



MECHANICUM

Warfare in the Age of Horus

MKV

Heresy Edition VI.0

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The Mechanicum

The treaty of Mars bonded the tech-savants of the Red Planet to the Emperor's Imperium and formed the organization that furnished the material of war to fuel the Emperor's Crusade. However, even within an organization that worships logic and knowledge there were those who swore fealty to the Warmaster during the Heresy.

Mechanicum Traits

This section contains all traits available to the Mechanicum Faction.

General Traits

The Mechanicum faction has the following general traits:

1. **The Faction Value is 400.**
2. **A Ranged to-hit value of 6+.**
3. **A Close Combat to-hit value of 7+.**
4. **Mechanicum Command Elements and Indentured Knights have a Close Combat to-hit of 6+.**

Specific Traits

The Mechanicum faction has several Specific Traits:

1. **Archmagos:** This is the overall army commander. Select a company level Magos and replace it with an Archmagos of the appropriate type.
2. **Essential Cog in the Machine:** Mechanicum command elements are hard to replace during a battle with an equal replacement. The Mechanicum faction receives a -2 penalty to all leader replacement rolls.
3. **Indentured Knights:** Unlike the Questoris knight houses, there are knights that are directly subservient to the Mechanicum. All Indentured knights gain the following abilities:
 - a. **Fear [FR]**
 - b. **Agile [AG]**
 - c. **Night Vision [N]**
 - d. **Autosimulacra [AU]**
4. **Robotlike:** The mechanicum frequently uses organic elements. The elements are heavily augmented and therefore usually have the Robotic [RC] ability.

Mechanicum Abilities

Mechanicum elements may have the following abilities:

1. **Autosimulacra [AU]**. Mechanicum elements with the Robotic [RC] ability gain the Mechanicum [MK] ability and may repair themselves on a roll of 10+. This ability only applies to itself unless otherwise stated. Flier [F] elements DO NOT gain this ability unless otherwise specified.
2. **Cortex Controllers [CC]**. Elements with this ability can serve as command elements for formations composed of elements with the Robotic [RC] ability. Additionally, command elements may add a bonus TWO SUPPORT FORMATIONS to the command formation they form a part of. These bonus formations DO NOT count towards the standard allotment of support formations added to the company.
3. **Cybertheurgy [CY]** Fragments of knowledge and dark arcana that is rare, powerful, and often forbidden. This ability has the following:
 - a. These powers only work on formation and elements with the Robotic [RC] ability.
 - b. For each level of Cybertheurgy the element has the player may select one power to use during the game.
 - i. Example: If the element has [CY2] this means the player can select TWO cybertheurgy cards to use during the game
 - c. One power may be used per game turn by each element capable of using Cybertheurgy.
 - i. When a power is to be used roll 1d10 and on a roll of 5+ the Cybertheurgy [CY] ability is successful, and its effects applied.
 - ii. On a failed roll no effect is applied, however a mishap may occur. If the die roll is equal to or lower than the power rating of the power being used a mishap occurs.
 - i. Example: A player uses a level 2 power and fails. On a roll of 3 and 4 no effect is applied. On a roll of 1 or 2 a mishap occurs.
 - iii. Roll a d10 on the Cybertheurgy Mishap Table when a mishap occurs and apply the result.
 - d. Consult the Cybertheurgy Power Cards file for full description of available powers and effects.

Cybertheurgy Mishap Table	
Roll	Effect
1-4	Signal Corruption: Target formation or element receives no orders next game turn.
5-8	Corrosive Paradox: Target formation or element receives 1d10 Hits at a -1 TSM
9+	Malefica: The element or formation is no longer under the player's control. It will move towards the closest visible elements or formations and firing in the advance fire phase or engaging in close combat. Each end phase the player may reassert control on a roll of 8+ on a d10. Elements or formations not under control of the owning player at the games end count as destroyed (award VP).

Mechanicum Elements

This section covers all general elements that any Mechanicum force may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section is listed in the heading of that element in the same manner.

Command [I]

Unlike most command elements, Mechanicum command elements are unique individuals and have their own stat line instead of having the same Statline as the troops they led with bonuses as in other factions.

Archmagos

Supreme commander of the Taghmata, chosen by their peers to conduct war in the name of the Mechanicum.

The Archmagos have the following rules:

1. **Archmagos** – The player may select ONE company command element of any type and designate it as the force's overall commander and Archmagos.
2. **Archmagos Types** – There are three types of Archmagos:
 - a. **Archmagos Prime** – a magos of a company card composed of infantry elements. May attach army cards of any type.
 - i. **Archmagos Prime has the following special ability:**
 1. Those formations directly under the command of the Archmagos (the Company card it belongs to and any attached army cards) gain a +1 bonus to reserve rolls.
 - b. **Archmagos Dominus** – a magos of a company card composed of Cybernetic (Robotic) elements. May attach army cards of any type.
 - c. **Archmagos Reductor** – a magos of a company card composed of vehicular or artillery elements. May attach army cards of any type.
 - i. **Archmagos Reductor has the following special abilities:**
 1. **Breacher Charges** – May be used versus structures in base-to-base contact. Structures must make an armor save at -3TSM and the attack has the Destroyer 2 [D2] trait.
 2. **Phosphex Bombs** – ranged attacks versus targets in structures cause one fire on the structure.
 3. **Rad Grenades** – close combat attacks ignore cover saves for the target.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Prime	15	3[5]+	4/-2	Support Weapons	25	3	-2	[HQ3], [MB], [MK], [CY3], [CC], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Dominus	15	3[5]+	4/-2	Support Weapons	25	3	-2	[HQ3], [MB], [MK], [CY3], [CC]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Reductor	15	3[5]+	5/-3	Support Weapons	25	6	-2	[HQ3], [MK], [CC], [CY3], Special

Magos

Magos are the master tech-adept who form the backbone of the command structure of the Taghmata.

