

MACROMUNDA

ADEPTUS MECHANICUS

HOUSE BOOK

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FACTION

ADEPTUS MECHANICUS

The soldiery of the Machine God

The Adeptus Mechanicus march to war as the soldiery of the Machine God — part-flesh, part-machine, every body rebuilt around augmetics and driven by cold devotion in place of courage. They do not fight as individuals. At the head of every maniple stands a Tech-Priest, and while that priest lives the whole force fights beneath a single chanted liturgy: the Canticles of the Omnisiah, one stance sung fresh over the maniple each round. The same priests break from the fighting to weld a fallen construct back onto its feet, so the machines that grind forward are rarely put down for good.

They sit above the common soldier and below the Space Marine — no tougher of body than a mortal, but shooting with a machine's precision and feeling no fear. Survival comes from augmetics, the machine-spirit's shrug, and a priest who repairs them, never from bulk or a wall of plate. Each maniple is the same spine leaned a different way: the Skitarii into a mobile precision gunline, the Cult Mechanicus into a slow, repairable wall of constructs.

☠ FACTION SPECIAL RULES

✧ AURA OF THE OMNISSIAH

GANG RULE

Aura of the Omnisiah: The Machine God tends its own. While a Tech-Priest stands on the battlefield, every friendly Construct within 6" of that priest is wrapped in the machine-spirit's blessing. Whenever such a Construct suffers a Wound, it may make a 6+ shrug — a single save against that Wound, taken regardless of the attacker's Armour Penetration, though weapons that already deny this save still deny it.

This is not resurrection but maintenance made passive: the well-tended engine that keeps grinding simply because a priest is near. The aura asks nothing of the priest's activation — it radiates for as long as the priest lives. Cut the priests down and the blessing lifts, and the machines fight on with only their own hulls to protect them.

✧ CANTICLES OF THE OMNISSIAH

GANG RULE

Canticles of the Omnisiah: A maniple of the Machine God does not fight as a mob of individuals but under a liturgy chanted across the whole force. At the start of each round, the senior Tech-Priest — the Dominus, or any fighter with Canticle Adept should the Dominus have fallen — declares one Canticle. Its blessing grants a gang-wide aura to every friendly fighter until the end of that round, when it lapses; a different Canticle may be sung the next round. It is a rotating stance, never a hoarded pool.

The senior priest chooses one of the following each round:

- **Shroudpsalm** — every friendly fighter counts as being in partial cover, even in the open.
- **Incantation of the Iron Soul** — friendly fighters auto-pass Nerve tests and the gang takes no Bottle tests.
- **Chant of the Remorseless Fist** — friendly fighters gain +1" Move and may charge after a standard Move.
- **Litany of the Electromancer** — a friendly fighter's first melee or arc Hit each round inflicts one extra automatic Hit.
- **Invocation of Machine Might** — friendly fighters' melee attacks gain +1 Strength.
- **Benediction of the Omnisiah** — friendly fighters re-roll ranged Hit rolls of 1.

Only one Canticle is ever active, and only while a priest with the Voice still lives. With no priest to lead the liturgy, the maniple fights as a silent, doctrine-less rabble.

Rites of Repair: Where other soldiers press an attack, a Tech-Priest may instead kneel and work. In place of its own shooting or melee action — it may still move — a Tech-Priest performs a Rite of Repair on an adjacent friendly Construct within 1": a Servitor, Kataphron, Kastelan Robot, or Ironstrider or Sydonian walker. It may never mend itself, and never a flesh-and-augmetic Skitarii or Electro-Priest.

A single Rite does one of the following: restore one lost Wound to the Construct; remove one Flesh Wound as the damaged servo is re-welded; or, if the Construct is Seriously Injured or Down, haul it back online, standing it up with one Wound. A Tech-Priest may perform one Rite per round. This is maintenance, not miracle — the machine rises only because a living hand reached it and worked. When the priests fall, the constructs they tended stay where they dropped.

✂ CONSTRUCT & THE MACHINE-SOUL

Construct: Certain machine-fighters — Servitors, Kataphron and Kastelan war-engines, and the Ironstrider and Sydonian walkers — carry the Construct keyword. A Construct is a mindless engine that does exactly what it is set to do until it is destroyed, and it is the target every Tech-Priest tends. A Construct may be mended by the Rites of Repair and is shielded by the Aura of the Omnissiah, but it does not rise on its own: a living maintainer must reach it and work. When the last priest falls, a downed Construct stays down — so much scrap that has not yet finished toppling over.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Arc Rifle	18"	24"	—	—	4	-1	1	6+	Arc
☞ Galvanic Carbine	12"	24"	+1	—	4	-1	1	2+	Rapid Fire (1)
☞ Galvanic Rifle	18"	30"	+1	—	4	-1	1	2+	Precision Rapid Fire (1)
☞ Phosphor Blaster	18"	24"	+1	—	4	—	1	5+	Phosphor Rapid Fire (1)
☞ Radium Carbine	12"	24"	+1	—	3	—	1	4+	Rad Rapid Fire (2)
☞ Radium Jezzail	24"	48"	—	+1	4	-1	1	6+	Rad Sniper Unwieldy
☞ Transuranic Arquebus	24"	48"	—	+1	7	-2	1	4+	Rapid Fire (0) Sniper Unwieldy
☞ Arc Pistol	6"	12"	+1	—	4	-1	1	6+	Arc Pistol
☞ Macrostubber	6"	12"	+1	—	3	—	1	4+	Pistol Rapid Fire (2)
☞ Phosphor Pistol	8"	12"	+1	—	3	—	1	5+	Phosphor Pistol
☞ Radium Pistol	6"	12"	+1	—	3	—	1	4+	Pistol Rad
☞ Electrostatic Gauntlets	8"	16"	—	—	4	-1	1	6+	Arc Rapid Fire (1) also Melee (+0/-1/1)
☞ Flechette Blaster	8"	16"	+1	—	3	—	1	4+	Rapid Fire (2)
☞ Incendine Flamer	T	—	—	—	4	—	1	5+	Blaze Template

⚡ Plasma Caliver	12"	24"	+1	–	6/7	-2/-3	2/3	5+	Overcharge/Unstable	Rapid Fire (1)
⚡ Transonic Cutter	E	–	–	–	4	-2	1	–	Transonic	
⚡ Cognis Heavy Stubber	20"	40"	+1	–	4	-1	1	5+	Cognis	Rapid Fire (2)
⚡ Ferrumite Cannon	24"	48"	+1	–	7	-2	2	5+	Rapid Fire (1)	Unwieldy anti-armour
⚡ Heavy Arc Rifle	24"	48"	–	–	6	-2	2	4+	Arc	Unwieldy
⚡ Heavy Grav Cannon	20"	80"	-1	+1	6	-3	2	5+	Grav	Rapid Fire (1) Unwieldy
⚡ Heavy Phosphor Blaster	20"	40"	–	-1	5	-1	2	4+	Phosphor	Rapid Fire (2)
⚡ Ironstrider Autocannon	24"	48"	–	–	7	-1	2	4+	Rapid Fire (1)	Unwieldy
⚡ Mag Inverter Cannon	24"	48"	–	+1	9	-4	3	4+	Grav	Unwieldy anti-construct/vehicle
⚡ Neutron Laser	24"	48"	–	+1	9	-4	3	4+	Concussion	Unwieldy anti-Brute/vehicle
⚡ Plasma Culverin	18"	36"	+1	–	7/8	-3/-4	2/3	5+	Blast	Overcharge/Unstable
⚡ Torsion Cannon	24"	48"	–	+1	8	-4	3	4+	Unwieldy	anti-construct/vehicle
⚡ Arc Lance	E	–	–	–	+3	-2	2	–	Arc	Melee Reach Shock
⚡ Arc Maul	E	–	–	–	+1	-1	1	–	Arc	Melee Shock
⚡ Chordclaw	E	–	–	–	+0	-1	1	–	Melee	Toxin
⚡ Electroleech Stave	E	–	–	–	+1	-1	2	–	Arc	Leech Melee
⚡ Kastelan Power Fists	E	–	–	–	+4	-2	3	–	Melee	Power Two-handed
⚡ Omnisian Axe	E	–	–	–	+2	-2	2	–	Melee	Power Two-handed
⚡ Servo Arm	E	–	–	–	+2	-1	2	–	Melee	Unwieldy
⚡ Taser Goad	E	–	–	–	+1	–	1	–	Melee	Taser
⚡ Taser Lance	E	–	–	–	+3	-1	2	–	Melee	Reach Taser
⚡ Transonic Blade	E	–	–	–	+0	-1	1	–	Melee	Shred
Frag Grenade	–	6"	–	-1	3	–	1	4+	Blast	Knockback
Krak Grenade	–	6"	–	-1	6	-1	2	6+	Scarce	anti-Brute/vehicle
Phosphor Grenade	–	6"	–	-1	3	–	1	5+	Blast	Phosphor

⌘ AUGMETIC LEG

WARGEAR

COST 25

CANCELS HOBbled

A bionic leg, hammered and calibrated to carry the fighter as surely as the original ever did. It cancels a Hobbled Lasting Injury, restoring a crippled fighter's stride. A servant of the Machine God does not limp for long; the broken part is cut away and a better one bolted on in its place.

✧ AUGMETIC LIMB

WARGEAR

COST 45

CANCELS A HAND/EYE LASTING INJURY

An augmetic limb or bionic eye — the commonest surgery in a cult where every body is already part-machine. Fitted to a fighter, it cancels a Hand or Eye Lasting Injury, the ruined flesh simply cut away and replaced with steel. What would cripple another soldier is, to the Mechanicus, a morning's work at the bench.

✧ AUSPEX OMNISPEX

WARGEAR

COST 30

NEGATE HIDDEN SETUP MARK A TARGET

An auspex scanner, or the heavier omnisplex the Skitarii carry — a machine-eye that pierces concealment. It negates an enemy's hidden setup and can mark a target for the manipule's guns, stripping away cover the foe thought secure. Precision fire is only as good as the target it can find, and the auspex finds them.

✧ CONSTRUCT HULL

ARMOUR

COST inherent

APEX-MACHINE PLATING

The armoured shell of the Kastelan Robot — a war-engine's worth of thick, spirit-warded plating. It is the toughest protection any Machine God body carries, made to shrug off fire that would gut a lesser frame. The hull is the Kastelan chassis itself, inseparable from the war-engine it encloses.

✧ CORTEX CONTROLLER

WARGEAR

COST inherent

EXTENDS THE CANTICLE/DOCTRINA RANGE

A cortex controller — a data-tether that relays the liturgy of the Machine God further than one voice could carry. It extends the range at which the Canticle, and among the Skitarii the Doctrina Imperative, reaches the manipule's fighters, spreading the priest's declared stance across a wider stretch of the field.

✧ DATASMITH UPLINK

WARGEAR

COST inherent

DIRECTS & REPAIRS KASTELAN ROBOTS

The control-uplink of a Cybernetica Datasmith — a data-tether binding the Datasmith to the Kastelan Robots it commands, issuing their protocols and mending their frames. The uplink is what makes a Datasmith what it is; without it there is no shepherd for the great robots, only unguided engines lurching where they will.

✧ ELECTROSTATIC FIELD

WARGEAR

COST 55

5+ INVULNERABLE SAVE

A crackling electrostatic field, borne by Corpuscarii Electro-Priests. Like the Dominus's refractor, it grants a 5+ invulnerable save, turning attacks aside regardless of Armour Penetration. On the frenzied cyber-zealot it doubles as a halo of discharge — the fervour of the Omnissiah made visible in arcing light.

✧ HEAVY PLATING

ARMOUR

COST inherent

4+ SAVE

Slabs of blessed ceramite and industrial plate, the armour of Tech-Priests and Kataphron war-engines. It grants a 4+ save — the heaviest worn protection in the maniple. The plating is part of those chassis rather than a separate fitting; a fighter is either built around it or is not.

✧ INCENSE PROJECTOR

ACCESSORY

COST inherent

ONCE/ROUND PARTIAL COVER

An incense-cloud projector, venting a thick sacred smoke in the manner of the Shroudpsalm. Once per round it throws up a screen of billowing haze that grants the fighter partial cover, the consecrated fog turning aim aside. A small, portable echo of the static-shroud the whole maniple fights beneath when the Canticle is sung.

✧ LIGHT ROBES

ARMOUR

COST 10

6+ SAVE

Simple mechanicus robes woven over a sensor-mesh, worn by Servitors and the lowest cult-drudges. They grant a 6+ save — scant protection, but enough to turn a glancing hit. The wearer is no armoured warrior; the plain cloth marks a body the maniple can afford to lose and quickly replace.

✧ MAGNA STABILISERS

WARGEAR

COST 50

FIRE A HEAVY WEAPON WITHOUT THE UNWIELDY PENALTY

Magna-cannon stabilisers — bracing struts and gyroscopic mounts fitted to a heavy-weapon carrier such as a Kataphron. They let the fighter fire a heavy weapon as though it did not have the Unwieldy trait, the recoil soaked into the machine rather than the shooter. A braced gun is a gun that hits.

✧ MECHADENDRITES

WARGEAR

COST inherent

EXTRA UTILITY/ATTACK LIMB ARRAY

A cluster of mechadendrites — serpentine mechanical limbs sprouting from a Tech-Priest's back, tipped with tools, sensors, and lashing weapon-heads. They lend the priest extra reach in both work and war, a nest of steel arms that never tire, as ready to seize a wounded servo as to strike down a foe drawn too near.

✧ PHOTO VISOR

ACCESSORY

COST 25

AFTER AN AIM, RE-ROLL A RANGED HIT

A photo-visor, its preysight lenses drinking in light no eye could use. After this fighter has made an Aim action, it may re-roll a failed ranged Hit roll — the augmetic sight steadying a shot the priest-machines have already lined up. Patience and a good lens are the Mechanicus marksman's twin virtues.

✧ PROTECTIVE ROBES

ARMOUR

COST 15

5+ SAVE

The reinforced robes of the Skitarii — layered ballistic cloth and augmetic weave over the cyborg soldier's frame. They give a 5+ save against any attack, the standard protection of the ranged line. The robe is only the outermost layer of a survivability that rests on augmetics and a priest's care, never on plate alone.

