with the new Heavy Weapon, and the firing controls are wired into the Servitor crewman. This upgrade does not prevent a Pintle Mounted Storm Bolter to be added as well if desired.

Holy Icon: The vehicle mounts a suitably large and impressive symbol of the Machine God. Any Adeptus Mechanicus unit within 6" of the vehicle may roll three D6 for all Leadership tests and use the lowest two rolls as their score.

Hover Lifts: Extensive retrofitting is done on some smaller vehicles to remove their normal tracked drive system and mount anti-grav plates and thrusters. The vehicle now counts as a *Skimmer*. This upgrade cannot be combined with a *Heavy Weapons Mounting* or *Boosters* though, due to the extra weight and power needed for those modifications.

Runes of the Machine God – Before leaving on the Quest, powerful tech-runes are inscribed on the vehicle's armor and special chants are made in the name of the Machine God, designed to protect it from harm. The vehicle may re-roll any results on the Glancing Hits table (but not Penetrating Hits). If no roll on the table is required for the effect or some other result system is used, no re-roll is allowed. The cost for this vehicle upgrade is not fixed – it will be an additional +20% (rounding up) added to the final cost for the vehicle, after all other upgrades, weapons, and other items are purchased for that vehicle. Thus for a vehicle which came to 275 points, the Runes would cost an extra +55 points.

Regular Vehicle Uprades
See Codex: Imperial Guard and the Warhammer 40,000 Rulebook for special rules for the following vehicle upgrades
Armored Crew Compartment, Extra Armour, Hunter-Killer Missile, Pintle-Mounted Storm Bolter, Rough Terrain Modifications, Searchlight, Smoke Launchers

Support Weapons
Support Weapons are rare devices of awesome power, many dating back to the time of the Heresy or before. Each usually requires specialized equipment and repair, and are a rare sight outside of Adeptus Mechanicus forces though sometimes seen detached to other Imperial armies. Rarer still they wind up in the hands of heretic cults bent on revolution or destruction. Even though difficult to ready and maintain, they are superb in combat and relatively easy to use.

Special Rules:
Movement and Crew
Support Weapons crew must stay within 2" of their weapon at all times.
Support Weapons cannot be transported.
Crew from one Support Weapon can be used to re-crew other Support Weapons as needed. Once the operator moves to within 2" of the weapon he becomes its operator, but cannot be used to fire it in that turn.
All Support Weapons in a battery must remain within 4" of each other.

Firing a Support Weapon
Only one operator is needed for normal operation; the second operator is free to fire any weapons of his own.
Both the weapon and at least one Operator must have Line of Sight for non-Guess weapons.
Multiple Support Weapons in a Battery will not fire together to create Salvos. Instead, make all range Guesses first as normal, then
          work out their firing effects one weapon at a time.

Shooting at a Support Weapon Battery
When fired upon, randomize hits in a battery (1-4 = hit on operators, 5-6 = hit on the support weapon). The owning player may choose
which support weapon or crew are hit in the battery. Resolve hits against the operators as normal. A Support Weapon has an Armor value of 10, and if it takes any penetrating or glancing hits it is destroyed and removed from play.

Assaulting a Support Weapon Battery
Enemy units may Assault a support weapons battery in the same manner as assaulting any other unit. Any enemy models in contact with a support weapon can attack it exactly as if it was a vehicle with the same armor value and hit resolution as for shooting above.
Support Weapons cannot be fired while any members of their battery are engaged in an assault.

HQ:

(0-1) Tech-Priest Lord

Masters of Technology, the Tech-Priests rule over their home planet of Mars and countless other Forge Worlds throughout the Imperium. Each was once fully human, but as he has risen in rank in the Cult Mechanicus more and more mechanical augmentations are added to improve the fragile flesh.   While they rarely leave their Fortresses, each is expected to lead at least one pilgrimage in search of lost relics such as the Standard Template Construct (STC) systems from the Dark Age of Technology upon reaching the degree of Tech-Priest.   Some even make these questing expeditions their life work.   Those on their first holy search are given the honorary title Questor, while a Tech-Priest Magos or Master represents one of the highest positions of achievement in the Cult.   Any Tech-Priest no matter the rank though is totally committed to recovering the priceless knowledge and technology lost many millennia ago. Outfitted with rare tech-relics and aided by a small Cult Mechanicus contingent, they roam the galaxy in their holy mission.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest Magos	40	4	4	4	4	2	4	2	9	3+
Tech-Priest Questor	30	3	3	3	4	1	4	1	8	3+

Independent Character: Unless accompanied by a Servitor Bodyguard, a Tech-Priest Lord is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,00 Rulebook.

Weapons: Tech-Priest Lords wear Power Armor (3+ Save) and are armed with a Master Crafted Bolt Pistol.

Options: Tech-Priest Lords may choose from the Armory as normal.   As long as they are not leading a Servitor Bodyguard, they may also ride an Imperial Jetbike (+45 pts), or a Hover Disk (+30 pts).