Magos Reductor has the following Special Abilities:

1. **Breacher Charges** – May be used versus structures in base-to-base contact. Structures must make an armor save at -3TSM and the attack has the Destroyer 2 [D2] trait.
2. **Phosphex Bombs** – ranged attacks versus targets in structures cause one fire on the structure.
3. **Rad Grenades** – close combat attacks ignore cover saves for the target.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Prime	15	4[6]+	3/-1	Support Weapons	25	2	-2	[HQ2], [MB], [MK], [CY2], [CC]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-1	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor	15	4[5]+	4/-2	Support Weapons	25	3	-2	[HQ2], [MK], [CC], [CY2] Special

Tech Priest

The multitude of tech-adepts who maintain and service the machinery of the Imperium and form the lower echelons of command.

Tech Priest has the following Types and Special Abilities:

1. **Tech Priest Engineer** – All repair rolls using the Mechanicus [MK] ability gain a +1 bonus to the die roll.
2. **Tech Priest Lacyraemarta** – Confers a re-roll of failed Armor value [AV] saves for elements of the formation they are a part of. Second result stands.
3. **Tech Priest Reductor** – The close combat attacks of the formation they are a part of can damage structures.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special

Infantry [I]

All available infantry elements are listed in this section.

Adsecularis, Tech Thralls

Flexible labor pool often used as expendable military assets.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Adsecularis Tech Thralls	10	9[9]+	1/0	Las-lock [A]	20	2	0	[RC].[N]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Adsecularis Assault Tech Thralls	10	7[8]+	2/-1	CC Weapons	-	-	-	[RC], [N]

Myrmidon

Ordained priests of the Cult Mechanicus, augmented to carry heavy support weapons.

Myrmidons have the following Special Abilities:

- I. **Ponderous** – Due to their augmentations they receive a -5cms penalty to their charge move.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Myrmidon Destructors	10	5[7]+	2/-2	Heavy Weapons Irradiation Projector [RAD]	25/50 10	4 2	-3 0	[N], [RC], Special

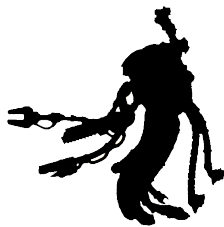
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Myrmidon Secutors	10	5[7]+	2/-2	Plasma Fusil Rad-cleanser [A,RAD]	25 10	3 2	-1 0	[N], [RC]

Scyllax Guardian Automata

These guardians serve as retinue to powerful Magi.

Scyllax have the following Special Abilities:

- I. **Rad Furnace** – Scyllax gain a +1 bonus to hit in close combat versus opposing infantry elements.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scyllax Guardian Automata	15	5+	3/-2	Support Weapons	25	3	-2	[N], [AG], [RC], Special

Thallax

Augmented cyborg shock troops of the Ordo Reductor.

Thallax have the following Special Abilities:

1. **Target Array** – All attacks from the Thallax elements reduce opposing cover by one step (Light cover becomes no cover).
2. **Sensors** – Thallax formations ignore the Stealth [SH] ability from opposing formations.
3. **Support** – Command elements equipped with cortex controllers may add Thallax formations as support cards directly to the command formation. This does NOT count towards the support card limit.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Ferrox	15[J]	4+	2/-2	Lightning Gun [IC]	20	1	-3	[SU], [MB], [RC], [R], Special

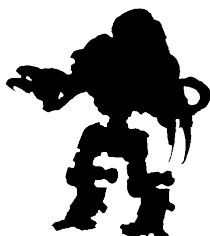
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Destructor	15[J]	4+	1/0	Photon Thruster	25/50	2	-2	[SU], [MB], [RC], [R], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Icarian	15[J]	4+	2/-1	Multi Laser AA	20/35	3	-1	[SU], [MB], [RC], [R], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Empyrite	15[T,J]	4+	2/-1	I-rad Cleanser [A,RAD]	10cm	4	0	[SU], [MB], [RC], [R], Special

Ursarax

Thallax variant that specializes in close combat.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ursarax Cohort	15[J]	5[7]+	3/-2B	Volkite Incinerator [VK]	10	4	-1	[SU], [RC], [IWD]

Walkers [2]

All available walker elements are listed in this section.

Arlatax Class Battle Automata

Versatile variant of the Conqueror class automata.

The Arlatax has the following Special Abilities:

1. **Fire** – The **Plasma Blaster** may cause 1 Fire on a structure that fails its armor save versus this ranged attack



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arlatax Battle Automata	15[J]	4+	3/-3	Arlatax Cannon [A]	25	4	-1	[IWD], [RC], [N], [RA], Special
				Plasma Blaster [A,Fire]	20	1	-1	

Castellax Class Battle Automata

The most common class of battle automata used during the Great Crusade.