✧ REFRACTOR FIELD

WARGEAR

COST 55

5+ INVULNERABLE SAVE

A refractor field generator, worn by the Tech-Priest Dominus. It projects a shimmering energy screen granting a 5+ invulnerable save — a save taken regardless of the attacker's Armour Penetration, since the field turns the blow aside before it ever reaches plate. It is the ward that keeps a maniple's master alive long enough to matter.

✧ RESPIRATOR MASK

PERSONAL

COST 15

IGNORE THE GAS TRAIT

A respirator, or the incense-mask the priests favour — sealed filtration that scrubs the air the fighter breathes. It lets the wearer ignore the Gas trait, walking through clouds that would choke a mortal. The Machine God's servants breathe what they are told to and no more.

✧ SACRED ICON

STATUS

COST 40

RE-ROLL A NERVE TEST WITHIN 6" MAX 1

A sacred icon — a cog-toothed banner or reliquary standard raised over the maniple, heavy with the Omnissiah's blessing. A friendly fighter within 6" of the icon may re-roll a failed Nerve test, steadied by the sight of the holy machine-sigil. A maniple may field only one such icon.

✧ SERVO ARM REPAIR KIT

WARGEAR

COST inherent

rites of repair tool

The servo-arm and blessed tool-array an Engineer or Datasmith bears — the instrument through which the Rites of Repair are worked. With it the priest hauls a fallen Construct upright and welds its wounds shut. It is not a thing bolted on for war, but the very hand with which the maintenance-priest tends its machines.

✧ SERVO SKULL

STATUS

COST 30

relay sight / sensor familiar

A servo-skull — the gilded skull of a faithful servant, reborn as a floating familiar that drifts at its master's shoulder. It relays sight and sensor-data across the field, a hovering eye for the maniple. A small, grim testament that in the Machine God's service even death is only a change of duty.

✧ WALKER MOUNT

WARGEAR

COST inherent

fast scout walker mount

The striding walker-mount of a Sydonian Dragoon or Ironstrider Ballistarius — a two- or three-legged engine that carries a Skitarii rider high and fast across the field. The mount is the vehicle chassis itself, not a fitting added to a foot-soldier; rider and walker are reckoned together as one war-engine.

☠ WEAPON TRAITS

✧ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter *X*" (commonly 3" or 5") over the target point; ****every**** fighter (friend or foe) fully or partially under it is hit. Blast weapons do ****not**** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✧ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having ****lower Initiative / is dazed**** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ KNOCKBACK WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ PHOSPHOR WEAPON TRAIT

Burning chemical light — lights the target up (modifiers to be hit / strips concealment) and may cause burning damage.

✂ POWER WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ SCARCE WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it **cannot be reloaded** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SHOCK WEAPON TRAIT

On the wound roll, certain results auto-incapacitate or the weapon delivers a stun (e.g. a natural 6 to hit **auto-wounds**, or causes the target to be taken Out of Action / Seriously Injured more easily). Shock staves/whips.

✂ SNIPER WEAPON TRAIT

Treats the target's **range** and **cover** more favourably and often imposes **Pinning** or a Flesh Wound on a hit; can target specific fighters ignoring "nearest" rules. The marksman's-rifle trait.

✂ TEMPLATE WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ TOXIN WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✂ UNWIELDY WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✧ ARC DISCHARGE

MECHANICUS SET

Arc Discharge: This fighter turns the maniple's electrical weapons against the enemy's heaviest engines. Friendly fighters within 6" who are armed with arc, taser, or electroleech weapons may re-roll a failed Wound roll against Brutes, Constructs, walkers, and vehicles. It is anti-armour worked the Mechanicus way — overloading a machine's spirit rather than punching through its plate.

✧ BIONIC RESILIENCE

MECHANICUS SET

Bionic Resilience: So much of this fighter has been replaced with steel that death struggles to find purchase. When it would go Out of Action, or when it rolls on the Lasting Injury table, that roll may be re-rolled once. The much-rebuilt cyborg refuses the scrapheap, dragging itself back from wounds that would end a lesser body. The second result stands, for good or ill.

✧ CANTICLE ADEPT

MECHANICUS SET

Canticle Adept: This Tech-Priest has learned to lead the liturgy in its own right. At the start of a round it may declare the gang's Canticle of the Omnissiah, exactly as the Dominus does. The Dominus sings innately; this training extends the Voice to an Enginseer or Manipulus, so that when the Dominus is slain the liturgy does not fall silent with him. As long as one fighter with the Voice still stands, the maniple fights under a Canticle.

✧ CULT CONDITIONING

MECHANICUS SET

Cult Conditioning: The machine-soul is dampened against fear, doubt drilled out and replaced with cold liturgy. When this fighter fails a Nerve test or a Cool check, it may re-roll that test. Where others waver, the conditioned servant of the Omnissiah simply carries on with its task.

✧ GALVANIC FUSILLADE

MECHANICUS SET

Galvanic Fusillade: Standing firm, this fighter pours out a disciplined volley. When it does not move in its activation and fires a galvanic, radium, arc, or phosphor weapon, that weapon gains one extra shot, as though its Rapid Fire value were raised by one. The Mechanicus way of shooting is not to advance but to plant the feet and let machine-precise fire do the killing.

✧ MASTER OF THE MACHINE

MECHANICUS SET

Master of the Machine: This Tech-Priest is a peerless mechanic, its Rites practised to reflex. Its Rite of Repair reaches out to 2" rather than requiring the priest to stand adjacent, and it may re-roll a failed repair. Once per round its Rite is worked so swiftly that it costs only a Simple action, leaving the priest free to act again. In a construct-heavy maniple such a priest keeps the whole wall standing, welding wounds shut faster than the enemy can open them.



ADEPTUS MECHANICUS • HOUSE DOSSIER

SKITARIi LEGIONS

The mobile precision gunline of the Machine God

The Skitarii Maniple is the mobile precision gunline of the Machine God — a disciplined line of radium and galvanic fire that moves and shoots and never stops calculating. Its soldiers are cyborg troopers with a Guardsman's frail body and a machine's aim, advancing in cold order behind Skitarii Rangers and Vanguard while Sicarian infiltrators slip the flank and Sydonian walkers stride the edges. What sets the maniple apart is that it fights under two doctrines at once: the gang-wide Canticle of the Omnissiah sung from above, and a per-fighter Doctrina Imperative uploaded into the line, stacked one on the other.

This is discipline layered on discipline, not brute resilience. The maniple wins the mid-range duel by out-shooting and out-positioning a scrappier enemy, then answers any threat with a colder, more exact volley rather than a tougher body. Its strength is also its named weakness: the line is thinly armoured and easily reached, and a foe that closes it down, out-masses it in the melee, and denies it clear firing lanes can grind it apart. The Skitarii pay for their aim and their stacked doctrine with fragile flesh and no plate — and have usually calculated exactly where the enemy will fall before he knows it himself.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (Tech-Priest Dominus) — mandatory; no priest, no Canticle, no Repair
- ♦ 0-1 Skitarii Marshal (House officer) · 0-2 Enginseer / Manipulus
- ♦ Rangers / Vanguard the bulk; Gangers $\geq$ Champions
- ♦ 0-2 Gunners · 0-1 Marksman · 0-2 Sicarians · 0-X Pteraxii (jump) · 0-X Serberys (Cavalry)
- ♦ Servitors cheap and repairable; 0-1 Brute (Sydonian / Ironstrider walker)
- ♦ Fast-scout and walker slots unlock with Reputation — the mobility House's growth
- ♦ No per-fighter tithe: Canticles/Repair/Doctrina are a stance, an action and a toggle, never a currency

A starting Skitarii Maniple is founded on 1500 credits. It must include exactly one Leader, a Tech-Priest Dominus — the choice is not optional, for without a priest there is no Canticle to declare and no Rite of Repair to work, and a priestless maniple is a heap of silent machines. Beyond the Dominus, the maniple may take up to a single Skitarii Marshal as its field-officer and up to two further Tech-Priests, the Enginseer and Manipulus, as its Champions.

Skitarii Rangers and Vanguard form the bulk of the gang, and the count of these gangers must equal or exceed the number of Champions — the precision line is the body of the force, not an escort for its officers. A founding maniple may field up to two Gunners, a single Marksman and up to two Sicarians, with Servitors as a cheap and repairable floor. The fast-scout slots — Pteraxii and Serberys — and the lone Sydonian or Ironstrider walker Brute open up as the maniple earns Reputation, the mobility House deepening rather than swelling. The Canticles, the Rites of Repair and the Doctrina Imperatives cost nothing to field: they are a stance, an action and a toggle, never a currency to be spent.

☠ GANG RULES

✂ DOCTRINA IMPERATIVES

GANG RULE

The Doctrina Imperatives are the maniple's defining twist: a per-fighter combat-doctrine uploaded into the line and stacked on top of the gang's Canticle, so that a Skitarii fights under two doctrines at once. At the start of each round, every Skitarii fighter adopts one Doctrina for that round. Under **Bulwark**, the fighter gains +1 to its ranged Hit rolls but suffers -1 to its melee Hit rolls — the ranged-precise stance. Under **Conqueror**, it gains +1" to its Move and +1 Attack in the melee but suffers -1 to its ranged Hit rolls — the aggressive stance.

The toggle stacks freely with whatever Canticle the senior Tech-Priest has declared, layering a personal doctrine over the gang-wide one. The Skitarii Marshal projects its own chosen Doctrina as a 6" aura, so nearby friendly Skitarii adopt the Marshal's doctrine in place of choosing their own. Each stance is a single fixed trade — a bonus in one phase and a penalty in the other — and it grants nothing that can be banked or carried between rounds. The counter is the same as the maniple's: a fighter locked into Bulwark for the firefight strikes poorly if it is reached, and one set to Conqueror shoots poorly on the approach.

FIGHTERS

TECH PRIEST DOMINUS

LEADER

✖ 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	4	3	3+	2	4+	4+	3+	3+

SAVE 4+

SPECIAL RULES *Canticles of the Omnissiah (declares the gang's Canticle each round)*

Rites of Repair — active machine maintenance (works the Rite on an adjacent construct)

Aura of the Omnissiah (projects the 6" construct shrug) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack
- heal adjacent-construct wound flesh-wound-or-recover
- grant-save invulnerable

PRIMARY

Combat Cunning Ferocity

Leadership Savagery Signature

SECONDARY

Agility Brawn Shooting

STARTING GEAR Heavy Plating · Refractor Field

FREE SKILL Canticle Adept

EQUIPMENT LIST

PISTOL

Macrostubber 15 credits

Radium Pistol 20 credits

CLOSE-COMBAT

Arc Maul 25 credits

Omnissian Axe 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Heavy Plating

included

WARGEAR

Refractor Field

included

The Tech-Priest Dominus is the ranking magos of the maniple, the voice through which the Machine God is heard on the line. At the start of each round it intones a Canticle of the Omnissiah over the whole gang, then turns to the wounded engines around it — mending a shattered construct in place with servo-arm and sacred unguent while an Omnissian

axe hums at its side and a macrostubber cycles in its off-hand. It fights behind a refractor field, hard to bring down, and the litany falls silent when it does.

Special Rules

- **Canticles of the Ommissiah:** at the start of each round this fighter declares the gang's Canticle for that round.
- **Rites of Repair:** this fighter may work the Rite on an adjacent friendly construct, mending it where it stands.
- **Aura of the Ommissiah:** while this fighter is on the battlefield, friendly constructs within 6" gain a machine-spirit shrug against Wounds.

SKITARII MARSHAL

CHAMPION

✖ 115 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	2	3+	2	5+	4+	4+	5+

SAVE 5+

SPECIAL RULES Doctrina Imperatives Canticles of the Omnissiah (*benefits from the gang Canticle*)

SEE SPECIAL RULES

Typed Effects

- +1
- -1
- +1"
- +1
- -1
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY Agility Combat Cunning SECONDARY Brawn Savagery
Ferocity Leadership Shooting
Signature

STARTING GEAR Protective Robes

FREE SKILL Doctrina Imperative

EQUIPMENT LIST

BASIC

Galvanic Rifle 25 credits

PISTOL

Radium Pistol 20 credits

Arc Pistol 25 credits

CLOSE-COMBAT

Arc Maul 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Protective Robes

included

WARGEAR

Auspex OmnispeX 30 credits

Refractor Stave Relay

in kit

The Skitarii Marshal is the maniple's field-commander, the officer who sets the doctrine the line fights under. Faster and steadier than the priests, it moves at the front of the advance with arc maul and radium pistol, calling the combat-cant that every nearby soldier obeys without hesitation. Where it stands, the line's fire tightens or its advance quickens on a single order — the human face of the maniple's cold, layered discipline.

Special Rules

- Doctrina Imperatives:** each round this fighter chooses a Doctrina — Bulwark or Conqueror — and projects it as a 6" aura, so nearby friendly Skitarii adopt the same doctrine it does.
- Canticles of the Ommissiah:** this fighter benefits from the gang's declared Canticle each round.

TECH PRIEST ENGINESEER

CHAMPION

✖ 132 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	3	2	4+	2	5+	4+	4+	4+

SAVE 4+

SPECIAL RULES Rites of Repair — active machine maintenance (*the dedicated repair-priest — servo-arm Rite*)

Aura of the Ommissiah (*projects the 6" construct shrug*) SEE SPECIAL RULES

Typed Effects

- heal adjacent-construct wound flesh-wound-or-recover
- grant-save invulnerable

PRIMARY

BrawnCunningLeadershipSavagerySignature

SECONDARY

AgilityCombatFerocityShooting

STARTING GEAR Heavy Plating
FREE SKILL Master Of The Machine

EQUIPMENT LIST	
BASIC	GRENADE
Arc Rifle30 credits	Frag Grenade30 credits
PISTOL	ARMOUR
Macrostubber15 credits	Heavy Plating
CLOSE-COMBAT	included
Servo Arm25 credits	
Ommissian Axe45 credits	

The Tech-Priest Enginseer is the maniple's dedicated wright, the priest who keeps its machines standing. Where the Dominus commands, the Enginseer works — a servo-arm and repair-liturgy trained on the nearest damaged construct, welding torn plating and coaxing a stalled machine-spirit back to its task. It carries a macrostubber for its own defence, but its worth is measured in the Servitors and walkers it drags back into the fight rather than in the fighters it fells.