Servitor Bodyguard: A Tech-Priest Lord may be accompanied by a Servitor Bodyguard, see the entry below for details. Note that the Tech-Priest Lord and Bodyguard count as a single HQ choice.

Tech-Priest Engineer

Tech-Priest Engineers are specially trained to spend their lives in the field, aiding other Imperial forces in combat as well as leading Adeptus Mechanicus forces of their own. They are often found leading small units in Imperial Guard armies, or training Techmarines of the Adeptus Astartes. Unlike other Tech-Priests, they do not concentrate on a single disciple but are instead near-masters of nearly all Imperial technology. Their presence on the battlefield is often invaluable in maintaining fighting efficiency. It is often even said that a weapon repaired by an Engineer is superior to one brand new!

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest Engineer	40	4	4	3	4	2	4	1	8	3+

Independent Character: Unless accompanied by a Servitor Bodyguard, Tech-Priest Engineers are Independent Characters and follow all normal rules for Independent Characters from the Warhammer 40,00 Rulebook.

Weapons: Tech-Priest Engineers wear Power Armor (3+ Save) and are armed with a Master Crafted Bolt Pistol.

Options: Tech-Priest Engineers may choose from the Armory as normal.

Servitor Bodyguard: A Tech-Priest Engineer may be accompanied by a Servitor Bodyguard, see the entry below for details. Note that a Tech-Priest Engineer and Bodyguard count as a single HQ choice.

Special Rules:

Weapon Repair: Tech-Priest Engineers are highly trained in battlefield repair, and their mech-empathy gives them a chance to bring even the most badly damaged system back to life. Any Tech-Priest Engineer in base contact with an Imperial vehicle or support weapon at the start of the turn may attempt to repair one destroyed weapon. On a roll of a 6, the weapon is repaired and can fire as normal in the following turns. Any Tech-Priest Engineer attempting a weapon repair may not move that turn, even if the attempt is unsuccessful, but may shoot and Assault as usual.

Servitor Bodyguard

Tech-Priests have a hard time trusting people, preferring to place their trust in the Machine God and his minions (namely machines). Servitors are thus the perfect bodyguard for them, as their mindless devotion will ensure the best protection when in the field. Special units of these drones are fitted with the finest bio-mech upgrades and combat programming, and serve no other purpose but to preserve the life of their master.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Servitor Bodyguard	10	3	4	3	4	1	3	1	10	5+

Squad: The Bodyguard unit consists of 5-10 Servitors.

Weapons: None. Servitors have a 5+ armor save due to their mechanized body parts.

Options: Any bio-mech upgrade listed below can be taken, but no single upgrade can be taken more than once per Servitor and all upgrades must be modeled.

Close Combat Bionics - Any number of Servitors may be fitted with special mechanical crushing claw arms or other Assault bionics for +3 points per model. These add +1 Attack and +1 Strength to the model in an Assault.

Ranged Weapon Bionics – Any number of Servitors can be fitted with a single bionically attached lasgun or autogun at +3 points per model, or a boltgun at +5 points per model.

Improved Armor– The entire unit may be fitted with extra bio-plas and armor coating, improving their armor save to 4+, at +3 points per model.

Special Rules: All normal Servitor rules below apply to Servitor Bodyguard members, with the following exceptions:

Servitor Bodyguards are programmed to defend their masters at all costs. When the unit is struck with ranged weapons, allocate hits as normal but the Tech-Priest player is allowed to allocate two hits per Servitor before having to allocate any on the Tech-Priests.

Servitor Bodyguard can never be used to man or recrew a Support Weapon.

The unit must make all Morale & other tests using the Tech-Priest's Leadership, and can Fall Back as normal. Their purpose is to protect him, so they never leave him. If the unit is Pinned, the Servitors cannot move but can still shoot.

If their leader is killed or leaves the unit, no other character can take control of the unit. The Bodyguard will go on Emergency Orders for the rest of the game.

Transport

The unit (Tech-Priest Lord or Engineer and Bodyguard) may be transported in an Adeptus Mechanicus Rhino. This will not count as a further HQ or other selection.

Profile	Points	Front	Side	Rear	BS
Adeptus Mechanicus Rhino	+50	11	11	10	4

Type: Tank
Crew: Servitor
Weapons: Storm Bolter
Transport: The Rhino can transport up to 11 models (Tech-Priest Lord or Engineer plus Bodyguard).
Options: Adeptus Mechanicus Rhinos can take any of the vehicle upgrades from the Armory list.