The Castellax has the following Special Abilities:

- I. **Overriding Protocols** – When an opposing formation or element is within 15cms of the Castellax formation, the Castellax formation **MUST** charge the opposing formation as if on Charge Orders. This overrides the formations current order if it has not acted during the game turn. If the formation has already acted that game turn, it does not gain another turn via this ability.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 1	10	4+	3/-3	Mauler Bolt Cannon [AP]	25	3	-1	[RC], [N], [RA], Special
				Flamers [FW]	10	2	0	
				Siege Wrecker [B,W]	-	-	-	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 2	10	4+	3/-2	Darkfire Cannon Anti-Personnel	30/60 25	2 2	-3 0	[RC], [N], [RA], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 3	10	4+	4/-2	Multi Melta Anti-Personnel [AP] Power blades	25 25 -	1 2 -	-3 0 -	[RC], [N], [RA], Special

Domitar Class Battle Automata

Larger automata designed for close quarters combat.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Domitar Battle Automata	15	4+	3/-3	Missile Launcher Krak [IC] Ignus [Fire] Flak [AA] Graviton Hammers [B]	25/50 25/50 25/50 -	1 1 1 -	-2 0 -1 -	[N], [RC], [RA]

Thanatar Class Battle Automata

Designed as heavy, mobile artillery platforms to assault fortified positions.

The Thanatar have the following Special Abilities:

1. **Fire** – The variants armed with the Plasma Projector or Hellex Plasma Mortar may cause 1 Fire on a structure that fails its armor save versus this ranged attack.
2. **Ponderous** – Due to their augmentations they receive a -5cms penalty to their charge move.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thanatar-Cynis Siege Automata	10	3+	2/-2	Plasma Ejector [B,IC,Fire]	20	4	-2	[N], [RC], [RA], Special
				Mauler Bolt Cannon [AP]	25	3	-1	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thanatar Siege Automata	10	3+	2/-2	Hellex Plasma Mortar [B,IC,M,AY,Fire]	25/50	2	-2	[N], [RC], [RA], Special
				Mauler Bolt Cannon [AP]	25	6	-1	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thanatar-Calix Siege Automata	10	3+	2/-3	Sollex Heavy Lascannon	30/60	1	-3	[N], [RC], [RA], Special
				Mauler Bolt Cannons [AP]	25	6	-1	
				Graviton Ram [B]	10	2	-2	

Vorax Battle Automata

Old Class from the Dark Age of Technology used for hunter killer operations.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Vorax Battle Automata	20	4+	3/-1	Lightning Gun[IC]	25/50	1	-3	[R], [N], [RC],
				Rotor Cannon	30	4	0	

Vultarax Stratos Automata

Rapid response automata that serve as armed scouts.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Vultarax Stratos Automata	20[K]	4+	2/-1	Arc Blaster [HW] Setheno Havoc Launcher[B,IC]	25 25/50	2 2	-1 0	[N], [RC], [R], [RA]

Vehicles [3]

All available vehicles elements are listed in this section.

Krios Battle Tank

An ancient design that forms the backbone of the Mechanicum armored forces.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Krios Battle Tank	25	3+	2/-1	Lightning Cannon [B,VK,D]	25/50	2	-3	[AG], [RC], [N], [RA]
				Mauler Bolt Cannon [AP]	25	3	-1	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Krios Venator	25	3+	2/-1	Pulsar-Fusil [HW] Mauler Bolt Cannon [AP]	20/35 25	4 3	--2 -1	[AG], [RC], [N], {RA}

Mechanicum Pattern Assault Drill

Sluggish above ground its fast subterranean movement excels at assaulting fortifications.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite Assault Drill	10[TN]	4+	3/-3	Flamers [FW]	10	4	0	[TR3], [DU], [RC]
				Melta Cutter [W, B]	10	2	-3	

Heavy Tanks [3]

All available heavy vehicles elements are listed in this section.

Karacnos Assault Tank

Dedicated Assault vehicle with heavy weapon systems.

The Karacnos has the following Special Abilities:

- I. **Shock Ram** – Infantry elements in close combat with the Karacnos are considered SUPPRESSED.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Karacnos Assault Tank	20	2+	4/-2	Karacnos Mortar Battery [RAD,B,AY]	30/60	3	0	[DR2], [AG], [RA], [RC], [N], Special
				Lightning Blaster	20	6	-1	
				Sentinels [VK]				

Land Raider Proteus

Highly customized Land Raiders used by the Mechanicum.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mechanicum Land Raider Proteus A	25	2+	3/-2	Multimeltas [TL2] Bolters [AP]	25 25	2 4	-3 0	[DR2], [TR2], [AG], [RC], [N], [R]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mechanicum Land Raider Proteus B	25	2+	3/-2	Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AG], [RC], [N], [R]

Macronid Explorator

Heavily armored and environmentally sealed frontline combat vehicles.

The Macronid Explorator has the following Special Abilities:

- I. **Servo Rig** – The Macronid Explorator HQ grants the command element the ability to use the Mechanicus [MK] ability while within the transport and confers a +1 bonus to any robotic element within command distance a +1 bonus to their autosimulacra self-repair roll.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorator HQ	As per element	As per element	+1AD	As per element type	As per element	As per element	As per element	As per element, [R], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorator Type I	25	2+	3/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2], [N], [RA], [RC]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorator Type II	25	2+	3/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2], [N], [RA], [RC]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorator Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [N], [RA], [RC]

Triaros Armored Conveyor

Primary armored transport for the Mechanicum.