Special Rules

- Rites of Repair:** this fighter may work the Rite on an adjacent friendly construct, restoring it in place.
- Aura of the Ommissiah:** while this fighter is on the battlefield, friendly constructs within 6" gain a machine-spirit shrug against Wounds.

TECH PRIEST MANIPULUS

CHAMPION

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	3	2	4+	1	5+	4+	4+	4+

SAVE 4+

SPECIAL RULES Canticles of the Ommissiah (may declare the Canticle with Canticle Adept)

Rites of Repair — active machine maintenance (works the Rite on an adjacent construct) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack
- heal adjacent-construct wound flesh-wound-or-recover

PRIMARY

BrawnCunningLeadershipSavagerySignature

SECONDARY

AgilityCombatFerocityShooting

STARTING GEAR Protective Robes

FREE SKILL Canticle Adept

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Arc Rifle30 credits	Transonic Blade25 credits
PISTOL	ARMOUR
Macrostubber15 credits	Protective Robes
SPECIAL	included
Transonic Cutter45 credits	WARGEAR
	Auspex Omnisplex30 credits

The Tech-Priest Manipulus is the maniple's specialist adept, a magos of amplified liturgy and esoteric wargear. Trained in the Voice, it can take up the Canticle should the Dominus fall, keeping the gang's stance unbroken. Between benedictions it works the Rites of Repair on nearby constructs and closes with a transonic blade whose keening edge shears armour apart. The relic-hunting Technoarcheologist is this same chassis in an auspex-forward loadout.

Special Rules

- **Canticles of the Ommissiah:** this fighter may declare the gang's Canticle if it carries the Canticle Adept skill.
- **Rites of Repair:** this fighter may work the Rite on an adjacent friendly construct, mending it in place.

PTERAXII

GANGER

≈ 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	3	3	1	3+	1	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES *Doctrina Imperatives (adopts Bulwark or Conqueror each round)*

Canticles of the Ommissiah (benefits from the gang Canticle) SEE SPECIAL RULES

Typed Effects

- +1
- -1
- +1"
- +1
- -1
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY *Agility* *Cunning* *Shooting*
Signature

SECONDARY *Brawn* *Combat* *Ferocity*
Savagery

STARTING GEAR Protective Robes · Jet Pack

EQUIPMENT LIST

PISTOL	GRENADE
Phosphor Pistol 20 credits	Frag Grenade 30 credits
SPECIAL	ARMOUR
Flechette Blaster 25 credits	Protective Robes
Incendine Flamer 40 credits	<i>included</i>
CLOSE-COMBAT	WARGEAR
Arc Maul 25 credits	Jet Pack
	<i>included</i>

The Pteraxii is the maniple's aerial skirmisher, a jet-pack trooper that ignores the ground the rest of the line must cross. It arrives over cover and vertical terrain, flechette blaster raking a position before it repositions again; the Sterylizor variant plunges into melee with incendine flame instead. The Pteraxii is the mobility House at its most literal — a fragile body that trades armour for the freedom to appear wherever the enemy is weakest.

Special Rules

- **Doctrina Imperatives:** each round this fighter adopts a Doctrina, Bulwark or Conqueror, stacked on top of the gang's Canticle.
- **Canticles of the Omnissiah:** this fighter benefits from the gang's declared Canticle each round.

SERBERYS

GANGER

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	4+	3+	4	4	2	4+	2	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES *Doctrina Imperatives (adopts Bulwark or Conqueror each round)*

Canticles of the Ommissiah (benefits from the gang Canticle) SEE SPECIAL RULES

Typed Effects

- +1
- -1
- +1"
- +1
- -1
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Agility

Cunning

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savagery

STARTING GEAR Protective Robes · Cyber Destrier

EQUIPMENT LIST

BASIC

Galvanic Carbine 25 credits

PISTOL

Phosphor Pistol 20 credits

CLOSE-COMBAT

Taser Goad 20 credits

Arc Maul 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Protective Robes

included

WARGEAR

Cyber Destrier

included

The Serberys is the maniple's mounted scout, a rider fused to a cyber-destrier that eats ground the gunline cannot. Sturdier and swifter than the foot soldiers, it sweeps the flank at a gallop and fires as it goes — Raiders loosing galvanic carbine fire on the move, Sulphurhounds charging in with phosphor pistols and blades. It is the outrider that gets to the objective first and the fire that never stops to reload, screening the slower line as it advances.

Special Rules

- **Doctrina Imperatives:** each round this fighter adopts a Doctrina, Bulwark or Conqueror, stacked on top of the gang's Canticle.
- **Canticles of the Omnissiah:** this fighter benefits from the gang's declared Canticle each round.

SICARIAN

GANGER

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	3	3	1	2+	2	5+	4+	5+	5+

SAVE 5+

SPECIAL RULES *Doctrina Imperatives (adopts Conqueror for the strike)*

Canticles of the Omnissiah (benefits from the gang Canticle) SEE SPECIAL RULES

Typed Effects

- +1
- -1
- +1"
- +1
- -1
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Signature

Ferocity

Savagery

Shooting

STARTING GEAR Protective Robes

EQUIPMENT LIST

PISTOL

Arc Pistol 25 credits

SPECIAL

Transonic Cutter 45 credits

CLOSE-COMBAT

Transonic Blade 25 credits

Chordclaw 30 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Protective Robes

included

The Sicarian is the maniple's flank-elite, an infiltrator built for the strike from an unexpected angle. Fast and preternaturally quick to act, it sets up hidden and arrives behind the line, transonic cutter shrieking and arc pistol barking. As Infiltrator it hunts with ranged spite; as Ruststalker it closes with toxin-slick blades. It answers the maniple's fragility not with armour but with speed and first-strike surprise, breaking a position before it can turn to face.

Special Rules

- **Doctrina Imperatives:** each round this fighter adopts the Conqueror Doctrina for the strike, stacked on top of the gang's Canticle.

- **Canticles of the Ommissiah:** this fighter benefits from the gang's declared Canticle each round.

SKITARII GUNNER

GANGER

✖ 115 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	4+	1	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES

Doctrina Imperatives (adopts Bulwark or Conqueror each round)

Canticles of the Ommissiah (benefits from the gang Canticle)

SEE SPECIAL RULES

Typed Effects

- +1
- -1
- +1"
- +1
- -1
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savagery

STARTING GEAR

Protective Robes

EQUIPMENT LIST	
BASIC	SPECIAL
Arc Rifle30 credits	Incendine Flamer40 credits
PISTOL	Plasma Caliver115 credits
Radium Pistol20 credits	ARMOUR
	Protective Robes
	included

The Skitarii Gunner is the heavy punch on a ganger's frame, the soldier who carries the maniple's special weapon into the line. A plasma caliver hangs at its shoulder, its coils charged for the overcharged shot that cracks armour and machine alike. It fires from within the disciplined advance, one calculated burst turning a firefight, and shares the same fragile body as the rest of the gunline — precision, never protection.

Special Rules

- **Doctrina Imperatives:** each round this fighter adopts a Doctrina, Bulwark or Conqueror, stacked on top of the gang's Canticle.
- **Canticles of the Ommissiah:** this fighter benefits from the gang's declared Canticle each round.

SKITARII MARKSMAN

GANGER

✖ 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	2+	3	3	1	4+	1	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES **Doctrina Imperatives** (*adopts Bulwark for the long shot*)

Canticles of the Omnissiah (*benefits from the gang Canticle*) SEE SPECIAL RULES

Typed Effects

- +1
- -1
- +1"
- +1
- -1
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Agility

Cunning

Savagery

SECONDARY

Ferocity

Shooting

Signature

STARTING GEAR Protective Robes

EQUIPMENT LIST

BASIC

Transuranic Arquebus 75 credits

✧ *Radium Jezzail* 85 credits

Kitbashed from a transuranic arquebus barrel and a radium carbine's irradiated core — the Xana-pattern radium jezzail (Adeptus Mechanicus lore).

PISTOL

Radium Pistol 20 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Protective Robes

included

WARGEAR

Auspex Omnispect 30 credits

ACCESSORY

Photo Visor 25 credits

The Skitarii Marksman is the long lane made flesh, a cyborg gunman married to a transuranic arquebus and little else. It moves slowly and shoots at a machine's precision, reaching clear across the field to crack a champion's plating or a construct's hull with a single armour-piercing round. Set in a firing position and left alone, it is the most patient killer in the maniple; forced to move or fight at arm's reach, it is only another fragile body.

Special Rules

- **Doctrina Imperatives:** each round this fighter adopts the Bulwark Doctrina for the long shot, stacked on top of the gang's Canticle.
- **Canticles of the Omnissiah:** this fighter benefits from the gang's declared Canticle each round.

SKITARII RANGER

GANGER

✖ 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	4+	1	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES *Doctrina Imperatives (adopts Bulwark or Conqueror each round)*

Canticles of the Ommissiah (benefits from the gang Canticle) SEE SPECIAL RULES

Typed Effects

- +1
- -1
- +1"
- +1
- -1
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Agility

Combat

Ferocity

Savagery

STARTING GEAR Protective Robes

EQUIPMENT LIST

BASIC

Galvanic Rifle 25 credits

PISTOL

Radium Pistol 20 credits

GRENADE

Frag Grenade 30 credits

Phosphor Grenade 35 credits

Krak Grenade 45 credits

ARMOUR

Protective Robes

included

WARGEAR

Augmetic Limb 45 credits

The Skitarii Ranger is the signature body of the maniple — a Guardsman's frame given a cyborg's aim, robed and unafraid, advancing in a disciplined line with a galvanic rifle cycling at its shoulder. It holds the long lane, picking targets at range where its precision tells and its fragility does not. It has no fear to break and no toughness to spare; closed down and out-massed in the melee it falls quickly, but at distance it rarely misses.

Special Rules

- **Doctrina Imperatives:** each round this fighter adopts a Doctrina, Bulwark or Conqueror, stacked on top of the gang's Canticle.
- **Canticles of the Omnissiah:** this fighter benefits from the gang's declared Canticle each round.

SKITARII VANGUARD

GANGER

✖ 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	4+	1	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES **Doctrina Imperatives** (adopts *Bulwark* or *Conqueror* each round)

Canticles of the Omnissiah (benefits from the gang *Canticle*) SEE SPECIAL RULES

Typed Effects

- +1
- -1
- +1"
- +1
- -1
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Agility

Cunning

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savagery

STARTING GEAR Protective Robes

EQUIPMENT LIST

BASIC

Radium Carbine 25 credits

PISTOL

Radium Pistol 20 credits

CLOSE-COMBAT

Taser Goad 20 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Protective Robes

included

WARGEAR

Galvanic Actuators

in kit

The Skitarii Vanguard is the advancing half of the line — irradiated troopers who close the range while the Rangers hold it. A radium carbine spits a hail of rad-tainted fire that sickens what it does not kill, and a taser goad waits for anything that reaches them. Steeped in the reactor-glow of their own weapons, the Vanguard are already dying by inches and do not care; they walk the enemy down under a cloud of decay.

Special Rules

- **Doctrina Imperatives:** each round this fighter adopts a Doctrina, Bulwark or Conqueror, stacked on top of the gang's Canticle.
- **Canticles of the Ommissiah:** this fighter benefits from the gang's declared Canticle each round.

SERVITOR

JUVE

✖ 33 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	5+	4	4	1	6+	1	8+	7+	6+	10+

SAVE 5+

SPECIAL RULES

Construct & the machine-soul (repairable machine)

SEE SPECIAL RULES

PRIMARY

Brawn

SECONDARY

Combat

Ferocity

Shooting

STARTING GEAR

Servo Arm

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Arc Rifle30 credits	Servo Arm
Phosphor Blaster30 credits	included
	ARMOUR
	Light Robes10 credits

The Servitor is the cheap, mindless construct at the floor of the roster — a lobotomised body slaved to a single task until it is destroyed. It shuffles forward with a servo-arm or a mounted gun and does exactly what it is told, nothing more. It has no wit and no will, but it is a machine, and a machine can be mended: it is the first thing a priest welds back up and sends forward again.

Special Rules

- **Construct:** this fighter is a repairable machine — a valid target for the Rites of Repair and the Aura of the Ommissiah, but it cannot restore itself.