Elites:

Electro Priests

The smell of ozone and the bright flashes of blue-white herald the arrival of the Electro-Priests into battle. Electrically charged fanatics, they are the warrior elite of the Cult Mechanicus. Each is covered with an elaborate network of circuitry and power-runes embedded into their skin, and in combat they light up the battlefield with arcs of lightning dancing from their bodies. These special Electoos give them superhuman strength, and even allow them to fire short ranged electrical bolts at nearby enemy. Only the most zealous and fanatical of Tech-Adepts are chosen for the subdermal implants, as their new electrical powers are a constant drain on their own mental energies. Even so many fall to the ground in the midst of combat, their minds taxed beyond even their endurance by the intense strain.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Electro Priest	25	3	2	3(6)	3	1	4	2	9	5+ Invul

Unit: An Electro Priest unit consists of 5-10 Electro Priests

Weapons: Electoo-augmented bare fists (built into their Strength and Assault values) and lightning bolts.

Special Rules:
Electoos: Electoos give the Electro Priests double Strength and make their attacks count as Power Weapons. If a model is only making a single attack due to being within 2" of the enemy but not in contact though, the attack will be a S3 and has no Power Weapon effect. Electoos also give 5+ Invulnerable Save (from the cracking electricity surrounding their bodies), and offer a short range attack as well. Electro Priests can fire bolts of lightning as a Shooting Attack (Range 12", Assault 1, S3, AP-). These will *always* target the nearest enemy unit in Line of Sight though, in any direction!

Static Shock: The powerful electrical discharges arcing across their bodies in combat makes it near suicidal both for them and the vehicle to be bunched together in a transport vehicle. Electro Priests can never be carried in any type of transport vehicle.

Fanatical Attack: Electro Priests will always attempt to move towards the nearest enemy in Line of Sight, and Assault the nearest enemy unit. If the Electro Priest unit fails a Morale Check in an Assault, the unit will not Fall Back. Instead, remove an additional D3 Electro-Priests as exhaustion forces them to collapse (exactly in the same manner as removing as casualties in an Assault as normal). Treat the combat as if it was a Drawn Combat in all other respects.

Techmarine Apprentice

The Adeptus Mechanicus is responsible for the final training of the Adeptus Astartes Techmarines, those Space Marines who have shown special aptitude in utilizing and maintaining their various weapons systems. At any given time the Tech-Priests are imparting some of their experience to hundreds of aspiring

Techmarines, but never are all secrets revealed of course! Often Techmarines accompany the Tech-Priests into the field, both as a learning exercise and also to aid in Tech Quests as experienced warriors. All are bound by powerful hypnoaths never to reveal anything that might be found on these expeditions though, much to the frustration of their chapter leaders.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	30	4	4	4	4	1	4	1	8	3+

Independent Character: You may include a Techmarine as a single Elites choice. Techmarines operate independently and so follow the rules for independent characters given on p74 of the Warhammer 40,000 rulebook. Note that for the purposes of mission objectives Techmarines cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

Weapons: Techmarines wear Power Armor (3+ Save) and are armed with a Bolt Pistol.

Options: Techmarines may choose weapons and wargear from the Codex: Space Marines Armory listing, as per the restrictions in that list (see Codex: Space Marines for details), with the following exceptions:
A Techmarine may ride a Space Marine Bike for +35.
He may not take Terminator Honors.

Robot Cohort

The living embodiments of the Machine God, whose Spirit animates these ancient constructs of arcane metal and circuitry. They stalk the battlefield, implacable and deadly in their advance. Each Robot has a primitive artificial brain of bio-plasm, specially maintained for centuries by the finest Genetors of the Legio Cybernetica. The art of growing new Robot cortex units is an almost lost one dating back prior to the Emperor's First Crusade, and thus each Robot is a near priceless tech-relic in it's own right. The risk of loss is outweighed though by their superior firepower and combat effectiveness. All members of the Cult Mechanicus venerate these loyal and powerful devices, and they are a source of inspiration to the faithful in battle.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Robot	65	4	4	5	6	2	2	1	10	2+
Tech-Adept Overseer	15	3	3	3	4	1	3	1	8	3+

Squad: A Robot Cohort consists of 3-5 Robots, under the command of a Tech-Adept Overseer.

Weapons: Robots are armed with a Close Combat Weapon Arm (which functions as a Dreadnought Close Combat Weapon) and a Ranged Weapon Arm at the following points cost: Lascannon (+20 pts), Autocannon (+15 pts), Meltagun (+8 pts), Missile Launcher (+15 pts), Plasma gun (+8 pts), Heavy Bolter (+10 pts), Storm Bolter (+5 pts), Flamer (+6 pts), Multi-Laser (+10 pts).

Options:
Robots may replace their Close Combat Weapon Arm with a Storm Bolter arm for +10 pts. Alternatively, they may replace their Ranged Weapon Arm with an additional Dreadnought Close Combat Weapon for +5 pts (and thus gain an additional Attack).

Robots may take an additional weapon (normally shoulder or back mounted) at the following points cost: Lascannon (+25 pts), Autocannon (+20 pts), Multi-Melta (+35 pts), Heavy Bolter (+15 pts), Plasma Cannon (+30 pts), Multi-Laser (+15 pts). This additional weapon cannot however duplicate a weapon already taken by that Robot.