The Triaros have the following Special Abilities:

- I. **Shock Ram** – Infantry elements in close combat with the Triaros are considered SUPRESSED.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special

Super Heavy Vehicles [4]

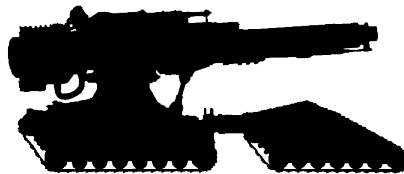
All available super heavy vehicles elements are listed in this section.

Ordinatus Minoris

The Centurio Ordinatus wields macro engines of enormous and fabled power.

The Ordinatus Minoris have the following Special Abilities:

1. **Dispersion Field** – The field has an invulnerable save of 5+. Behaves as Void Shields. See Titan Army Book for further details.
2. **Sonic Disruptor** – This weapon on the Ulator Ordinati has 1-5 attack dice PER ELEMENT the beam crosses over up to its full range. Modifiers for range and cover apply.
 - a. **Example:** The Ulator fires and there are 3 elements in the path of the beam. Roll the amount of AD for each individual target, roll to hit and make armor saves as necessary.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sagittar	15	2+	8/-4	Belicosa Volcano Cannon [HM,B,D3]	90/180	1	-8	[DR6], [TR], Special
				Volkite Culverin [VK,TL2]	25/50	6	-1	
				Bolters[AP]	25	8	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ulator	15	2+	8/-4	Sonic Disruptor [HM,B]	35/70	1-5	-4	[DR6], [TR], Special
				Volkite Culverin [VK,TL2]	25/50	6	-1	
				Bolters[AP]	25	8	0	

Akteus Mole

Large version of the termite that can carry whole formations.

The Akteus Mole has the following Special Abilities:

1. **Advanced Autosimulacra** – The Akteus Mole's autosimulacra repairs itself on a roll of 6+ (instead of the normal 10+).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Aktaeus Mole	10[TN]	2+	8/-3	Volkite Culverins [VK,TL2] Terrebrax Rockets [W,B] Seismic Drill [W]	20/45 25/50 -	6 1 -	-1 -2 -	[TRI 1], [RA] [DU], [DR4], Special

Light Weapons Platforms [I]

All available light weapons platform elements are listed in this section.

Tarantula

Automated gun batteries that possess formidable firepower.

The Tarantula has the following Special Abilities:

1. **Slow:** The rapier may NOT use charge movement (no double move).
2. **Stealth:** All tarantula types are considered to have the stealth [SH] ability until they fire for the first time.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type I	5	6+	1/0	Heavy bolters [AP]	25	4	0	[RC], [N], [IF]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type II	5	6+	1/0	Heavy Flamers [FW,AP]	10	4	0	[RC], [N], [IF]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type III	5	6+	1/0	Lascannons [TL2,AP]	25/50	1	-2	[RC], [N], [IF]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type IV	5	6+	1/0	Rotor Cannon	15/30	4	0	[RC], [N], [IF]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type V	5	6+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [N], [IF]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type VI	5	6+	1/0	Volkite Culverin [TL2,VK]	25/50	1	-1	[RC], [N], [IF]

Artillery [3]

All available artillery elements are listed in this section.

Ordo Reductor Artillery Tanks

The Mechanicum makes extensive use of mobile, augmented patterns of artillery common to imperial forces.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordo Reductor Earthshaker Artillery Tank	15	3+	2/0	Earthshaker Cannon [AY,HM]	120/240	2	-2	[RC], [N]
				Bolters[AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordo Reductor Medusa Artillery Tank	15	3+	2/0	Medusa Siege Gun [AY,HM.W]	60/120	2	-3	[RC], [N]
				Bolters[AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordo Reductor Mortar Artillery Tank	15	3+	2/0	Colossus Mortar [IC, AY,HM]	50/100	2	-1	[RC], [N]
				Bolters[AP]	25cm	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordo Reductor Whirlwind	25	5+	2/0	Whirlwind Launcher Vengeance Warhead [AY]	25/50	2	-2	[RC], [N]
				Castellan Warhead [IC, Fire,AY]			0	
				Bolters[AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordo Reductor Whirlwind Hyperios	25	5+	2/0	Hyperios Warhead [HS, AA]	25/50	1	-2	
				Bolters[AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordo Reductor Vindicator A	20	3+	2/-1	Demolisher Cannon [B2,W,M,]	25/50	1	-3	[RA],[RC], [N]
				Bolters[AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordo Reductor Vindicator B	20	3+	2/-1	Quad lascannon [TL4] Bolters[AP]	25/50 25	1 2	-2 0	[RC], [N]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordo Reductor Minotaurs	15	2+	3/0	Dual earthshaker [AY,HM] Bolters[AP]	120/240 25	4 2	-2 0	[DR2], [RC], [N], Special

Fliers [F]

All available fliers listed in this section.

Arvus Lighter Orbital Shuttle

The aerial workhorse transport craft for the Crusade and Heresy.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter	50[F]	5[7]+	1/0	Air defense	25cm	2	0	TR3

Avenger Strike Fighter

A high-speed ground attack fighter.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	60[F]	4[6]+	3/-2	Avenger Bolt Cannon Lascannons [TL2] Missile Launcher Air Defense	20/35 25/50 25/50 25	4 1 2 2	-1 -2 -1 0	[N]

Primaris Lightning Strike

A relatively new and versatile aircraft suited for aerial supremacy and ground attack roles.