VEHICLES

ARCHAEOPTER FUSILAVE

BOMBER

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	6	5	5	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Tempest Bomb Rack — Hull arc (Crew)
- ♦ Cognis Heavy Stubber — Wing arc (Crew)
- ♦ Cognis Heavy Stubber — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Archaeopter Fusilave is the bomber skin on the same fast airframe — the Stratoraptor's hull with the wing cannons stripped out and a tempest bomb rack bolted into the belly bay. It flies the same way and suffers the same constraint: no Hover, so it must make its minimum move, and its whole method is the overflight. It crosses a strongpoint, opens the bay, and the rack's payload is resolved on the pass by the Flight rules — an area-denial run that scatters a firebase or empties a barricade line, after which the aircraft is simply gone, hauling around for another approach while the survivors reform. Its wings keep twin cognis heavy stubbers for the things not worth a bomb. The airframe is unchanged and unforgiving — seven Hull Points, 4+ plate, Toughness 6 front and 5 elsewhere — and the payload is situational enough that the Fusilave prices below the gunship it shares a hull with. Fielded one at a time; handling and wrecking through the Ash-Wastes vehicle rules, altitude and overflight through the Flight rules. Price re-derived, provisional.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

ARCHAEOPTER STRATORAPTOR

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	6	5	5	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Cognis Lascannon — Wing arc (Crew)
- ◆ Cognis Lascannon — Wing arc (Crew)
- ◆ Cognis Heavy Stubber — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Archaeopter Stratoraptor is the maniple's air-superiority gunship — the Mechanicus' one true aircraft, thrown across the sky at Movement 18" on shrieking turbines and forbidden to loiter. It carries no Hover rite, so it holds no station: it must make its minimum move every round, screaming over the field and swinging back for another pass, and a gang that fields it accepts that the sky is a lane, not a position. Its wings twin-mount cognis lascannons that crack armour and heavy targets from altitude without penalty for the speed of the pass, the machine-spirit in each gun correcting for the hull's motion; the nose cognis heavy stubber rakes whatever soft thing the lascannons have no business spending a beam on. It is a flimsy airframe for all that — seven Hull Points behind a 4+ plate, Toughness 6 to the face and 5 to the flanks and tail, glassier than a Skorpius and far glassier than the Astartes gunships it apes — but nothing the enemy fields moves faster or reaches armour harder. Fielded one at a time, its handling and its wrecking are reckoned through the Ash-Wastes vehicle rules and its altitude, its minimum move and its passes through the Flight rules. Its price is re-derived from the profile and remains provisional.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

ARCHAEOPTER TRANSVECTOR

TRANSPORT

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	6	5	5	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ◆ Cognis Heavy Stubber — Wing arc (Crew)
- ◆ Cognis Heavy Stubber — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (up to 6 fighters, including jump-pack Pteraxii)

The Archaeopter Transvector is the assault-transport airframe — the only one of the three that can hold a station, because the Hover rite lets it stop, hang on its turbines, and put a maniple on the ground where the ground was thought safe. It lifts six: Rangers and Vanguard, a Tech-Priest, or the jet-pack Pteraxii who leave it in mid-air and never touch its ramp at all. Movement 16" over any terrain the walkers would have to grind around is the whole of its value; its armament is two wing-mounted cognis heavy stubbers and no pretension of being a gunship. It is the same fragile hull as its siblings — seven Hull Points, a 4+ plate, Toughness 6 to the face — and it sits well below the Astartes Stormraven, carrying no super-heavy cargo and surviving far less. Fielded one at a time. Its hovering, its handling and its every catastrophic loss of control are reckoned through the Ash-Wastes vehicle rules and the Flight rules; its price is re-derived from the profile and remains provisional.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SKORPIUS DISINTEGRATOR

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	6	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Ferrumite Cannon — Turret arc (Crew)
- ♦ Cognis Heavy Stubber — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Skorpius Disintegrator is the fast anti-grav gun-platform the mobile maniple hovers on the flank — a Skimmer hull that skates the board's edges at Movement 9" and strips armour from range while the line advances beneath it. Its turret ferrumite cannon swivels to punish whatever the gunline cannot reach, the anti-armour trait re-rolling wounds against the best-protected targets, and the front cognis heavy stubber keeps a steady stream of fire on anything that closes. It is a glassy thing — six Hull Points behind a 4+ save, one bad Loss-of-Control roll from a wreck — but it out-ranges and out-moves anything the enemy can bring against it, resolving its handling and its damage through the Ash-Wastes vehicle rules. This is a hull, not a flier: it hovers, it does not exclude the airspace.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SKORPIUS DUNERIDER

VEHICLE

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	6	6	5	6	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Cognis Heavy Stubber — Front arc (Crew)
- ◆ Cognis Heavy Stubber — Rear arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Skorpius Dunerider is the fastest hull the maniple fields — a light anti-grav transport that skates the board at Movement 10", built to rush a firebase up the table rather than anchor a gun-line. Twin cognis heavy stubbers, fore and aft, are its whole armament: enough to rake a swarm off its flanks, never enough to make it a centrepiece. Lightly plated and quick to wreck, it lives on its speed, the fast redeploy the mobile maniple leans on when the line needs to be somewhere the enemy did not expect, resolving its handling through the Ash-Wastes vehicle rules. A hull, not a flier — it hovers low and hard, and it does not exclude the airspace.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SYDONIAN DRAGOON

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	5	4	5+	4+	3+	7+	6+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Taser Lance — Melee arc (Crew)
- ♦ Ironstrider Autocannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Sydonian Dragoon — the Ironstrider Ballistarius in its gunnery skin — is the maniple's fast scout walker, a spindly two-legged construct that strides at Movement 9" on hydraulic pistons and refuses to stand still. It is a machine, not a Brute: a VEHICLE·WALKER re-homed off the fighter grid onto the Ash-Wastes vehicle track, and it fights like one. In the Dragoon pattern it lowers a galvanic-cog taser lance and runs a fighter down on the charge, the lance's arcs cracking through armour on the impact; in the Ballistarius pattern the same chassis plants itself and holds a lane with an autocannon at the cyborg's Ballistic Skill 3+, the best gunnery eye anything on the vehicle track brings. Both guns are chassis-inherent — welded on at the forge, priced into the hull, never a buy-list add. It is a glassy thing: four Hull Points, a 4+ plate, Toughness 7 to the face and 5 to the tail, and a bad Loss-of-Control roll ends it. But it is cheaper and faster than the Skorpius hulls, and it is repairable — the Enginseer's Rites of Repair are what keep it standing through a campaign. Fielded one at a time. Handling, wounds and wrecking through the Ash-Wastes vehicle rules; its price is re-derived from the profile, not ported from the Brute chassis it left behind, and remains provisional.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

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GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Shroudpsalm Advance. Shroudpsalm Advance. Play at the start of a round. Until the start of the next round, every friendly Skitarii fighter that makes a Move, Advance or Charge action this round counts as being in partial cover until its next activation. The static-shroud rolls forward with the line, and the maniple advances behind its own murk.	START OF ROUND
12	Bulwark Imperative. Bulwark Imperative. Play in your turn. Choose one friendly Skitarii fighter; for the rest of this round it adopts the Bulwark Doctrina, gaining +1 to its ranged Hit rolls and suffering -1 to its melee Hit rolls, whatever Canticle or doctrine it was under before. The order comes down and the fighter locks onto the ranged-precise cant.	YOUR TURN

13	Conqueror Imperative. Conqueror Imperative. Play in your turn. Choose one friendly Skitarii fighter; for the rest of this round it adopts the Conqueror Doctrina, gaining +1" to its Move and +1 Attack in the melee and suffering –1 to its ranged Hit rolls, whatever it was under before. The line switches to the aggressive cant and drives forward.	YOUR TURN
14	Calculated Volley. Calculated Volley. Play in your turn, when a friendly Skitarii fighter makes an Aim action. For its ensuing ranged attack this round, it re-rolls all of its failed Hit rolls — the shot worked out to a certainty before the trigger is pulled.	YOUR TURN
15	Doctrina Stack. Doctrina Stack. Play in your turn. Choose one friendly Skitarii fighter; for the rest of this round it takes the benefit of both Doctrinas at once — +1 to its ranged Hit rolls and +1 Attack in the melee — but it may not make an Aim action this round, the cortex too busy holding two cants at once to steady the shot.	YOUR TURN
16	Benediction Echo. Benediction Echo. Play in your turn, before a friendly Skitarii fighter makes a ranged attack. For that attack it re-rolls its failed Hit rolls of 1 — the Benediction of the Ommissiah carried a heartbeat past the priest's voice and settled the fighter's aim.	YOUR TURN
21	Rad Saturation. Rad-Saturation. Play in your turn. Choose one friendly Skitarii fighter carrying a weapon with the Rad trait; for the rest of this round, that weapon's Rad trait triggers on a Hit roll of 5 or 6 rather than only a 6. The air around the target thickens with radioactive decay.	YOUR TURN
22	Marksman Lane. Marksman's Lane. Play in your turn, before a friendly Skitarii Marksman makes a ranged attack. For that attack it ignores the –1 to-hit penalty for firing at Long range, and if it did not move this round it may add 6" to the weapon's Long range. The whole board becomes one clear shooting lane.	YOUR TURN
23	Infiltrating Cell. Infiltrating Cell. Play before the battle, after both gangs have deployed. Remove up to two friendly Sicarians from the board and set them up again anywhere on the battlefield more than 6" from any enemy fighter, using hidden setup where the mission allows it. The cell was never where the enemy thought it was.	PRE-BATTLE
24	Transonic Edge. Transonic Edge. Play in your turn. Choose one friendly fighter carrying a transonic weapon; for the rest of the battle, that weapon gains an additional –1 to its AP. Its edge is driven to full oscillation early, shearing armour it would otherwise have to wear down.	YOUR TURN
25	Galvanic Actuators. Galvanic Actuators. Play in your turn. Choose one friendly Skitarii fighter; for the rest of this round it counts as fitted with galvanic actuators. If it is under the Bulwark Doctrina it re-rolls a failed ranged Hit; if under Conqueror it adds a further 1" to its Move. The limb-augments overclock and the doctrine bites harder.	YOUR TURN
26	Sydonian Charge. Sydonian Charge. Play in your turn, when a friendly Sydonian Dragoon makes a Charge action. It re-rolls its charge distance, and if it reaches an enemy it makes one bonus attack with its taser lance in the ensuing melee. The walker breaks into a full stride and runs its target down.	YOUR TURN
31	Target Augury. Target Augury. Play in your turn. Choose one enemy fighter within line of sight of a friendly Skitarii; until the start of your next turn, that enemy cannot benefit from cover against friendly Skitarii ranged attacks. The augurs have painted it, and there is nowhere on the field it is not seen.	YOUR TURN
32	Serberys Sweep. Serberys Sweep. Play in your turn, when a friendly Serberys makes a Move action (but not a Run). After the move is complete, it may immediately make a single ranged attack with a carbine or pistol as a free action. The outrider fires across its own gallop and is gone before the answer comes.	YOUR TURN

33	Pteraxii Drop. Pteraxii Drop. Play before the battle, after both gangs have deployed. Set up to two friendly Pteraxii in reserve instead of on the battlefield. At the start of any round you choose, they descend, deploying anywhere on the battlefield more than 6" from an enemy fighter. The sky opens and the skirmishers fall on the flank.	PRE-BATTLE
34	Disciplined Retreat. Disciplined Retreat. Play as a Reaction when a friendly Skitarii fighter is declared the target of a Charge action, before the charge is resolved. That fighter immediately makes a free Move of up to 3" directly away from the charging enemy. The line gives ground in perfect order rather than be pinned at arm's reach.	REACTION
35	Remorseless Fist. Remorseless Fist. Play in your turn. Choose one friendly Skitarii fighter under the Conqueror Doctrina; for the rest of this round it adds 1 to the Damage of its successful melee attacks. The Chant of the Remorseless Fist drives the line's blows home with machine-certainty.	YOUR TURN
36	Static Shroud. Static Shroud. Play in your turn. Choose one friendly Skitarii fighter that has not moved this round; until the start of your next turn it counts as being in full cover. The incense-shroud settles thick around a static firing position and hides the marksman within it.	YOUR TURN
41	Layered Fire. Layered Fire. Play in your turn. Choose one enemy fighter; for the rest of this round, the second and each subsequent friendly Skitarii ranged attack made against that enemy re-rolls its failed Hit rolls of 1. Fire is layered on fire until the target has no gap to survive in.	YOUR TURN
42	Cold Calculation. Cold Calculation. Play in your turn. Choose one friendly Skitarii fighter that has suffered one or more Flesh Wounds; until the start of your next turn it ignores the to-hit penalty from its Flesh Wounds. The cyborg's pain-response is cut out and it calculates cleanly around the damage.	YOUR TURN
43	Marshals Command. Marshal's Command. Play at the start of a round in which a friendly Skitarii Marshal is on the battlefield. For that round, the Marshal projects its chosen Doctrina Imperative to friendly Skitarii within 12" rather than 6". A single order carries across the whole line.	START OF ROUND
44	Phosphor Blaze. Phosphor Blaze. Play in your turn, when a friendly Skitarii fighter hits an enemy with a phosphor weapon. Until the start of your next turn, that enemy and any enemy fighter within 2" of it cannot benefit from cover, and any of them using hidden setup are revealed. The blaze lights them for the whole line to see.	YOUR TURN
45	Predictive Volley. Predictive Volley. Play as a Reaction when an enemy fighter makes a Move action within line of sight of a friendly Skitarii that is Standing and Active and has not yet activated this round. That Skitarii immediately makes a single free ranged attack against the moving enemy — the shot the maniple had already worked out it would take.	REACTION
46	Arc Lance. Arc Lance. Play in your turn. Choose one friendly fighter carrying an arc or taser weapon; for the rest of this round, that weapon re-rolls its failed Wound rolls against constructs, vehicles and Brutes. The current earths itself in armour and machine and burns through both.	YOUR TURN
51	Vanguard Rad. Vanguard Rad. Play before the battle. Choose one friendly Skitarii Vanguard; for the whole battle, its radium weapon triggers the Rad trait on a Hit roll of 5 or 6 rather than only a 6. Its magazine is packed with unstable rad-cores, and the fighter cares nothing for what they do to its own lungs.	PRE-BATTLE
52	Skitarii Discipline. Skitarii Discipline. Play in your turn. Choose one friendly Skitarii fighter; the next time it would be required to make a Nerve test or a Cool check this round, it passes automatically. The maniple's conditioning overrides fear and hesitation alike.	YOUR TURN