Special Rules:
Mindless and Implacable: Robots will always pass all Morale Tests, and never Fall Back (even if forced to do so automatically) or suffer Pinning. Tech-Adepts (or Tech-Priests who have joined the unit) leading a Cohort of Robots will draw strength from their implacable followers and so will also pass all Morale tests, never Fall

Back or suffer Pinning.   If required to take any Leadership-based tests, the unit may always use the Robot Leadership value of 10.

Big and Slow Moving: Robots move as if they were always in Difficult Terrain (roll 2 dice, pick highest as the movement distance) but never suffer any other movement penalties. Robots cannot be transported either due to their large size.

Integrated Weapons Design: Robots may Move and Fire a single weapon or stay stationary and fire two weapons, even when using Heavy Weapons. Rapid Fire weapons fire as if stationary, even if the Robot moved that turn (like a bike).

Bio-mechanical: Due to some of the mecha-organic components used in Robot design, Robots can be effected by Needle Rifles and other items that effect living creatures. They can never be Pinned by them though.

Leader: The cohort must be lead by a single Tech-Adept Overseer at the points cost indicated. The Tech-Adept Overseer wears Power Armor, is armed with a Master Crafted Bolt Pistol, and may choose from the Armory as normal except for Tech-Relics or other items as noted.

Tech-Adept Overseer Guidance – A Robot Cohort must be lead by Tech-Adept Overseer. If at any time he is killed, or is more than 2" away from the Cohort, the Cohort will go on Emergency Orders: Move towards the nearest enemy unit, shoot at nearest enemy unit if possible, Assault the nearest enemy unit if possible, only Consolidate in an Assault. If their leader is killed and any Tech-Priest Engineers are in play, any Tech-Priest Engineer can take control of the unit if he moves within 2" of it. No other Tech-Priest characters have the necessary equipment to control a Robot Cohort.

Troops

Tech-Guard

Drawn from the Forge World planets assigned to accompany the Tech-Priests on their missions, the Tech-Guard form the backbone of the Adeptus Mechanicus Ordo Militant. While not as deadly in combat as the mindless Servitors or fanatical Electro-Priests, they are totally loyal to the Cult of the Machine, well-trained and well-equipped, and flexible in combat. When not in combat, they often serve as assistant archeologists and skilled labor for their Tech-Priest masters in their search for lost technology.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Guard	9	3	3	3	3	1	3	1	7	4+
Tech-Guard Centurion	+12	3	3	3	3	1	3	2	8	4+

Squad: The unit consists of one Sergeant and between 4 - 19 Tech-Guard.

Weapons: Tech-Guard units are armed with either a Shotgun, Lasgun, or Autogun, and wear Carapace Armor (4+ Save). Any member can exchange these for a close combat weapon and either a laspistol or autopistol for +1 point, or upgrade to a Hellgun for +2 pts or a Bolter for +3 points.
The Sergeant can exchange his pistol for a Hellpistol for +1 pt or a Bolt Pistol for +2 pts.

Options: One model in the unit may have one of the following: Flamer (+3 pts), Meltagun (+8 pts), Plasma Gun (+8 pts), Grenade Launcher (Krak/Frag, +8 pts).

Two members can form a Heavy Weapons team, together armed with one of the following heavy weapons: Lascannon (+17 pts), Autocannon (+12 pts), Missile Launcher (+12 pts), Heavy Bolter (+12 pts), Multi-Melta (+27 pts), Plasma Cannon (+22 pts), Multi-Laser (+10 pts). See Codex: Imperial Guard for details on two-man heavy weapon team rules.

The entire unit may be armed with any of the following: Frag Grenades (+1 point per model), Krak Grenades (+2 points per model).

Character: The Sergeant may be upgraded to a Tech-Guard Centurion for +12 points. He is armed with a Master Crafted Laspistol, and may choose additional equipment from the Armory except for Tech-Relics or other items as noted. As he is part of the higher ranks of the Cult Mechanicus, any weapons he chooses from the Weapons list of the Armory will be Master Crafted.

Transport: The unit may be transported in an Adeptus Mechanicus Chimera if it numbers 10 models or less. This will not count as a further selection for the army. Note that if the unit size is larger than 10, it may not take this option.

Profile	Points	Front	Side	Rear	BS
Adeptus Mechanicus Chimera	+80	12	10	10	4

Type: Tank
Crew: Servitors
Weapons: The Chimera may be armed with one of the following turret-mounted weapons: Multi-Laser (+10 pts), Heavy Flamer (+10 pts), Heavy Bolter (+10 pts), Autocannon (+10 pts), Assault Cannon (+12 pts). In addition it may have a hull-mounted Heavy Bolter or Heavy Flamer for +5 pts, or a Lascannon for +20 pts, Plasma Cannon for +27 pts, or Multi-Melta for +30 pts.
Transport: Up to 10 models from a single unit, plus up to 2 characters attached to the unit.
Options: Adeptus Mechanicus Chimeras may take any of the vehicle upgrades from the Armory list except *Heavy Weapons Mounting* or *Hover Lifts.*

Servitors

Resistance to the Will of the Machine God is Futile. This is the lesson shown to all who would defy the Adeptus Mechanicus by these, their mindless drones. Servitors are organic machines, cyborg hulks of flesh and metal. Many are grown in artificial bio-vats and mated to special mechanical augmentations, but some are once-human beings convicted of horrible heresies or other crimes. Now mind-wiped and programmed only to serve, they demonstrate the folly of challenging the Imperial might and the Masters of the Red Planet.