The Lightning Strike Ground Attack has the following Special Abilities:

1. **Phosphex Bombs** – structures hit by phosphex bombs gain a +2 bonus to fire table rolls.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Interceptor	60[F]	5[7]+	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 4	-2 0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Ground Attack	60[F]	5[7]+	3/-2	Lascannons [TL2] Phosphex Bombs [B,IC,Fire] Air Defense	25/50 0 25	1 4 4	-2 -1 0	Special

Special Characters

All special characters are listed in this section.

Anacharis Scoria [1]

Exiled long before the heresy, reemerges to scour loyalist and joins the traitor forces.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anacharis Scoria (Traitor)	15	3[4]+	6/-3	Photon thruster	25/50	2	-2	[DR2], [HQ3], [MK], [AW], [IWD], [AG], [CY3]

Archmagos Draykavac [1]

A reviled figure that committed many atrocities and massacres for the Warmaster.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Draykavac (Traitor)	15	3[5]+	5/-4	CC Weapons	-	-	-	[HQ3], [FR], [MK], [AG], [CY3], [DR2]

Archmagos Inar Satarel [2]

Infamous during the Great Crusade for his malevolent obsession with power and immortality.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Inar Satarel (Traitor)	15	4[5]+	4/-2	TL Maxima Bolter	25	2	-1	[DR2], [HQ3], [FR], [MK], [CY3]

Magos Reductor Calleb Decima [1]

Fear by the Mechanicum followers of the Warmaster whom they made pay dearly for their treachery.



Magos Reductor has the following special abilities:

1. **Righteous Fury:** Enemy Formations within his command radius (25cms) gain an extra attack die on an unmodified roll of 10 in close combat attack rolls.
2. **Impetuous:** His formation MUST charge enemy formations within 15cms and engage in close combat.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor Caleb Decima (Loyalist)	10	5[6]+	5/-3	Curse of the Omnisiah [A]	20	4	-1	[HQ3] [MB], [MK], [AG], [IWD],[DR2], Special

Dark Mechanicum

The Mechanicum was sundered when many within it swore loyalty to the Warmaster, betraying The Emperor.

Dark Mechanicum Traits and Abilities

The Dark Mechanicum has access to all the same traits as the Mechanicum does. Please refer to the Mechanicum, General Traits, Specific Traits and Abilities section for further details.

Dark Mechanicum Elements

This section lists all elements available to the Dark Mechanicum. These elements can ONLY used by Dark Mechanicum forces.

Command [3]

All command elements are listed in this section.

Scintillax Noospheric Stalker

Silica Mutus (stalkers) that have Tricortex Noospheric Controllers with form a command gestalt over other Stalkers and Harpax hosts.

Scintillax Noospheric Stalkers have the following Special Abilities:

- I. **Powerfields:** The Stalker is protected by one powerfield with an invulnerable save of [3]+. Unlike void shields, once the powerfield fails a save it is rendered inoperable for the rest of the game. Please Collegia Titanicus Army Book for more information on shields.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scintillax Noospheric Stalker A	20	3+	3/-2	Scintillax Lascutter [W,B,TL3]	15	1	-3	[HQ2], [DU], [RC], [DR2], [RA], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scintillax Noospheric Stalker B	20	3+	3/-2	Exo-planar Cannon [VK,IC]	20/35	3	-1	[HQ2], [DU], [RC], [DR2], [RA], Special

Infantry [1]

All infantry is listed in this section.

Harpax Scout

Frontline vanguard swarms that were used ahead of the Stalker hosts.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Harpax Scout	20[[]]	6+	2/-1	Harpax Lascutter [W,B] Exo-planar Repeaters [AP,VK]	15 15/30	1 1	-2 0	[RC]

Walkers [3]

All walkers are listed in this section.

Errax Assault Stalker

The most common stalker with a close assault focus.

Errax Assault Stalkers have the following Special Abilities:

1. **Powerfields:** The Stalker is protected by one powerfield with an invulnerable save of [4]+. Unlike void shields, once the powerfield fails a save it is rendered inoperable for the rest of the game.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker A	25	4+	4/-3	Errax Meltagun Mechadendrites [B]	25 -	3 -	-2 -	[DU], [RC] [DR2], [RA]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker B	25	4+	4/-3	Bolters [AP,A] Mechadendrites [B]	25 -	3 -	0 -	[DU], [RC] [DR2], [RA]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker C	25	4+	4/-3	Errax Lascutter [W,B,TL2] Mechadendrites [B]	15 -	1 -	-3 -	[DU], [RC] [DR2], [RA]

Tenebrax Battle Stalker

Mobile weapons platforms, easier to make, but lack powerfields.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tenebrax Battle Stalker A	25	4+	3/-2	Storm Laser Flenser Exo-planar Cannon [VK,IC]	35/70 20/35	3 3	-2 -1	[DU], [RC] [DR2], [RA]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tenebrax Battle Stalker B	25	4+	3/-2	Storm Laser Flenser Bolters [AP,A]	35/70 25	3 4	-2 0	[DU], [RC] [DR2], [RA]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tenebrax Battle Stalker C	25	4+	3/-2	Storm Laser Flenser Volkite Culverins [VK,TL2]	35/70 20/45	3 2	-2 -1	[DU], [RC] [DR2], [RA]

Heavy Stalkers [4]

All Heavy stalkers are listed in this section.