53	Flank And Fire. Flank and Fire. Play in your turn, before a friendly Skitarii fighter makes a ranged attack against an enemy that is within 3" of another friendly fighter. For that attack, the shooting fighter adds 1 to its Hit rolls. Caught in the crossfire, the target has no clean way to turn.	YOUR TURN
54	Augur Scan. Augur Scan. Play at the start of a round. Until the start of the next round, enemy fighters cannot use hidden setup within 12" of any friendly Skitarii, and any enemy already hidden within that range is revealed. The maniple's augurs sweep the field and strip the shadows away.	START OF ROUND
55	Sicarian Ambush. Sicarian Ambush. Play as a Reaction when a hidden friendly Sicarian is revealed to make its first attack. For that attack it adds 1 to its Hit rolls and 1 to its Damage against the target. The infiltrator arrives behind the line exactly where it meant to, and the first blow is the worst.	REACTION
56	Measured Advance. Measured Advance. Play in your turn. Choose one friendly Skitarii fighter; this round it does not suffer the -1 to-hit penalty for making a ranged attack after an Advance action. The fighter moves and fires as one unhurried motion, never breaking the discipline of its aim.	YOUR TURN
61	Relentless Precision. Relentless Precision. Play in your turn, after a friendly Skitarii fighter has made a ranged attack. That fighter immediately makes one additional ranged attack as a free action, at -1 to its Hit rolls. The maniple does not stop firing until the target is down.	YOUR TURN
62	Doctrina Mastery. Doctrina Mastery. Play at the start of a round. Choose one friendly Skitarii fighter; for that round it suffers no penalty from its chosen Doctrina Imperative, keeping the plus of its stance and paying none of its minus. For one round the fighter has perfected both cants at once.	START OF ROUND
63	Kill Bracket. Kill-Bracket. Play in your turn. Choose one enemy fighter; if it is hit by two or more friendly Skitarii ranged attacks this round, it is immediately Pinned and cannot remove the Pinned condition until the start of your next turn. Bracketed by converging fire, it is nailed to the ground the maniple chose for it.	YOUR TURN
64	Shielded Line. Shielded Line. Play as a Reaction when a friendly Skitarii fighter within 3" of another friendly Skitarii would suffer a Wound from a ranged attack. Roll a D6; on a 4+ the Damage of that attack is reduced by 1, to a minimum of 1. The line closes ranks and takes the shot on its shared front.	REACTION
65	Rapid Redeploy. Rapid Redeploy. Play in your turn. Choose one friendly Skitarii fighter that has not activated this round; it immediately makes a free Move action of up to its full Movement. The line shifts its firing position before the enemy can bring anything to bear on it.	YOUR TURN
66	The Maniple Calculates. The Maniple Calculates. Play in your turn. Until the start of your next turn, every friendly Skitarii fighter re-rolls its failed ranged Hit rolls of 1, and one friendly Skitarii of your choice re-rolls all of its failed ranged Hit rolls for its next attack. For a moment the whole maniple fires to a single solved equation, and the enemy simply falls where it was calculated to.	YOUR TURN

ALLIANCES

THE HAMMER AND THE ANVIL

ALLIANCE

WHO	a Cult Mechanicus maniple of the same forge world (any Cult House — generic, chosen when the muster is called, NOT a fixed named gang)
FACTION	adeptus-mechanicus
MY ROLE	the hammer — the Skitarii supply the mobile BS3+ gunline that manoeuvres behind the Cult's construct wall and strikes the flanks it protects
PHASE GATE	opens on a contested world once both Mechanicus gangs hold ground there (local phase before Endgame)
TERMS	campaign-only combined muster: neither gang joins the other's battle roster permanently; on a shared objective they field a single combined maniple, capped, for that game only

The Hammer and the Anvil. Where a Cult Mechanicus maniple of the same forge world holds ground on a contested world, the two armies of the Omnissiah may muster as one. The Cult is the anvil — its slow, durable construct wall fixes the enemy in place — and the Skitarii are the hammer, the mobile gunline that manoeuvres behind that wall and falls on the flanks it shields. This is a campaign-only combined muster: neither gang joins the other's battle roster for good. Once both Mechanicus gangs hold ground on a world, in the local phase before the Endgame, they may field a single combined maniple, capped for that game alone, on a shared objective. When the battle ends the two forces part again, each to its own liturgy. Any Cult House may answer the call — the pact is sworn to the Machine God, not to a single named gang.

WHO	an Inquisition warband (any Ordo — the Machine God serves the Throne, and lends its enginewrights where the Inquisition operates nearby)
FACTION	inquisition
MY ROLE	supplier — the Skitarii lend the Inquisitor a Tech-Priest Enginseer and gun-servitors (the weapon-mounted Servitor bodies) as engine-seer and battle-escort
PHASE GATE	opens when an allied Inquisition warband is present in the same region (local phase); the requisitioned units are drawn at battle time, campaign-only, never kept
TERMS	the Inquisition fields a Mechanicus Enginseer + gun-servitors by reference from this House's roster; NO cross-faction unit joins the Inquisition's permanent gang list, and the Mechanicus armoury is never duplicated into the Inquisition book

The Omnisiah's Requisition. The Adeptus Mechanicus are the Imperium's enginewrights, and where an Inquisition warband operates in the same region the Machine God lends the Throne its servants. In the local phase, once an allied Inquisition warband is present, the Skitarii maniple supplies a Tech-Priest Enginseer and a handful of gun-servitors — the weapon-mounted Servitor bodies — to serve as the Inquisitor's engine-seer and battle-escort. These units are drawn from this House's roster at battle time and returned when the fight ends; they are never kept, and no Mechanicus fighter joins the Inquisition's permanent gang list. The Mechanicus armoury is never copied into the Inquisition's book. This is the single agreed source of that support across the campaign — the requisition is offered here, on the maniple that answers directly to the forge, and nowhere else.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Requisition Denied. The Requisition Denied. The forge world's high priesthood turns the maniple's petition aside — the requisition-cant is met with silence, and the gang goes to war with only what it already holds. No favour is granted for the coming battle. If this result is drawn a second time in the same campaign phase, the priesthood judges the maniple wasteful, and you may not requisition new equipment until after your next game.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)
3	Radium Cache. Radium Cache. The requisition delivers a crate of rad-tainted magazines to the line. Before the coming battle, choose one friendly Skitarii fighter; for that battle, a single ranged weapon it carries gains the Rad trait. The forge world spares only a handful of rounds — the favour lasts one game and no longer.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)

4	Doctrina Drill. Doctrina Drill. The priesthood sends fresh drill-liturgies to sharpen the maniple's cant. In the first round of the coming battle, one friendly Skitarii fighter of your choice suffers no penalty from its chosen Doctrina Imperative — it keeps the plus of its stance and pays no minus for that round.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)
5	Galvanic Recharge. Galvanic Recharge. Cells and power-packs arrive from the forge fully charged and blessed. Once during the coming battle, a friendly Skitarii fighter may re-roll a failed Ammo check for a galvanic, radium, arc or phosphor weapon.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)
6	Augur Uplink. Augur Uplink. The requisition grants the maniple a battlefield augur-feed for the coming fight. For that battle, enemy hidden setup is negated for any enemy fighter within 6" of a friendly Skitarii — the line sees through the murk on the Machine God's sufferance.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)
7	The Marshals Writ. The Marshal's Writ. The high priesthood confirms the maniple's field-officer in its authority. For the coming battle, a friendly Skitarii Marshal — or, if none is fielded, one friendly Champion — projects its chosen Bulwark or Conqueror Doctrina to friendly Skitarii within 9" rather than 6".	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)
8	Requisitioned Optics. Requisitioned Optics. A shipment of preysight lenses reaches the line. Before the coming battle, choose one friendly Skitarii fighter; for that battle, after it makes an Aim action it may re-roll a single failed ranged Hit roll.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)

9	Skitarii Reinforcement. Skitarii Reinforcement. The forge world musters a fresh trooper to the maniple's banner. For the coming battle only, add a single Skitarii Ranger to your crew at no cost, armed as standard. It is struck from the roster when the game ends and earns no experience of its own.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)
10	Doctrina Perfected. Doctrina Perfected. The priesthood uploads a flawless combat-cant into the maniple's cortex-links. When you claim this favour, choose Bulwark or Conqueror; for the coming battle, all friendly Skitarii fighters ignore the penalty of that Doctrina — the whole line fights the chosen stance and pays none of its cost.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)
11	Princes Favour. Princes' Favour. A Sicarian Princeps is seconded to the maniple for the coming fight. For that battle you may field a single Sicarian as a temporary Champion; it deploys with hidden setup and re-rolls one failed Hit roll, ranged or melee, each round. It returns to the priesthood when the battle ends and takes no lasting place in the gang.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)
12	The Machine God Supplies. The Machine God Supplies. The Fabricator-General throws open the forge's stores in full. For the coming battle, claim any two other favours from this table in addition to this one, resolving each as normal. Furthermore, the first friendly construct to go Out of Action may be returned to play, fully repaired, at the start of the following round. The Machine God provides for a maniple that has earned its regard.	THE FABRICATOR-GENERAL'S REQUISITION (THE FORGE WORLD'S HIGH PRIESTHOOD, TO WHOM THE MANIPLE ANSWERS)

☠ SUB-PLOTS

✂ DOCTRINA PERFECTED

SUB-PLOT

Reward: Choose one Skitarii fighter: once per battle for the rest of the campaign, it may adopt both the Bulwark and Conqueror Doctrina benefits at once without either penalty. This sub-plot can be claimed only once per campaign.

Doctrina Perfected. The maniple's signature play is discipline layered on discipline, and a gang that masters it earns a lasting edge. This sub-plot is achieved when your gang wins three campaign battles, in each of which it fielded a Skitarii fighter stacking a Doctrina Imperative on an active Canticle of the Omnissiah. When it is claimed, choose one Skitarii fighter: for the rest of the campaign, once per battle, that fighter may take the Bulwark and Conqueror Doctrina benefits at once without suffering either penalty. This sub-plot can be claimed only once per campaign.

✂ THE DECORATED MANIPLE

SUB-PLOT

Reward: That fighter permanently gains +1 to its Hit rolls when firing at Long range. This sub-plot can grant this bonus only once per fighter, across the whole campaign.

The Decorated Maniple. Honour in the maniple is measured in confirmed kills at range. This sub-plot is achieved when a single Skitarii fighter has personally caused ten or more enemy Out of Action results with ranged attacks, tallied on its fighter card across its whole career. When it is achieved, that fighter permanently gains +1 to its Hit rolls when firing at Long range. A given fighter can be granted this bonus only once, and it stands for the remainder of the campaign.

☠ LEGENDARY NAMES

✂ IRON STRIDER ADEPT

SYDONIAN DRAGOON OR MOUNTED RIDER

XP cost (random): 6

XP cost (chosen): 12

Iron-Strider Adept. A rider so long fused to its walker that flesh and machine move as one — a Sydonian Dragoon or mounted Honoured whose every stride is swifter and surer than the rest of the maniple. This fighter gains +1" to its Move characteristic and re-rolls its charge distance, running the enemy down before he can set his feet. Yet it is too vast, too fast, and too committed to the advance to ever slow: this fighter can never benefit from cover of any kind.

✧ THE CALCULATED

SKITARII RANGER OR MARKSMAN

XP cost (random): 6

XP cost (chosen): 12

The Calculated. Some marksmen of the maniple pass beyond discipline into something colder — a Ranger or Marksman whose targeting-cortex has been honed until every shot is a solved equation. Once per battle, a single ranged Hit this fighter scores is treated automatically as a critical hit, inflicting maximum Damage with no roll. But the same rewiring that perfects its aim has scoured away every instinct for the close fight: this fighter suffers –1 to all of its melee Hit rolls, a killer to its cortex and all but helpless at arm's reach.

✧ VEXILUS PRINCEPS

SICARIAN PRINCEPS

XP cost (random): 8

XP cost (chosen): 14

Vexilus Princeps. The maniple's most distinguished infiltrator, a Sicarian Princeps whose kill-tally is spoken of across the forge world. At the start of each round this fighter projects its chosen Doctrina Imperative to all friendly Skitarii within 6", and it re-rolls one failed Hit roll, ranged or melee, each round. But the conditioning that makes it lethal has left it bound by kill-compulsion: in each of its activations it must, if able, target the closest enemy fighter it can reach or fire upon, and it may never voluntarily make a Retreat action.

☠ TERRAIN

✧ THE AUGUR ARRAY

TERRAIN

The Augur Array. A tall sensor-mast bristling with dish-augurs and scanning vanes, sweeping the battlefield in slow mechanical arcs. While a friendly Skitarii fighter is within 3" of the Augur Array, enemy hidden setup is negated for all enemy fighters within 12" of the mast, which are treated as revealed. While within 3" of the Array, a friendly Skitarii also ignores the –1 to-hit penalty for firing at Long range against any target within 12" of the mast. Only one fighter need stand within 3" for the Array to remain active.

✧ THE RADIUM CACHE

TERRAIN

The Radium Cache. A shielded munitions store of rad-tipped magazines and galvanic cells, its warning-runes long since ignored by fighters who breathe worse with every passing day. A friendly Skitarii fighter that ends its activation in base contact with the Radium Cache may upgrade a single ranged weapon it carries to gain the Radphage trait for the rest of the battle; a given fighter may do this only once. In addition, a friendly Skitarii within 3" of the Radium Cache re-rolls its failed Ammo checks.



SCENARIOS

✂ BRACKET AND BREAK

SCENARIO

ATTACKER	the Skitarii maniple (pressing an advancing gunline across the mid-range)
DEFENDER	the opposing gang (holding a scattered line the Skitarii mean to bracket)
DEPLOY	both gangs deploy across a wide board with multiple firing lanes and mid-height cover; the Skitarii take the edge with the longest sightlines, the defender spread to contest them
OBJECTIVE	control the majority of three mid-board objective markers at the end of the game (a spread of firing positions, not a single point) — the Skitarii win by dominating the field, not by holding one corner
VICTORY	the gang controlling 2+ of the 3 markers at the end of round 6 (or when a gang bottles out) wins; a tie on markers goes to the gang that inflicted more enemy Out of Action results
CONTROL TRACK	a Skitarii win advances their Control-Track claim on the world by one step (the maniple has established fire-dominance over the district); a defender win holds the marker where it stands

The Skitarii do not storm a position; they bracket it and take it apart at range. This mission is the maniple pressing an advancing gunline across the open middle of a district, meaning to dominate the field rather than seize a single point.

ATTACKER & DEFENDER The Skitarii maniple is the attacker. The opposing gang is the defender, holding a scattered line the maniple means to bracket.

BATTLEFIELD Both gangs fight across a wide board laid with multiple firing lanes and stands of mid-height cover. Three objective markers are placed across the centre of the table, spread well apart as separate firing positions rather than a single cluster.