Servitors are used for an endless number of tasks throughout the Imperium, and form the bulk of the populations on Forge Worlds. Once programmed for a task they perform it endlessly without complaint, no matter the hazard or tediousness involved. Their mechanical adaptations allow them to function in hostile environments, and to operate specialized machinery. In combat they serve as everything from driving transports to manning dangerous support weapons, to forming small individual fighting units. While not very effective in combat, their mechanized targeting systems make them excellent shots and their implacable advance even when sustaining heavy casualties is unnerving to most enemy.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	10	2	4	3	4	1	2	1	10	5+
Tech-Adept Overseer	15	3	3	3	4	1	3	1	8	3+

Squad: The unit consists of 5-15 Servitors, and must be lead by an Tech-Adept Overseer.

Weapons: None

Options: (Note you may take both for a model if desired, but they must both be modeled!)
Close Combat Bionics - Any number of Servitors may be fitted with special mechanical crushing claw arms or other Assault bionics for +5 points per model. These add +1 Attack and +1 Strength to the model in an Assault.

Ranged Weapon Bionics – Any number of Servitors can be fitted with a single bionically attached lasgun or autogun at +5 points per model.

Special Rules:
Half Machine: Servitors have a 5+ armor save due to their mechanized body parts.

Mindless and Implacable: Servitors will always pass all Morale Tests, and never Fall Back (even if forced to do so automatically) or suffer Pinning. Tech-Adepts (or Tech-Priests who have joined the unit) leading a unit of Servitors will draw strength from their implacable followers and so will also pass all Morale tests, never Fall Back or suffer Pinning.   If required to take any Leadership-based tests, the unit may always use the Servitor Leadership value of 10.

Slow to react: Servitor units can only Consolidate after an Assault; they are too slow in reacting to Advance (much like Terminators).

Re-Crewing Support Weapons – If a unit of Servitors moves within 2" of an un-crewed Support Weapon (alone or in a Battery), they may re-crew it. The unit can do nothing else in that turn. In the next turn one or two Servitors stay behind to re-crew each vacant weapon, and the Support Weapon may then be operated as normal. If the unit only has one Servitor left plus an Overseer, the Overseer will stay with the Support Weapon as well but cannot operate it.

Leader: The unit must be lead by a single Tech-Adept Overseer at the points cost indicated. The Tech-Adept Overseer wears Power Armor, is armed with a Master Crafted Bolt Pistol, and may choose from the Armory as normal except for Tech-Relics or other items as noted.

Tech-Adept Overseer Guidance – A Servitor unit must be lead by a Tech-Adept Overseer. If at any time he is killed, or is more than 2" away from the unit, the Servitors will go on Emergency Orders: Move towards the nearest enemy unit, shoot at nearest enemy unit if possible, and Assault the nearest enemy unit if possible. If their leader is killed and any Tech-Priest Engineers are in play, any Tech-Priest Engineer can take control of the unit if he moves within 2" of it. No other Tech-Priest characters have the necessary equipment to control a Servitor unit.

(0-1)Machine Cultists

Recruited from local populace for the most part, these common folk have been swayed by the local Adeptus Mechanicus Preachers into aiding the Tech-Priests on their quest. Others are recruited from Forge World planets to join these holy expeditions. Many may go on to join the ranks of the Tech-Guard, or perhaps even become members of the higher rankings of the Cult Mechanicus. But all start as members of Machine Cults, ready to prove their faith in the divine intellect of the Emperor.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Machine Cultist	5	2	3	3	3	1	3	1	6	5+
Machine Cult Preacher	+10	3	3	3	4	1	3	1	7	5+

Squad: The unit consists of 10-50 models.

Weapons: Machine Cultist units are armed with Lasguns or Autoguns, and wear Flak Armor. Any member can exchange these for a close combat weapon and either a laspistol or autopistol for +1 point.

Options: One member of the unit may be armed with one of the following: Flamer (+4 pts), Meltagun (+8 pts), Plasma Gun (+8 pts), Grenade Launcher (Krak/Frag, +10 pts), Bolter (+3 pts).

One member of the unit may be armed with one of the following: Heavy Stubber (+10 pts), Lascannon (+25 pts), Autocannon (+20 pts), Missile Launcher (+20 pts), Heavy Bolter (+15 pts)

Character: One model may be upgraded to a Machine Cult Preacher for +10 points. He is armed with a Master Crafted Laspistol, and may choose additional equipment from the Armory except for Tech-Relics or other items as noted. As he is part of the higher ranks of the Cult Mechanicus, any new weapons he chooses from the Weapons list of the Armory will be Master Crafted.