Serperos Heavy Stalker

Heavily armed and armored stalkers that are used as siege breakers.

Serperos Stalkers have the following Special Abilities:

1. **Powerfields:** The Stalker is protected by TWO powerfields with an invulnerable save of [4]+. Unlike void shields, once the powerfield fails a save it is rendered inoperable for the rest of the game.
2. **Exo-planar Bombard:** A Serperos Stalker armed with this weapon IGNORES shields of any type (powerfields, void shields, etc.).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Serperos Heavy Stalker A	20	2+	4/-3	Storm Laser Array Serperos Lascutters [W,B,TL3,D]	25/50 15	5 1	-2 -4	[DU], [RC] [DR3], [RA], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Serperos Heavy Stalker B	20	2+	4/-3	Exo-planar Bombard [IC,VK] Irradiation Engine, [RAD]	25/50 15/30	3 3	-1 -1	[DU], [RC] [DR3], [RA], Special

Fortifications

The following fortifications are available to all Mechanicum forces.

Fortifications have the following Special Ability:

1. **Elements within fortifications gain** the Indomitable [ID] ability while they are within these structures.

Legion players can choose any of these fortifications as part of their force:

1. **Aegis Defense Line**
2. **Bastion**
3. **Defense Line**
4. **Defense Emplacement**
5. **Bunker**
6. **Firestorm Redoubt**
7. **Vengeance Weapon Battery**
8. **Macro Cannon Aquila Strongpoint**
9. **Vortex Missile Aquila Strongpoint**
10. **Imperial Primus Redoubt**
11. **Imperial Castellum Stronghold**

Detail stats and descriptions are available on the appropriate fortification cards. Please see Fortification Cards MKV file.

Allies

This section covers all potential allies the Mechanicum has in play.

Crusade Era

During this era Mechanicum may ally with any Imperial force (includes Legiones Astartes, Solar Auxilia, Mechanicum, Militia Imperialis, Questoris Knight Houses and Titan Legions). Dark Mechanicum elements may NOT be used in this era.

Heresy Era

Once the Heresy begins the Mechanicum can ally with either traitor or loyal forces. The Dark Mechanicum may ONLY be allying with TRAITOR forces.

Army Cards

The Mechanicum has access to the following Army Card files:

Mechanicum Army Cards

1. Mechanicum MKV Company Cards – includes standard and grand companies.
2. Mechanicum MKV Support Cards – includes standard and grand support formations.
3. Mechanicum MKV Special Cards
4. Mechanicum MKV Upgrade Cards
5. Mechanicum MKV Transport Cards – includes ground and flier transports.

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

Appendix

This section contains Statline summaries for use as play aids.

Mechanicum

Appendix for all Mechanicum elements.

Command Elements [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Archmagos Prime	15	3[5]+	4/-2	Support Weapons	25	3	-2	[HQ3], [MB], [MK], [CY3], [CC], Special
Archmagos Dominus	15	3[5]+	4/-2	Support Weapons	25	3	-2	[HQ3], [MB], [MK], [CY3], [CC]
Archmagos Reductor	15	3[5]+	5/-3	Support Weapons	25	6	-2	[HQ3], [MK], [CC], [CY3], Special
Magos Prime	15	4[6]+	3/-1	Support Weapons	25	2	-2	[HQ2], [MB], [MK], [CY2], [CC]

Magos Dominus	15	4[6]+	3/-1	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Magos Reductor	15	4[5]+	4/-2	Support Weapons	25	3	-2	[HQ2], [MK], [CC], [CY2] Special
Tech Priest - Enginseer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special

Infantry [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Adsecularis Tech Thralls	10	9[9]+	1/0	Las-lock [A]	20	2	0	[RC].[N]
Adsecularis Assault Tech Thralls	10	7[8]+	2/-1	CC Weapons	-	-	-	[RC], [N]
Myrmidon Destructors	10	5[7]+	2/-2	Heavy Weapons Irradiation Projector [RAD]	25/50 10	4 2	-3 0	[N], [RC], Special
Myrmidon Secutors	10	5[7]+	2/-2	Plasma Fusil Rad-cleanser [A,RAD]	25 10	3 2	-1 0	[N], [RC]
Scyllax Guardian Automata	15	5+	3/-2	Support Weapons	25	3	-2	[N], [AG], [RC], Special
Thallax Ferro	15[J]	4+	2/-2	Lightning Gun [IC]	20	1	-3	[SU], [MB], [RC], [R], Special
Thallax Destructor	15[J]	4+	1/0	Photon Thruster	25/50	2	-2	[SU], [MB], [RC], [R], Special
Thallax Icarian	15[J]	4+	2/-1	Multi Laser AA	20/35	3	-1	[SU], [MB], [RC], [R], Special
Thallax Empyrite	15[T,J]	4+	2/-1	I-rad Cleanser [A,RAD]	10cm	4	0	[SU], [MB], [RC], [R], Special
Ursarax Cohort	15[J]	5[7]+	3/-2B	Volkite Incinerator [VK]	10	4	-1	[SU], [RC], [IWD]