DEPLOYMENT The Skitarii deploy first, along the board edge with the longest sightlines. The defender deploys second, spread out to contest the lanes and deny the maniple a clean field.

THE OBJECTIVE Each gang seeks to control the majority of the three markers. A marker is controlled by the gang with the only, or the nearest, fighter within 1" of it. The Skitarii win by dominating the spread of positions, not by holding one corner.

ENDING THE BATTLE The battle ends at the close of the sixth round, or immediately when a gang fails a Bottle test and flees the field.

VICTORY The gang controlling two or more of the three markers when the battle ends is the winner. If the gangs are tied on markers, victory goes to the gang that inflicted more enemy Out of Action results.

REWARDS A Skitarii victory advances the maniple's Control-Track claim on the world by one step, its fire-dominance over the district established; a defender victory holds the marker where it stands. The winning gang collects credits and Reputation per the campaign's standard rewards.



ADEPTUS MECHANICUS • HOUSE DOSSIER

CULT MECHANICUS

The durable, repairable construct wall of the Machine God

The Cult Mechanicus is the durable, repairable construct wall of the Machine God — the House that does not so much win a fight as outlast it. Where the Skitarii move and shoot, the Cult stands and endures: a slow line of T5+ battle-servitors and war-robots grinding forward at walking pace, and the Tech-Priests who walk among them welding the wounded upright as fast as the enemy can put them down.

Its strength is not speed or precision but a sheer refusal to fall. Kataphrons shrug hits that drop lesser bodies; the Kastelan Robot stamps in the heart of the line; frenzied Electro-Priests crackle ahead with stolen lightning to close what the wall cannot reach. Behind them the active Rites of Repair turn every casualty into a problem the priests simply mend, while the Aura of the Omnissiah lends the machine-spirit's shrug to the whole construct host.

Its weakness is written into that strength. The wall is slow, and it dies with its priests: kill the Tech-Priests and the Canticle falls silent and the machines stay down. The Cult holds ground and grinds — nothing more, and nothing less.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (Tech-Priest Dominus) — mandatory; no priest, no Canticle, no Repair, and the Cult above all needs the repair
- ♦ 0-1 Cybernetica Datasmith · 0-2 Tech-Priest Enginseer / Manipulus
- ♦ Kataphron Breachers / Destroyers the bulk; constructs (Kataphrons + Servitors) $\geq$ Champions
- ♦ 0-2 Electro-Priests (Fulgurite / Corpuscarii) · Servitors cheap and repairable · 0-1 Brute (Kastelan Robot)
- ♦ Champion / Electro-Priest / Kastelan slots unlock with Reputation — no fast-scout slots (the static wall fields neither Pteraxii nor Serberys)
- ♦ Canticles and Rites of Repair cost no credits — they are a gang stance and an action, not a purchasable resource

A Cult Mechanicus maniple musters on the standard 1500 credits. Every gang must field exactly one Leader — a Tech-Priest Dominus — and without that priest there is no Canticle, no Rite of Repair, and no one to weld the wall upright; the whole House depends upon him. Beyond the Dominus a maniple may take a single Cybernetica Datasmith and up to two Tech-Priest Enginseers or Manipuli.

The body of the gang is the construct wall. Kataphron Breachers and Destroyers form the bulk, and constructs — Kataphrons and Servitors together — must never number fewer than the gang's Champions. Servitors give a cheap, repairable floor; up to two frenzied Electro-Priests bring the melee the slow line lacks; and a single Kastelan Robot may anchor the centre. Champion, Electro-Priest and Kastelan slots open as the maniple's Reputation grows. There are no fast-scout slots — the static wall fields neither Pteraxii nor Serberys. Canticles and Rites of Repair cost nothing to field: they are a stance and an action, never a purchasable resource.

◉ GANG RULES

✂ BATTLE-SERVITOR PROTOCOLS

GANG RULE

Deep in every war-servitor's cortex runs a set of combat protocols that treat damage as an interruption to be worked through, not a reason to stop. A Kataphron with an arm shot away, a Servitor half-crushed, a Kastelan venting sparks — each keeps grinding forward on cold instruction long after a living body would have fallen.

When a Construct fighter suffers its first Flesh Wound in a battle, it ignores that Wound's penalty. The first time such a fighter is taken down this battle, it does not test for going Out of Action — it stays in the fight, grinding on until a priest can reach it and the Rites of Repair finish the work. The protocols carry the machine through that first collapse only; once spent, a second take-down is answered in the ordinary way. It is the mechanical face of the wall that will not stay broken.

FIGHTERS

TECH PRIEST DOMINUS

LEADER

✖ 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	4	3	3+	2	4+	4+	3+	3+

SAVE 4+

SPECIAL RULES *Canticles of the Ommissiah (declares the gang's Canticle each round)*

Rites of Repair — active machine maintenance (works the Rite on an adjacent construct instead of fighting)

Aura of the Ommissiah (projects the 6" construct shrug) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack
- heal adjacent-construct wound flesh-wound-or-recover
- grant-save invulnerable

PRIMARY

Brawn

Combat

Cunning

Ferocity

Leadership

Savagery

Signature

SECONDARY

Agility

Shooting

STARTING GEAR Heavy Plating · Refractor Field

FREE SKILL Canticle Adept

EQUIPMENT LIST

PISTOL

Macrostubber 15 credits

Radium Pistol 20 credits

CLOSE-COMBAT

Arc Maul 25 credits

Servo Arm 25 credits

Ommissian Axe 45 credits

GRENADE

Frag Grenade 30 credits

Phosphor Grenade 35 credits

Krak Grenade 45 credits

ARMOUR

Heavy Plating

included

WARGEAR

Auspex Omnisplex 30 credits

✦ *Omnissian Reliquary* 45 credits

Kitbashed from a servo-skull and cherub-reliquary bits into an ambulatory relic-shrine — the Cult's veneration of recovered archeotech (Adeptus Mechanicus lore).

Cortex Controller

in kit

Mechadendrites

in kit

Refractor Field

included

The Tech-Priest Dominus is the maniple's high liturgist and its Leader — an archmagos wrapped in heavy plate and a refractor field, walking among the constructs with an Omnisian axe in one hand and the Voice of the Omnisiah in the other. Without the Dominus the wall stands mute: no Canticle is sung, no Rite is worked, and the machines it commands grind down and stay down.

At the start of each round the Dominus declares the gang's Canticle of the Omnisiah, setting the stance the whole maniple fights under. Rather than strike, it may instead work the Rites of Repair on an adjacent construct, welding a wounded Servitor or Kataphron back upright. While it stands, the Aura of the Omnisiah projects the 6" machine-spirit shrug across every friendly construct nearby. It begins versed in Canticle Adept and carries an Omnisian axe and a macrostubber — a commander built to sustain the line, not to win the duel.

CYBERNETICA DATASMITH

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	4	2	4+	2	5+	4+	4+	3+

SAVE 4+

SPECIAL RULES Rites of Repair — active machine maintenance (*repairs the Kastelan Robot and adjacent constructs*)

Aura of the Ommissiah (*projects the 6" construct shrug*) Canticles of the Ommissiah (*fights under the gang Canticle*)

SEE SPECIAL RULES

Typed Effects

- heal adjacent-construct wound flesh-wound-or-recover
- grant-save invulnerable
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Brawn

Cunning

Ferocity

SECONDARY

Combat

Savagery

Shooting

Leadership

Signature

STARTING GEAR Heavy Plating

FREE SKILL Master Of The Machine

EQUIPMENT LIST

PISTOL

Phosphor Pistol 20 credits

Arc Pistol 25 credits

CLOSE-COMBAT

Arc Maul 25 credits

Servo Arm 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Heavy Plating

included

WARGEAR

Auspex Omnipex 30 credits

Datasmith Uplink

in kit

Servo Arm Repair Kit

in kit

The Cybernetica Datasmith is the Cult's construct-handler — a Champion who fights less with its own hands than through the war-robots it commands. Through a control-uplink it directs the Kastelan Robot across the field, switching its Protocol each round and welding it back to strength when the enemy's fire finds it.

The Datasmith works the Rites of Repair on the Kastelan and on adjacent constructs, restoring a Wound, clearing a Flesh Wound, or standing a downed machine back up in place of its own action. While it holds the field the Aura of the Ommissiah radiates the 6" machine-spirit shrug to the constructs around it, and it fights beneath whatever

Canticle the maniple has sung that round. It carries an arc maul and a phosphor pistol and begins versed in Master of the Machine — the officer around whom a robot maniple is built.

TECH PRIEST ENGINEER

CHAMPION

× 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	3	2	4+	2	5+	4+	4+	4+

SAVE 4+

SPECIAL RULES Rites of Repair — active machine maintenance (*the repair-priest — works the Rite on adjacent constructs*)

Aura of the Ommissiah (*projects the 6" construct shrug*)

Canticles of the Ommissiah (*fights under the gang Canticle*)

SEE SPECIAL RULES

Typed Effects

- heal adjacent-construct wound flesh-wound-or-recover
- grant-save invulnerable
- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Brawn

Cunning

Leadership

SECONDARY

Combat

Ferocity

Shooting

Savagery

Signature

STARTING GEAR Heavy Plating

FREE SKILL Master Of The Machine

EQUIPMENT LIST

PISTOL

Macrostubber 15 credits

SPECIAL

Transonic Blade 25 credits

CLOSE-COMBAT

Servo Arm 25 credits

Ommissian Axe 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Heavy Plating

included

WARGEAR

Refractor Field 55 credits

Galvanic Regeneration Coils

in kit

Mechadendrites

in kit

Servo Arm Repair Kit

in kit

The Tech-Priest Enginseer is the repair-priest of the maniple — the body the Cult leans on hardest, for this is the House the Rites of Repair were written for. Where others spend the battle killing, the Enginseer spends it keeping the wall on its feet, servo-arm raised over one wounded construct after another.

In place of its own attack it performs the Rites of Repair on an adjacent construct, restoring a Wound, clearing a Flesh Wound, or hauling a downed machine upright. Its presence extends the Aura of the Omnissiah — the 6" machine-spirit shrug — across the constructs nearby, and it fights under the round's Canticle. It carries a servo-arm and a macrostubber and begins versed in Master of the Machine, letting it work its Rite at range and re-roll a failed repair. The priest whose whole labour is refusing the maniple its casualties.

TECH PRIEST MANIPULUS

CHAMPION

≈ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	3	2	4+	1	5+	4+	4+	4+

SAVE 4+

SPECIAL RULES **Canticles of the Ommissiah** (*may declare the gang Canticle*)

Rites of Repair — active machine maintenance (*works the Rite on adjacent constructs*)

Aura of the Ommissiah (*projects the 6" construct shrug*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack
- heal adjacent-construct wound flesh-wound-or-recover
- grant-save invulnerable

PRIMARY

Brawn

Cunning

Leadership

Savagery

Signature

SECONDARY

Combat

Ferocity

Shooting

STARTING GEAR Heavy Plating

FREE SKILL Canticle Adept

EQUIPMENT LIST

PISTOL

Macrostubber 15 credits

CLOSE-COMBAT

Transonic Blade 25 credits

Ommissian Axe 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Heavy Plating

included

WARGEAR

Auspex Omnipex 30 credits

Cortex Controller

in kit

Galvanic Regeneration Coils

in kit

Servo Arm Repair Kit

in kit

The Tech-Priest Manipulus is the maniple's specialist adept — a Canticle-Adept who can raise the liturgy when the Dominus cannot, and the chassis on which the relic-hunting Technoarcheologist loadout is carried. It moves with the wall, transonic blade humming, as ready to sing the stance as to mend the machines.

As a Canticle Adept it may declare the gang's Canticle of the Omnissiah at the start of a round, so the liturgy continues even should the Dominus fall. In place of its own action it works the Rites of Repair on an adjacent construct, and while it stands the Aura of the Omnissiah projects the 6" machine-spirit shrug over the constructs nearby. It carries a transonic blade and a macrostubber and begins versed in Canticle Adept — the second voice that keeps the choir from ever falling silent.

CORPUSCARI ELECTRO PRIEST

GANGER

95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	4+	4	3	1	3+	2	6+	5+	5+	8+

SAVE 5+

SPECIAL RULES Canticles of the Omnissiah (fights under the gang Canticle) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack

PRIMARY

Agility

Combat

Ferocity

Savagery

Shooting

SECONDARY

Brawn

Cunning

Signature

STARTING GEAR Light Robes · Electrostatic Field

EQUIPMENT LIST	
SPECIAL	WARGEAR
Electrostatic Gauntlets35 credits	Augmetic Limb45 credits
ARMOUR	Electrostatic Field
Light Robes	included
included	

The Corpuscarii Electro-Priest is the short-range half of the crackling tide — a frenzied flesh zealot wielding electrostatic gauntlets that fire arcing bolts as readily as they strike, wreathed in a field that turns aside blows its thin robes never could. Like the Fulgurite it is living flesh, not a construct.

It fights beneath the round's Canticle of the Omnissiah, but as flesh it draws no benefit from the Rites of Repair or the Aura of the Omnissiah. Its electrostatic gauntlets lay down short-ranged Arc fire and serve as melee weapons in the same breath, and its electrostatic field grants a 5+ invulnerable save against harm from any quarter. It closes fast on M6" and burns the enemy at arm's length — the arc-throwing skirmisher that screens the grinding wall behind it.

FULGURITE ELECTRO PRIEST

GANGER

✖ 115 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	4	3	1	3+	3	6+	5+	5+	8+

SAVE 6+

SPECIAL RULES

Canticles of the Omnissiah (fights under the gang Canticle)

SEE SPECIAL RULES

FULGURITE FERVENT-FAITH WARD (the zealot's ecstatic faith flares to a 5+ invulnerable save on the turn it charges — inherent, free, gone once the turn is spent)

Fulgurite Fervour: the Fulgurite Electro-Priest fights on faith the way a lesser man fights on armour, and faith answers loudest at the charge. On the turn this fighter charges, it has a 5+ invulnerable save — a ward of pure ecstatic devotion that flares up as it hurls itself into the enemy, stolen lightning crackling off the electroleech stave and the zealot's own body burning with the ravening certainty that the Omnissiah walks with it. It is not a device and it is not plate: the priest is frenzied flesh-and-augmetic, no target of the Rites of Repair or the Aura of the Omnissiah, and this save is nothing the machine-cult granted it — it is the fighter's own faith made briefly solid. So it lives only in the fury of the closing. The turn it charges, the ward holds; the turn it merely stands, the faith has nowhere to spend itself and the save is gone. The Fulgurite is never harder to kill than in the instant it stops caring whether it dies.