Fast Attack

Tech-Guard Sentinel Squadron

Cult Mechanicus forces often bring several squadrons of these common Imperial walkers, as they are useful for advance scouting of the area. Sentinel pilots are trained in long range reconnaissance and are usually sent out far in advance of the main force. Each carries a potent ranged weapon, and many are fitted with special excavation claws to aid in recovering buried or heavy machinery (which double as effective close combat weapons too!).

Profile	Points	WS	BS	S	Armor Front	Side	Rear	I	A
Sentinel	35	3	3	5	10	10	10	3	1

Squadron: 1-3 per Squadron
Type: Open-topped, Walker
Crew: One Tech-Guard Pilot

Weapon: Each Sentinel must be armed with one of the following forward-firing weapons: Multi-laser (+10 pts), Heavy Flamer (+5 pts), Heavy Bolter (+10 pts), Autocannon (+12 pts), Assault Cannon (+12 pts). Additionally, one Sentinel per squadron may be fitted with a Typhoon Missile Rack for +20 pts.

Claw Arm Often Tech-Guard Sentinels are fitted with a large mechanical claw, used for digging and lifting out precious tech relics the Priests discover on Questing expeditions. These claws are also useful in combat, as many Sentinel pilots have found in the midst of a desperate combat! Any Sentinel may be fitted with such a claw for + 7 points, giving it +1S and +1 Attack.

Options: Sentinels can only take the following upgrades: *Armored Crew Compartment, Extra Armor, Searchlight, Smoke Launchers, Hunter-Killer Missile, Rough Terrain Modifications.*

Special Rules – Scouts: Tech-Guard Sentinels are often sent out into the forefront of the expedition, scouting out the advance terrain and picking out good deployment and excavation sites. As such, they may use the special Sentinel Scouting rules from Codex: Imperial Guard.

Tech-Guard Land Speeder Squadron

There are few of these vehicles in the Imperium, and apart from the Adeptus Astartes only the Cult Mechanicus fields these flying weapon platforms in great numbers. Land Speeders require almost daily maintenance to ensure proper operation of their anti-grav drive plates and compact turbo-fan engines, and the Tech-Priests are reluctant to share their operating knowledge with anyone. Only to their comrade Techmarines, with whom they feel kinship from the years of apprentice work these Space Marines perform, will they impart such carefully guarded secrets. This is only a tiny fraction of the ancient lore kept sequestered in the Red Planet however, as the most valued of arcane mysteries must never be allowed to fall into outside hands.

Profile	Points	Front Armor	Side Armor	Rear Armor	BS
Land Speeder	40	10	10	10	3

Squadron: 1-3 per Squadron
Type: Fast, Skimmer, Open-Topped
Crew: Two Tech-Guard (Pilot & Gunner)

Weapon: Heavy Bolter

Options: The Heavy Bolter can be upgraded to a Multi-Melta for +15 points. Additionally, you may also mount one of the following: Heavy Flamer (+20 pts), Assault Cannon (+25 pts), Plasma Cannon (+30 pts), Multi-laser (+12 pts), Typhoon Missile Rack (+25 pts)

Tech-Guard Land Speeders cannot take any vehicle upgrades except an *Armored Crew Compartment.*

Heavy Support

Land Raider

Land Raiders serve two major functions in Questing Expeditions. Firstly they act as mobile command center for the force, giving a very visible sign of the Imperial presence as well as acting as symbols for spreading the word of the Machine God to the local populace. Their other more obvious role is as powerful firebases and transports in case of conflict, where they excel like few other Imperial vehicles.

Profile	Points	Front	Side	Rear	BS
Land Raider	210	14	14	14	4

Type: Tank
Crew: Servitors
Weapons: Hull-mounted forward firing Twin-linked Heavy Bolters. Two sponsons each with twin-linked Lascannons may be added for +40 points. A Typhoon Missile Rack may be added for +20 points.
Transport: Up to 10 models from a single unit, plus up to 2 characters attached to the unit.
Options: Adeptus Mechanicus Land Raiders may take any of the vehicle upgrades from the Armory list except *Heavy Weapons Mounting, Boosters,* or *Hover Lifts*.

Support Weapons

Choosing Support Weapons: Support Weapons are formed into Batteries of 1-3 Support Weapons. The Support Weapons in each Battery do not have to be the same weapon; you are free to mix weapons in the Battery as desired. Each Battery counts as a single Heavy Support selection, and the points value per Support Weapon includes the cost for the crew of two Servitor operators.