Walkers [2]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arlatax Battle Automata	15[J]	4+RA	3/-3	Arlatax Cannon [A]	25	4	-1	[IWD], [RC], [N], Special
				Plasma Blaster [A,Fire]	20	1	-1	
Castellax Battle Automata Type 1	10	4+	3/-3	Mauler Bolt Cannon [AP]	25	3	-1	[RC], [N], [RA], Special
				Flamers [FW]	10	2	0	
				Siege Wrecker [B,W]	-	-	-	
Castellax Battle Automata Type 2	10	4+	3/-2	Darkfire Cannon	30/60	2	-3	[RC], [N], [RA], Special
				Anti-Personnel	25	2	0	
Castellax Battle Automata Type 3	10	4+	4/-2	Multi Melta	25	1	-3	[RC], [N], [RA], Special
				Anti-Personnel [AP]	25	2	0	
				Power blades	-	-	-	
Domitar Battle Automata	15	4+	3/-3	Missile Launcher				[N], [RC], [RA]
				Krak [IC]	25/50	1	-2	
				Ignus [Fire]	25/50	1	0	
				Flak [AA]	25/50	1	-1	
Thanatar-Cynis Siege Automata	10	3+	2/-2	Graviton Hammers [B]	-	-	-	[N], [RC], [RA], Special
				Plasma Ejector [B,IC,Fire]	20	4	-2	
				Mauler Bolt Cannon [AP]	25	3	-1	
Thanatar Siege Automata	10	3+	2/-2	Hellex Plasma Mortar [B,IC,M,AY,Fire]	25/50	2	-2	[N], [RC], [RA], Special
				Mauler Bolt Cannon [AP]	25	6	-1	
Thanatar-Calix Siege Automata	10	3+	2/-3	Sollex Heavy Lascannon	30/60	1	-3	[N], [RC], [RA], Special
				Mauler Bolt Cannons [AP]	25	6	-1	
				Graviton Ram [B]	10	2	-2	
Vorax Battle Automata	20	4+	3/-1	Lightning Gun[IC]	25/50	1	-3	[R], [N], [RC],
				Rotor Cannon	30	4	0	
Vultarax Stratos Automata	20[K]	4+	2/-1	Arc Blaster [HW]	25	2	-1	[N], [RC], [R], [RA]
				Setheno Havoc Launcher[B,IC]	25/50	2	0	

Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Krios Battle Tank	25	3+	2/-1	Lightning Cannon [B,VK,D]	25/50	2	-3	[AG], [RC], [N], [RA]
				Mauler Bolt Cannon [AP]	25	3	-1	

Krios Venator	25	3+	2/-1	Pulsar-Fusil [HW] Mauler Bolt Cannon [AP]	20/35 25	4 3	--2 -1	[AG], [RC], [N], {RA}
Termite Assault Drill	10[TN]	4+	3/-3	Flamers [FW] Melta Cutter [W, B]	10 10	4 2	0 -3	[TR3], [DU], [RC]

Heavy Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Karacnos Assault Tank	20	2+	4/-2	Karacnos Mortar Battery [RAD,B,AY] Lightning Blaster Sentinels [VK]	30/60 20	3 6	0 -1	[DR2], [AG], [RA], [RC], [N], Special
Mechanicum Land Raider Proteus A	25	2+	3/-2	Multimeltas [TL2] Bolters [AP]	25 25	2 4	-3 0	[DR2], [TR2], [AG], [RC], [N], [R]
Mechanicum Land Raider Proteus B	25	2+	3/-2	Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AG], [RC], [N], [R]
Macrocarid Explorator HQ	As per element	As per element	+1AD	As per element type	As per element	As per element	As per element	As per element, [AU]
Macrocarid Explorator Type I	25	2+	3/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2], [R], [N], [RA], [RC]
Macrocarid Explorator Type II	25	2+	3/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2], [R], [N], [RA], RC
Macrocarid Explorator Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special

Super Heavy Vehicles [4]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sagittar	15	2+	8/-4	Belicosa Volcano Cannon	90/180	1	-8	[DR6], [TR], Special
				[HM,B,D3]	25/50	6	-1	
				Volkite Culverin	25	8	0	
				[VK,TL2]				
Ulator	15	2+	8/-4	Bolters[AP]				[DR6], [TR], Special
				Sonic Disruptor [HM,B]	35/70	1-5	-4	
				Volkite Culverin	25/50	6	-1	
				[VK,TL2]	25	8	0	
Ordinatus Aktaeus Mole	10[TN]	2+	8/-3	Bolters[AP]				[TRI I], [RA] [DU], [DR4], Special
				Volkite Culverins	20/45	6	-1	
				[VK,TL2]				
				Terrebrax Rockets	25/50	1	-2	
				[W,B]				
				Seismic Drill [W]	-	-	-	

Light Weapons Platforms [1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tarantula Type I	5	6+	1/0	Heavy bolters [AP]	25	4	0	[RC], [N], [IF]
Tarantula Type II	5	6+	1/0	Heavy Flamers [FW,AP]	10	4	0	[RC], [N], [IF]
Tarantula Type III	5	6+	1/0	Lascannons [TL2,AP]	25/50	1	-2	[RC], [N], [IF]
Tarantula Type IV	5	6+	1/0	Rotor Cannon	15/30	4	0	[RC], [N], [IF]
Tarantula Type V	5	6+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [N], [IF]
Tarantula Type VI	5	6+	1/0	Volkite Culverin	25/50	1	-1	[RC], [N], [IF]
				[TL2,VK]				