Typed Effects

- re-roll Hit
- auto-test-result Nerve pass
- +1
- +1"
- extra-attack
- grant-save invulnerable

PRIMARY

Agility

Brawn

Combat

SECONDARY

Signature

Ferocity

Savagery

STARTING GEAR Light Robes

EQUIPMENT LIST	
CLOSE-COMBAT	WARGEAR
Electroleech Stave	Augmetic Leg
ARMOUR	Augmetic Limb
Light Robes	
included	

The Fulgurite Electro-Priest is a frenzied flesh-and-augmetic zealot, not a construct — a robed devotee crackling with stolen lightning, electroleech stave in both hands, charging ahead of the slow wall to close the distance it cannot. Every Wound the stave draws feeds back into its own ravaged body, so it fights harder the deeper it wades in.

It fights under whatever Canticle the maniple has sung, but as living flesh it is no target of the Rites of Repair or the Aura of the Ommissiah — the priests mend machines, not zealots. Its electroleech stave restores a lost Wound to the wielder for each Wound it inflicts, and its faith hardens to a 5+ invulnerable save when it charges. Fast, fragile and ferocious, it is the melee element the static construct line lacks — the lightning that reaches what the wall never will.

KATAPHRON BREACHER

GANGER

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	5	5	3	4+	2	7+	6+	6+	9+

SAVE 3+

SPECIAL RULES Construct & the machine-soul (*repairable machine*)

Battle-Servitor Protocols (*grinds through its first Flesh Wound and take-down*)

Aura of the Ommissiah (*benefits from the 6" construct shrug*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable

PRIMARY

Brawn

Ferocity

Shooting

SECONDARY

Combat

Cunning

Savagery

Signature

STARTING GEAR Torsion Cannon

EQUIPMENT LIST	
HEAVY	CLOSE-COMBAT
Heavy Arc Rifle70 credits	Servo Arm25 credits
✦ Mag Inverter Cannon145 credits	WARGEAR
<i>Kitbashed from a torsion-cannon housing fused with a heavy grav-cannon's grav-inverter coil — the Metalica-pattern siege-breaker (Adeptus Mechanicus lore).</i>	Magna Stabilisers50 credits
Torsion Cannon	
<i>included</i>	

The Kataphron Breacher is the leaned bulk of the construct wall — a heavy battle-servitor grinding forward at M4" on tracked haunches, torsion cannon levelled, T5 and three Wounds behind a 3+ save. It shrugs hits that would drop a lighter body and keeps coming, a slab of blessed metal the maniple forms its line around.

As a Construct it is a lawful target of the Rites of Repair and the Aura of the Ommissiah — a machine the priests mend rather than a body that bleeds out. Under Battle-Servitor Protocols it ignores the penalty of its first Flesh Wound and does not test for going Out of Action the first time it is taken down this battle, grinding on until a priest can reach it. While a Tech-Priest stands near, the Aura of the Ommissiah lends it the 6" machine-spirit shrug. It carries a torsion cannon — the wall that also breaks walls.

KATAPHRON DESTROYER

GANGER

✖ 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	5	5	3	4+	1	7+	6+	6+	9+

SAVE 3+

SPECIAL RULES Construct & the machine-soul (*repairable machine*)

Battle-Servitor Protocols (*grinds through its first Flesh Wound and take-down*)

Aura of the Ommissiah (*benefits from the 6" construct shrug*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable

PRIMARY

Brawn

Ferocity

Shooting

SECONDARY

Cunning

Savagery

Signature

STARTING GEAR Plasma Culverin

EQUIPMENT LIST

HEAVY

Heavy Grav Cannon 120 credits

Plasma Culverin

included

WARGEAR

Magna Stabilisers 50 credits

The Kataphron Destroyer is the wall's ranged punch — the same T5 W3 battle-servitor frame as the Breacher, built instead around the plasma culverin and the heavy grav-cannon. The construct shrugs the backlash of overcharged plasma where flesh would burn, so it fires the heaviest guns the maniple owns without flinching.

As a Construct it is a target of the Rites of Repair and the Aura of the Ommissiah, mended by the priests rather than lost. Under Battle-Servitor Protocols it ignores the penalty of its first Flesh Wound and does not test for going Out of Action the first time it is taken down this battle. While a Tèch-Priest stands within reach, the Aura of the Ommissiah grants it the 6" machine-spirit shrug. It carries a plasma culverin — a heavy gunner that advances at walking pace and levels whatever the wall cannot reach in melee.

SERVITOR

JUVE

✖ 45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	5+	4	4	1	6+	1	8+	7+	6+	10+

SAVE 5+

SPECIAL RULES Construct & the machine-soul (repairable machine)

Battle-Servitor Protocols (grinds through its first Flesh Wound and take-down)

Aura of the Omnissiah (benefits from the 6" construct shrug) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable

PRIMARY

Brawn

SECONDARY

Combat

Ferocity

Shooting

STARTING GEAR Arc Rifle

EQUIPMENT LIST

BASIC

Phosphor Blaster 30 credits

Arc Rifle

included

CLOSE-COMBAT

Servo Arm 25 credits

ARMOUR

Light Robes 10 credits

The Servitor is the cheap repairable floor of the maniple — a mindless construct lobotomised to a single task, standing where it is placed and firing until it is destroyed. It is the gun-servitor the Cult mounts a heavy weapon upon, and the first body a priest welds back upright when the line takes damage.

As a Construct it is a target of the Rites of Repair and the Aura of the Omnissiah, mended and re-consecrated rather than mourned. Under Battle-Servitor Protocols it ignores the penalty of its first Flesh Wound and does not test for going Out of Action the first time it is taken down this battle, holding its post until a priest reaches it. While a Tech-Priest stands near, the Aura of the Omnissiah grants it the 6" machine-spirit shrug. It carries an arc rifle — expendable, replaceable, and never quite gone for good.

VEHICLES

KASTELAN ROBOT

VEHICLE

✖ 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	7+	6+	5+	9+

LOCOMOTION Walker

HARDPOINTS

- ♦ Heavy Phosphor Blaster — Front arc (Crew)
- ♦ Kastelan Power Fists — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Kastelan Robot is the maniple's autonomous war-engine — no longer a fighter on the gang grid but a \$5c construct-walker resolved through the Ash-Wastes vehicle rules. A towering Legio Cybernetica hull grinds forward on the same inexorable line as the wall it anchors, thick to the front (Toughness 8 to the face, 7 flank, 6 rear) and stubborn to steer, its blessed 3+ plate armouring six Hull Points against the fire that would fell a lesser frame. It stamps at Movement 6", faster than the Onager it fights beside, a Walker that closes rather than merely holds. Its heavy phosphor blaster rakes the long lane from a fixed Front hardpoint while its Kastelan power-fists tear apart anything that reaches it — a rare dual-threat that must face its prey to bring either to bear. Mindless without its Cybernetica Datasmith, it fights by remote rite, its handling, its wounds, and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules as it advances. Fielded one at a time, it is the prohibitive centrepiece the whole line forms around; its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

ONAGER DUNECRAWLER

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	7	6+	4+	4+	7+	6+	5+	9+

LOCOMOTION Walker

HARDPOINTS

- ♦ Neutron Laser — Front arc (Crew)
- ♦ Cognis Heavy Stubber — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Onager Dunecrawler is the Cult's six-legged siege-walker — a slow, heavily-armoured hull that grinds forward on the same inexorable line as the construct wall it escorts. Thick to the front and stubborn to steer, it moves at a crawling Movement 6" and shrugs damage the way the Kataphrons do, a rolling redoubt of blessed metal rather than a spearhead. Its neutron laser anchors the maniple's long lane, folding armour and cracking the heavy targets the wall's own guns cannot reach, while the cognis heavy stubber rakes anything that closes on its legs. Fielded one at a time, it is a centrepiece the line forms around, resolving its handling and its wounds through the Ash-Wastes vehicle rules as it advances — never fast, always coming.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Wrath Of Mars. Choose a friendly Kastelan Robot. Until the end of this round, each of its ranged Hit rolls of a natural 6 inflicts an additional automatic Hit as its arrays overload with the wrath of the Red Planet.	YOUR TURN
12	Aegis Protocol. Choose a friendly CONSTRUCT. Until the start of your next turn it adopts the Aegis Protocol for free: it gains +1 to its save and may make a single overwatch reaction shot at the next enemy to move within its line of sight.	YOUR TURN
13	Conqueror Protocol. Choose a friendly CONSTRUCT. Until the start of your next turn it adopts the Conqueror Protocol for free: it gains +1 Attack and may advance and fire, moving its full Move and still shooting in the same activation.	YOUR TURN
14	The Wall Advances. This round, any friendly CONSTRUCT that does not move counts as being in partial cover until its next activation — the shrouded wall grinding forward behind its own bulk.	START OF ROUND

15	Rites Of Reconstruction. Play when a friendly CONSTRUCT is taken down. A friendly Tech-Priest within 6" may immediately make a free Rites of Repair action on it, standing it back up with 1 Wound — the priest breaking off mid-motion to catch the falling machine.	REACTION
16	Iron Soul. Declare the Incantation of the Iron Soul. Until the start of your next turn, friendly fighters automatically pass Nerve tests — the wall does not waver and the line does not break.	YOUR TURN
21	Galvanic Overcharge. Choose a friendly fighter with an arc, taser or electroleech weapon. Until the end of the round, that weapon strikes with +1 Damage against constructs, walkers and vehicles as you channel a surge of galvanic power through it.	YOUR TURN
22	Machine Litany. A friendly Tech-Priest chants the machine-litany. Choose one friendly CONSTRUCT within 6"; until the start of your next turn it may re-roll failed Willpower and Cool tests, soothed by the priest's blessing.	YOUR TURN
23	Electroleech Surge. Choose a friendly Fulgurite Electro-Priest. Until the end of this round, each Wound its electroleech stave inflicts restores 2 lost Wounds to it rather than 1, the stolen lightning surging back through its flesh.	YOUR TURN
24	Datasmith Command. A friendly Cybernetica Datasmith issues a fresh command-string. One friendly Kastelan Robot it controls may immediately switch its Protocol and then make a free move, responding at once to the Datasmith's will.	YOUR TURN
25	Sacred Oil. Play when a friendly CONSTRUCT would suffer a Flesh Wound. Anointed in sacred oil, it ignores that Flesh Wound — the blessed machine simply refusing the injury this once.	REACTION
26	Relentless Advance. Until the start of your next turn, friendly CONSTRUCTS may not be forced to fall back and cannot be Pinned by enemy shooting — the wall grinds on regardless, deaf to fear.	YOUR TURN
31	Torsion Lock. Choose a friendly fighter armed with a torsion cannon. Until the end of the round, its shots gain +1 to wound against targets with a save of 4+ or better, the graviton-torsion locking onto heavy plate.	YOUR TURN
32	Overwhelming Plating. Play when a friendly CONSTRUCT is hit by a ranged attack. It gains +1 to its save against that attack as its heavy plating turns the shot — the sheer mass of the machine shrugging the blow.	REACTION
33	Canticle Of Fury. Declare the Invocation of Machine Might. Until the start of your next turn, friendly fighters add +1 to their melee Damage rolls, the maniple striking with the fury of the Machine God.	YOUR TURN
34	Static Firebase. Choose up to two friendly CONSTRUCTS that did not move this round. Each may immediately make a free ranged attack with a heavy weapon, the braced firebase loosing a disciplined volley.	YOUR TURN
35	Reclaimed Tithe. Play at the end of the battle. If any friendly CONSTRUCT ended the battle Out of Action, roll a D6. On a 4+ its wreck is reclaimed at no repair cost — the maniple recovering what the enemy thought destroyed.	END OF BATTLE
36	Unbreaking Line. Choose a friendly CONSTRUCT. Until the start of your next turn, the first time it would be taken Out of Action it is instead left Seriously Injured, the line refusing to break at that point.	YOUR TURN
41	Electro Conduction. Choose a friendly Electro-Priest. Until the end of the round, whenever it makes a melee or arc attack it also inflicts 1 automatic Hit on a second enemy fighter within 1" of the target, the current leaping between bodies.	YOUR TURN