Servitors & Support Weapons:
Servitors manning a support weapon will never Assault, and if they win an Assault they can never Pursue or Consolidate – they are programmed to stay with their Weapon & will never move away from it, even in a Drawn combat. As noted above, Servitors will never Fall Back (even if forced to do so automatically) and can never be Pinned. If any Tech-Priests or Tech Adepts are leading the Battery, they draw strength from their implacable followers and also will also never Fall Back or suffer Pinning.

Leader: A Battery may be lead by a single Tech-Adept Overseer at the points cost indicated. The Tech-Adept Overseer wears Power Armor, is armed with a Master Crafted Bolt Pistol, and may choose from the Armory as normal except for Tech-Relics or other items as noted. Note that the battery does not require an Overseer though – Servitors assigned to Support Weapons have such a narrow range of required instructions that they can function without constant control.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	-	2	4	3	4	1	2	1	-	5+
Tech-Adept Overseer	15	3	3	3	4	1	3	1	8	3+

Tarantula Weapon Platform   **Cost: 25 points each + weapons cost**
Mounted on small anti-grav or hover skirts, Tarantulas are a widely used Adeptus Mechanicus weapon platform. Almost any Imperial weapon can be easily mounted to the chassis, and with the aid of built-in weapon-linking mechanisms they are very accurate.
Crew: 2 Servitors

Weapons: You must equip each Tarantula with one of the following Linked weapon mounts:
Lascannon at +25 pts, Heavy Bolter at +15 pts, Autocannon at +20 points, Missile Launcher with Frag & Krak Missiles at +20 pts, Multi-Melta at +30 pts, Plasma Cannon at +27 pts (note overheating plasma cannons will have no effect).

Weapon	Range	Str	AP	Type
Tarantula (w/Linked Lascannon)	48"	9	2	Heavy 1 & Linked, or Assault 1

Special Rules:
A Tarantula is self-propelled; it can make a 6" movement in Movement Phase just like regular infantry and still fire as though it was stationary. If a Tarantula moves, it looses its Linked ability though (and thus cannot re-roll misses). Only if it stays stationary can it re-roll misses.

Rapier Laser Destroyer   **Cost: 50 points each**
Rapier is the common name for a variety of small tracked engines mounting multiple lasers designed to all focus together as a single strike. Known primarily as a tank-killer, the high power beam also have give it a reputation for making sure that any enemy hit stays very, very dead!
Crew: 2 Servitors
Weapons: Multiple Rapier Lasers in "Destroyer" Configuration

Weapon	Range	Str	AP	Type
Rapier lasers	36"	9	1	Assault 1

Special Rules:
Rapiers are self-propelled; moving like a vehicle through difficult terrain – if immobilized though then cannot move for rest of the game (though it can turn in place). Rapiers can Move 6" or less in Movement Phase & still fire as normal, but a Rapier moving over 6" (up to a 12" maximum movement) cannot fire. When it moves over 6 inches, the crew move with the Rapier – they hitch a lift on it as it moves, then get off within 2" of the model. Rapiers have superior targeting mechanisms, allowing you to re-roll the Armor Penetration roll or roll to wound if you wish. You must accept result of second roll though, even if it is worse.

Mole Mortar   **Cost: 50 points each**

Mole Mortars are odd devices much like regular Imperial Mortars, but they fire their shells under the ground rather than through the air. While often inaccurate, they can often catch the enemy unprepared, and the resulting underground explosion literally knocks them off their feet!
Crew: 2 Servitors
Weapons: Tunnel Torpedoes

Weapon	Range	Str	AP	Type
Tunnel Torpedo (Ground Burst/Air Burst)	G12-48"	4/3	5	Heavy 1 Blast/Ordnance

Special Rules:
Mole Mortars must remain stationary to fire, though it can be fired in any direction desired. The crew can pick it up and move it 6" in movement phase, but cannot move it in the Assault phase.
Firing Procedures:
Mole Mortars operate much like a regular Barrage weapon, but have a minimum distance of 12" for the Guess range.
Once the distance is measured, roll the Scatter die and 2 D6 at the Guessed location. If at least one Operator has Line of Sight to the target spot then the shot will still scatter as per rules below, but only ½ of the distance rolled rounding up.

Subterranean explosion If a Hit, place Blast Template at that location & work out explosion as below. If an arrow, move the template the distance of the higher of the two dice rolls (Mole Mortars are not very accurate!). The Torpedo then explodes just below the surface, creating a crater the size of the Blast

template which remains in play for the rest of the game. These craters act as Difficult Terrain and offer a 5+ Cover Save to any models in or behind them, but do not block Line of Sight. All models covered or touching the template take a Strength 4 hit at AP5.   Any unit that suffers casualties in this manner is Pinned automatically, unless they are immune from Pinning.

Airburst! If Doubles are rolled, the torpedo has emerged into the air and exploded, spraying shrapnel all around! Scatter the template as per the roll, but use Ordnance template to represent the huge airburst. Any models covered or touching the template take Strength 3 hit at AP5. No crater is created for an Airburst. Units suffering casualties in this manner take Pinning checks as per normal *Barrage* Pinning rules (note it is *not* Ordnance Pinning, even though that template is used for the area of coverage).