Artillery [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ordo Reductor Earthshaker Artillery Tank	15	3+	2/0	Earthshaker Cannon [AY,HM]	120/240	2	-2	[RC], [N]
				Bolters[AP]	25	2	0	
Ordo Reductor Medusa Artillery Tank	15	3+	2/0	Medusa Siege Gun [AY,HM.W]	60/120	2	-3	[RC], [N]
				Bolters[AP]	25	2	0	
Ordo Reductor Mortar Artillery Tank	15	3+	2/0	Colossus Mortar [IC, AY,HM]	50/100	2	-1	[RC], [N]
				Bolters[AP]	25cm	2	0	

Ordo Reductor Whirlwind	25	5+	2/0	Whirlwind Launcher Vengeance Warhead [AY] Castellan Warhead [IC, Fire,AY] Bolters[AP]	25/50 25	2 2	-2 0 0	[RC], [N]
Ordo Reductor Whirlwind Hyperios	25	5+	2/0	Hyperios Warhead [HS, AA] Bolters[AP]	25/50 25	1 2	-2 0	
Ordo Reductor Vindicator A	20	3+	2/-1	Demolisher Cannon [B2,W,M,] Bolters[AP]	25/50 25	1 2	-3 0	[RA],[RC], [N]
Ordo Reductor Vindicator B	20	3+	2/-1	Quad lascannon [TL4] Bolters[AP]	25/50 25	1 2	-2 0	[RC], [N]
Ordo Reductor Minotaurs	15	2+	3/0	Dual earthshaker [AY,HM] Bolters[AP]	120/240 25	4 2	-2 0	[DR2], [RC], [N], Special

Fliers [F]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arvus Lighter	50[F]	5[7]+	1/0	Air defense	25cm	2	0	TR3
Avenger Strike Fighter	60[F]	4[6]+	3/-2	Avenger Bolt Cannon Lascannons [TL2] Missile Launcher Air Defense	20/35 25/50 25/50 25	4 1 2 2	-1 -2 -1 0	[N]
Lightning Strike Interceptor	60[F]	5[7]+	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 4	-2 0	
Lightning Strike Ground Attack	60[F]	5[7]+	3/-2	Lascannons [TL2] Phosphex Bombs [B,IC,Fire] Air Defense	25/50 0 25	1 4 4	-2 -1 0	Special

Special Characters

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Anacharis Scoria (Traitor)	15	3[4]+	6/-3	Photon thruster	25/50	2	-2	[DR2], [HQ3], [MK], [AW], [IWD], [AG], [CY3]
Archmagos Draykavac (Traitor)	15	3[5]+	5/-4	CC Weapons	-	-	-	[HQ3], [FR], [MK], [AG], [CY3],[DR2]

Archmagos Inar Satarael (Traitor)	15	4[5]+	4/-2	TL Maxima Bolter	25	2	-1	[DR2], [HQ3], [FR], [MK], [CY3]
Magos Reductor Caleb Decima (Loyalist)	10	5[6]+	5/-3	Curse of the Omniissiah [A]	20	4	-1	[HQ3] [MB], [MK], [AG], [IWD],[DR2], Special

Dark Mechanicum

Appendix for all Dark Mechanicum elements.

Command [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Scintillax Noospheric Stalker A	20	3+	3/-2	Scintillax Lascutter [W,B,TL3]	15	1	-3	[HQ2], [DU], [RC], [DR2], [RA], Special
Scintillax Noospheric Stalker B	20	3+	3/-2	Exo-planar Cannon [VK,IC]	20/35	3	-1	[HQ2], [DU], [RC], [DR2], [RA], Special

Infantry [1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Harpax Scout	20[J]	6+	2/-1	Harpax Lascutter [W,B]	15	1	-2	[RC]
				Exo-planar Repeaters [AP,VK]	15/30	1	0	

Walkers [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Errax Assault Stalker A	25	4+	4/-3	Errax Meltagun Mechadendrites [B]	25 -	3 -	-2 -	[DU], [RC] [DR2], [RA]
Errax Assault Stalker B	25	4+	4/-3	Bolters [AP,A] Mechadendrites [B]	25 -	3 -	0 -	[DU], [RC] [DR2], [RA]

Errax Assault Stalker C	25	4+	4/-3	Errax Lascutter [W,B,TL2] Mechadendrites [B]	15 -	1 -	-3 -	[DU], [RC] [DR2], [RA]
Tenebrax Battle Stalker A	25	4+	3/-2	Storm Laser Flenser Exo-planar Cannon [VK,IC]	35/70 20/35	3 3	-2 -1	[DU], [RC] [DR2], [RA]
Tenebrax Battle Stalker B	25	4+	3/-2	Storm Laser Flenser Bolters [AP,A]	35/70 25	3 4	-2 0	[DU], [RC] [DR2], [RA]
Tenebrax Battle Stalker C	25	4+	3/-2	Storm Laser Flenser Volkite Culverins [VK,TL2]	35/70 20/45	3 2	-2 -1	[DU], [RC] [DR2], [RA]
Serperos Heavy Stalker A	20	2+	4/-3	Storm Laser Array Serperos Lascutters [W,B,TL3,D]	25/50 15	5 1	-2 -4	[DU], [RC] [DR3], [RA], Special
Serperos Heavy Stalker B	20	2+	4/-3	Exo-planar Bombard [IC,VK] Irradiation Engine, [RAD]	25/50 15/30	3 3	-1 -1	[DU], [RC] [DR3], [RA], Special