42	Machine Spirit Rouses. Play when a friendly CONSTRUCT activates. Its machine-spirit rouses to wrath: until the end of its activation it gains +1 Attack and adds 1" to its Move.	REACTION
43	Forge Tempered. Play before the battle. Choose one friendly CONSTRUCT; for this battle, improve its machine-spirit shrug by 1, or grant it a 6+ shrug if it has none, its plating tempered anew in the deep forge.	PRE-BATTLE
44	Dominus Directs. At the start of the round, the Tech-Priest Dominus directs the line. Choose one friendly fighter within 12" of the Dominus; this round it may re-roll a single failed Hit roll, guided by the Dominus's command.	START OF ROUND
45	Repair Priority. A friendly Tech-Priest works with singular focus. This turn, when it performs its Rites of Repair, it may mend two adjacent CONSTRUCTS instead of one, splitting its attention across the wall.	YOUR TURN
46	Servo Shield. Play when a friendly Tech-Priest within 2" of a friendly CONSTRUCT is targeted by a ranged attack. The construct interposes its bulk: the priest counts as being in full cover against that attack, shielded by the machine it tends.	REACTION
51	Grinding Halt. Play when an enemy fighter moves within 3" of a friendly Kataphron. The heavy battle-servitor braces and swings: make an immediate free melee attack against that fighter as it comes into reach, grinding its advance to a halt.	REACTION
52	Plasma Ascendant. Choose a friendly fighter armed with a plasma culverin. Until the end of the round it may fire on its overcharged profile without any risk of backlash — the construct's machine-soul ascendant over the reactor's fury.	YOUR TURN
53	Canticle Shift. At the start of the round, as the Canticle is declared, the Omnissiah's favour shifts. This round you may declare a second Canticle of the Omnissiah in addition to the first; both are active gang-wide until the round ends.	START OF ROUND
54	Augmetic Resolve. Choose a friendly fighter. Until the start of your next turn it may re-roll a failed roll to avoid going Out of Action and a failed roll on the Lasting Injury table — the much-rebuilt body refusing the scrapheap.	YOUR TURN
55	Reclaimed In Fire. Play at the end of the battle. If a friendly Kastelan Robot or Kataphron ended the battle Out of Action, roll a D6. On a 3+ it is reclaimed and rebuilt at no repair cost before your next battle, dragged from the fire and made whole again.	END OF BATTLE
56	Grief Of The Machine. Play when a friendly CONSTRUCT is taken Out of Action. Every friendly fighter within 6" of it gains +1 to Hit in melee until the end of the next round, roused to grief-fury by the fall of a sacred machine.	REACTION
61	Heavy Bracing. Choose a friendly fighter with a heavy weapon. Until the end of the round it ignores the penalties of the Unwieldy trait, braced and immovable as it fires the manipule's heaviest guns.	YOUR TURN
62	Phosphor Mark. Choose an enemy fighter hit by a friendly phosphor weapon this round. Until the start of your next turn, that fighter may not benefit from cover or hidden status, lit up by clinging phosphor for the whole manipule to see.	YOUR TURN
63	Kastelan Fury. Choose a friendly Kastelan Robot in the Conqueror Protocol. This turn it may make a free additional melee attack action, its power-fists rising and falling with the fury of the Machine God.	YOUR TURN

64	Arc Riposte. Play when a friendly fighter with an arc or electroleech weapon is struck in melee and survives. It makes an immediate free melee attack back against the attacker, answering the blow with a crackling riposte.	REACTION
65	Forge Guard. Play when an enemy fighter charges a friendly Tech-Priest. A friendly CONSTRUCT within 3" of the priest may immediately move into base contact with the charging enemy, interposing itself as the forge-guard of its master.	REACTION
66	The Omnissiahs Will. The Omnissiah's will moves through the maniple. Until the start of your next turn, each friendly fighter may re-roll a single failed Hit, Wound or save roll — the Machine God guiding steel and shot alike.	YOUR TURN

ALLIANCES

THE FLESH TITHE FEUD

ALLIANCE

WHO	scavenger and scrap-taking gangs — any faction whose economy is built on stripping the fallen (the Cult refuses the map-level truce with these)
TERMS	no map-level non-aggression is possible with a scrap-scavenger gang; when the Cult and such a gang would occupy adjacent territory, one must be contested — the Cult will always press the claim rather than share the border

The Cult Mechanicus abides no bargain with those who strip the fallen for scrap. Against any gang whose economy is built on scavenging the dead — the corpse-robbers and metal-takers who would prise a sacred machine apart for parts — no map-level non-aggression is possible. Where the Cult and such a gang would hold adjacent territory on the campaign map, one border between them must always be contested; the maniple presses the claim rather than share ground with those who desecrate the wreck of a fallen construct. To the Cult a broken machine is a soul to be reconsecrated, never salvage to be sold.

WHO	a Skitarii maniple of the same forge world (any Skitarii House — generic, chosen when the muster is called, NOT a fixed named gang)
FACTION	adeptus-mechanicus
MY ROLE	the anvil — the Cult supplies the construct wall and the Rites of Repair the Skitarii gunline manoeuvres behind
PHASE GATE	opens on a contested world once both Mechanicus gangs hold ground there (local phase before Endgame)
TERMS	campaign-only combined muster: neither gang joins the other's battle roster permanently; on a shared objective they field a single combined maniple, capped, for that game only

The two armies of one Omnissiah stand together. When a Cult Mechanicus maniple and a Skitarii maniple of the same forge world both hold ground on a contested world, they may muster as a single combined force for a battle fought over a shared objective. In that pact the Cult is the anvil: it supplies the construct wall and the Rites of Repair the Skitarii's mobile gunline manoeuvres behind. This is a campaign muster only — neither gang joins the other's battle roster permanently, and no Skitarii fighter enters a normal Cult gang list. The alliance opens only once both Mechanicus gangs hold ground on the same world, in the local phase before the Endgame, and the combined maniple is capped and fielded for that single game alone.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Cold Forge. The forge-fires have guttered low and the Fabricator-Priests of the Forge Temple can spare nothing this cycle — worse, they call in what little you have. You gain no favour for this battle. If a friendly construct went Out of Action in your last game, the Forge Temple claims first call on its repair: that construct may not be fielded in this battle, recalled to the deep forge for works of the Temple's own.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
3	Spare Parts. The Forge Temple sends a crate of salvaged components. Once during this battle, when a friendly Tech-Priest performs its Rites of Repair, that Rite restores 1 additional Wound as the priest fits fresh parts to the wounded machine.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
4	Sacred Unguents. The Fabricator-Priests of the Forge Temple anoint your machines with blessed oils before the battle. Choose one friendly CONSTRUCT; until the end of the battle it gains a 6+ invulnerable save, or improves an existing machine-spirit shrug by 1, the sacred unguents turning aside a blow the Omnissiah wills it to survive.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)

5	Requisition Oil. A tithe of sacred lubricant from the Forge Temple loosens the maniple's joints. At the start of the battle, choose one friendly CONSTRUCT; for the first round only it adds 2" to its Move as the blessed oil frees its long-stiff actuators.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
6	Blessed Ammunition. The Forge Temple blesses a caseload of your ammunition. Choose one friendly fighter's ranged weapon; once during the battle, when it makes a ranged attack with that weapon, you may re-roll one failed Hit or one failed Wound roll, the shot guided by the Omnissiah's hand.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
7	The Enginseers Hand. The Forge Temple lends a junior enginseer to your cause for the battle. Once per round, a friendly Tech-Priest that performs its Rites of Repair may do so as a Simple action rather than surrendering its whole activation, the extra pair of blessed hands hastening the work.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
8	Forge Tithe. The Forge Temple grants readily, but the Machine God's favour is a loan repaid. You gain D3×10 credits toward the maniple's upkeep this cycle. In return, at the start of your next battle you must dedicate one Tech-Priest's first activation to the Rites of Repair before it may act otherwise — the tithe of service owed for the forge's gift.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
9	Kastelan Loan. The Forge Temple loans a war-robot to the muster. For this battle only, you may field one additional Kastelan Robot at no credit cost, provided a friendly Cybernetica Datasmith is on the battlefield to command it. At the battle's end the relic robot returns to the deep forge.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
10	Rites Of The Deep Forge. The masters of the deep forge work their highest Rites over your maniple. For this battle, each friendly Tech-Priest may perform one Rites of Repair action each round without surrendering its own activation — the maniple mending at a pace the enemy cannot out-damage.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
11	Archmagos Favour. An Archmagos of the Forge Temple takes an interest in your maniple. For this battle, choose one Canticle of the Omnissiah at muster; it is always available to be declared in addition to your normal choice, and while it is active your constructs' machine-spirit shrug improves to 5+.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)
12	The Omnissiah Manifest. The Omnissiah's favour descends upon the maniple entire. For this battle, every friendly CONSTRUCT counts as under the Aura of the Omnissiah whether or not a Tech-Priest stands near, and the first friendly construct taken Out of Action each round is instead left Seriously Injured — the Machine God itself refusing to let the faithful fall.	THE FORGE TEMPLE (THE FABRICATOR-PRIESTS OF THE MANIPLE'S HOME FORGE)

☠ SUB-PLOTS

✂ THE FORGE ENDURES

SUB-PLOT

Reward: That construct permanently gains +1 Toughness. This sub-plot can grant this bonus only once per fighter, across the whole campaign.

The Cult does not bury its dead — it rebuilds them, again and again, until the machine becomes something greater than the sum of its repaired parts.

When a single CONSTRUCT fighter has been fielded in five consecutive campaign battles without ever being permanently lost — repaired and returned each time it fell — the Omnissiah has plainly marked it for endurance. That construct permanently gains +1 Toughness. A given fighter can be granted this bonus only once across the whole campaign.

✂ THE RELIC RECOVERED

SUB-PLOT

Reward: Recover one signature Cult wargear piece (galvanic regeneration-coils OR a Kastelan protocol-core) for free, once. This sub-plot can be claimed only once per campaign.

Beneath the Cult's sacred machine-sites lie the relics of older, greater work — and a maniple that holds the ground long enough may reclaim them.

Should the gang win a battle in which it controlled a forge-shrine, reductor or reliquary objective at the end — a battle fought over the Cult's own sacred machine-sites — its priests recover a lost treasure of the forge. Claim one signature Cult wargear piece for free: either a set of galvanic regeneration-coils or a Kastelan protocol-core. This can be done only once per campaign.

☠ LEGENDARY NAMES

✂ PRAETOR UNIT THETA

KASTELAN ROBOT

XP cost (random): 6

XP cost (chosen): 12

Praetor-Unit Theta is a relic Kastelan Robot that has fought since before living memory, its cortex heavy with battle-cant no living Datasmith fully understands. While a friendly Cybernetica Datasmith stands on the battlefield to steady its ancient machine-soul, Theta cannot be taken Out of Action — any such result is treated as Seriously Injured instead, the old robot simply refusing to fall. But it knows only the voice it was bound to: while no friendly Datasmith is on the field, it fights badly and alone, suffering -1 to all of its rolls.

✧ THE PRIME CONDUIT

ARCHMAGOS DOMINUS

XP cost (random): 8

XP cost (chosen): 14

The Prime Conduit is an archmagos Dominus who has become a living relay for the Omnissiah's voice, the whole choir of the maniple channelled through one frame. At the start of each round it chooses two Canticles of the Omnissiah to be active gang-wide rather than one, and it may work a Rites of Repair action each round without surrendering its own activation. Such a conduit is costly to sustain, demanding double the usual upkeep; and should it be taken Out of Action the choir falls silent — the gang loses all Canticle benefits until the start of the following round.

✧ THE UNFALLEN

TECH-PRIEST ENGINEER

XP cost (random): 6

XP cost (chosen): 12

The Unfallen is a Tech-Priest Engineer who has held one wall upright across a career of sieges and never once let it break. Its Rites of Repair heal one additional Wound, and it may work them on any friendly CONSTRUCT within 3" rather than only an adjacent one, its reach honed by long practice. But it will not abandon the line it has spent its life holding; it may never make a Move of more than half its Move characteristic in a single activation, rooted to the wall by habit and by faith.

☠ TERRAIN

✧ THE MAGOS RELIQUARY

TERRAIN

The Magos' Reliquary is a fortified machine-shrine of armoured bulkheads and sealed relic-vaults — dense enough to break line of sight, strong enough to stand a siege.

A fighter inside the Magos' Reliquary, in base contact with its interior, counts as being in full cover against all ranged attacks. A friendly Tech-Priest inside the Reliquary may work its Rites of Repair on any friendly CONSTRUCT within 6" rather than only an adjacent one, the liturgy amplified through the shrine's resonant vaults.

The Sacred Reductor is a squat repair-shrine of blessed machinery, coolant vents and hanging servo-arms — the station where the maniple's priests weld the wounded upright between fights.

A CONSTRUCT fighter that ends its activation within 3" of the Sacred Reductor immediately recovers one lost Wound, up to its Wounds characteristic. A friendly Tech-Priest within 3" of the Reductor works its Rites of Repair at +3" range, mending a CONSTRUCT up to 4" away rather than only an adjacent one. A single fighter may benefit from the Reductor's healing only once per round.

SCENARIOS

✂ HOLD THE FORGE LINE

SCENARIO

ATTACKER	the challenger (whoever is pushing the Cult off the world's forge-districts)
DEFENDER	the Cult Mechanicus maniple, dug in around the forge-line
DEPLOY	defender sets up first, anchored on and around a central objective (a reductor, generatorium or shrine) with constructs forward; attacker deploys along one board edge and must cross open ground to reach it
OBJECTIVE	the attacker must seize and hold the central forge-objective; the defender must keep it
VICTORY	defender wins by controlling the objective at the end of round 6 (or when the attacker bottles out); attacker wins by controlling it at the end of any round, OR by taking every defending CONSTRUCT Out of Action
REWARDS	defender win advances the Cult's Control-Track hold on the world and grants a free construct repair in the post-battle sequence; attacker win pushes the marker the other way and denies the Cult its next income from that district
CONTROL TRACK	a defender win holds the marker where it stands (the line does not move — which for the Cult is a win); an attacker win advances the challenger one step toward taking the forge-district

A challenger has come for the Cult's forge-districts, and the maniple does what it does best: it digs in, plants the wall, and refuses to move.

ATTACKER & DEFENDER The Cult Mechanicus maniple is the defender, dug in around the forge-line. The challenger pushing the Cult off the world's forge-districts is the attacker.

BATTLEFIELD A dense industrial sprawl built around a single central objective — a reductor, generatorium or shrine. Terrain is heavy, blocking sightlines across the open ground the attacker must cross.

DEPLOYMENT The defender sets up first, anchored on and around the central objective with its constructs forward. The attacker then deploys along one board edge and must cross the open ground to reach the line.

OBJECTIVE The attacker must seize and hold the central forge-objective. The defender must keep it.

ENDING THE BATTLE The battle ends at the close of round six, or when either side bottles out.

VICTORY The defender wins by controlling the objective at the end of round six, or if the attacker bottles out. The attacker wins by controlling the objective at the end of any round, or by taking every defending CONSTRUCT Out of Action.

REWARDS A defender win advances the Cult's hold on the world and grants one free construct repair in the post-battle sequence. An attacker win pushes the world's control the other way and denies the Cult its next income from that district.

CONTROL TRACK A defender win holds the marker where it stands — for the Cult, to hold is to win. An attacker win advances the challenger one step toward taking the forge-district.