Thudd Gun   **Cost: 60 points each**

Thudd Guns resemble Rapiers in many respects, but instead of tank-killing lasers Thudd Guns are armed with multiple short-barreled cannons designed to lay down a salvo of explosive anti-personnel shells.
Crew: 2 Servitors
Weapons: Mark III "Punisher" class Quad-launcher

Weapon	Range	Str	AP	Type
Quad-launcher	G12-48"	6	5	Heavy (2+D3) Blast

Special Rules:
While self-propelled, Thudd Guns must remain stationary to fire. It can move up to 6" in Movement Phase (in the same manner as regular infantry) if desired though.
Thudd Guns operate much like a regular Barrage weapon, but have a minimum distance of 12" for the Guess range. If at least one Operator has Line of Sight to the target spot then the shot will still scatter as per rules below, but only ½ of the distance rolled.

Firing Procedures:
Thudd Guns Fire a Salvo of 2+D3 Barrage shots, but each will scatter from the previous template, rather than all scattering from the first shot. Place the first marker as normal, and generate second marker placement as per normal Salvo rules on page 58 of the Warhammer 40K Rulebook. Then scatter the third template from the location of the second, and so on. This may result in some models being covered by multiple templates; in this case they only are effected by a single hit.

Conversion Beamer   **Cost: 75 points**

One of the most closely guarded treasures of the Adeptus Mechanicus is the Conversion Beamer. Even the wisest Magi can barely comprehend how they are created or their operating principles, and the secrets of repairing and servicing them are passed down as the holiest of tech rituals. Conversion Beamers project streams of unfathomable energies, which on impact cause solid matter to break down in a vast chain reaction leading to explosion. The more dense the matter the greater the explosive force, thus making Conversion Beamers deadly to heavily armored targets while lighter targets are relatively unaffected. It requires time to focus the beams though, so fast moving targets can easily elude it.
Battery: Conversion Beamers are notoriously difficult to operate, and prone to possible implosion. Thus each is always fielded separately, to reduce the chance of one failure destroying more of these rare weapons. You may not include more than one Conversion Beamer in a single battery.
Type: Support Weapon
Crew: 2 Servitors
Weapons: Inverse-tachyon phase modulated polarized anti-neutrino beam projector mounted on self-propelled weapon platform

Weapon	Range	Str	AP	Type
Conversion Beamer	24"	Special	Auto	Heavy 1

Special Rules:
While self-propelled, Conversion Beamers must remain stationary to fire. It can move up to 6" in Movement Phase (in the same manner as regular infantry) if desired though.

Firing Procedures:
Shooting at non-vehicle models:
        To-hit roll = Armor Save of target (Terminators would be hit on 2+, for example) – if no Armor value then target cannot be hit!
        Strength value = Toughness value of target (so Beamer wounds on 4+ normally)
        No Armor Save allowed (Cover and Invulnerable saves allowed as normal though)
Shooting at vehicles or fortifications/bunkers:
        To-hit roll depends on vehicle type (use lowest value when multiple types for a vehicle):
                        Tank, Fortifications: 3+
                        Walkers: 4+
                        Fast, Skimmer, Open topped: 5+
                (For example, Falcon would be hit on 3+ (Tank, Fast, Skimmer), Sentinel on a 4+ (Open Topped, Walker)

        Armor Penetration: Roll D6, adjusting +1 if target location Armor Value is 13 or more, -1 if it is 10 or less

                        0-1   No effect
                        2-4   Glancing Hit
                        5-6   Penetrating Hit
                        7   Penetrating Hit on Ordnance Hit chart

What else will be coming?
Introduction
Special Mission
Special Character or two
Figures Conversion article

Thanks for getting all the way to the end. Please email back with comments, ideas, and battle reports! I can't promise I'll use them all, but I can promise I'll read & respond to each email. Thanks again, and Semper Mechanicus!

Rough conversion ideas
Tech-Priests – Necromunda Spyres, Techmarines, Confessors, Missionaries, & Preachers, WFB Wizards, robed marine models
Tech Guard – Cadians, Storm Troopers
Machine Cultists – Van Saar gangers from Necromunda.
Robots – old Robots, Dreadnoughts, Killa Kans, old Epic Knights & Titans
Electro Priests – Confessors, Missionaries, & Preachers, WFB Wizards, almost any regular human models

Important Note: The colors of the Adeptus Mechanicus are Crimson and Grey. First person tell me why (and there are two reasons, not just one) wins mention in the final version!

Cool bits with the AM symbol or great for converting AM models:
Epic Knight Baron Banner Pole 76024/4
Epic Knight Banner Pole 76016/2
Warlord Titan Banner Pole 00490/12
Epic 40K Titan body armor plate 030700111
Necromunda Pit Slave mechanical bits
Necromunda Wyrd Telekinetic & Telepath models