MECHANICUM
HOR

THE HORUS HERESY: MECHANICUM THAGMATA ARMY LIST

This team list uses the special rules and wargear found in the FW Redbook, Mechanicum Thagmata. All rules not listed here will be drawn from there, mainly weapons profiles. If a rule differs from the Codex, it will be clearly stated.

FACTION KEYWORDS

All models in this list have the **Imperium and Mechanicum** keywords.

BATTLE AUTOMATA

Battle Automata present in this list differs significantly from those found in the Mechanicum Thagmata list and are intended to be so.

CYBERNETIC RESILIENCE

In the 41st Millennium, the quality of cybernetics as degraded. This has resulted in many troops that utilize cybernetics to be notably less resilient than they were during the Horus Heresy. In game terms, to better fit the design philosophy of Heralds of Ruin, several units have had their wounds reduced.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:
• 1 Team Leader model
• 1-20 Core models
• 0-3 Special models

TEAM LEADERS

MAGOS DOMINUS (35)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	6"	3+	3+	4	4	4	3	9	3+/4++

EQUIPMENT	- Laspistol
RULES	- Inspiring Presence, Cybertheurgy
OPTIONS	- Can take one item from the Melee or Power Weapons list - Can take two items from the Pistols or Ranged Weapons list - Can take any number of items from the Wargear List - Can take Melta bombs
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

MAGOS AUXILIA (30)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	6"	4+	4+	3	4	3	3	8	4+/5++

EQUIPMENT	- Laspistol
RULES	- Inspiring Presence, Cybertheurgy
OPTIONS	- Can take one item from the Melee or Power Weapons list - Can take two items from the Pistols or Ranged Weapons list - Can take any number of items from the Wargear List - Can take Melta bombs
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

SECUTARII AXIARCH (30)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	6"	4+	3+	4	4	3	3	8	3+/5++

EQUIPMENT	- Power Maul - Radium Pistol
RULES	- Inspiring Presence
OPTIONS	- Can take items from the Wargear list
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

TECH THRALL (8)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	4"	4+	4+	4	3	1	1	7	5+

EQUIPMENT	- Laslock

RULES	- You may choose to upgrade thos model with one of the following rules, if you do so all similar models must have the same upgrade rule:
	
	The Rite of Pure Thought:
	    5 pts - Automatically passes Leadership checks, but cannot fire Overwatch
	Revenant Alchemistry:
	    5 pts - Gains re-rolls for all to hit rolls (For CC, only first round), FnP 5+

OPTIONS	- May replace Laslock with a Mitralock for free - May take Heavy Chainblades - May take Frag Grenades
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

THALLAX (40)
(You may only have two Thallax in your Kill Team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	12"	4+	3+	5	5	2	2	7	4+

EQUIPMENT	- Lightning Gun - CCW - Frag Grenades
RULES	- Djinn-sight: reduces any enemy cover save by 2 when it is targeted, also enemy models may not be set-up within 24" of this model to start the game
OPTIONS	-
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor, Jump, Fly**

SCYLLAX GUARDIAN AUTOMATA

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	6"	4+	3+	4	5	1	2	7	4+/6++

EQUIPMENT	- Mechandrite Combat Array - Scyllax Bolter - Rad Furnace
RULES	- Rad Furnace, all models in combat with this model reduce their T by 1. Scyllax are immune to this effect If the Scyllax starts the turn within 12" of a model with Cybertheurgy they may act normally. If not within range roll a D6, on a 5 or 6 the Scyllax does nothing this turn
OPTIONS	- May replace Bolter for an Enhanced Array, gains +1A 000 pts
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

MYRMIDON SECUTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	6"	3+	2+	4	5	2	2	8	3+/5++

EQUIPMENT	- Power Axe - Frag and Krak Grenades - Infravisor
RULES	- May fire two ranged weapons as long as they fire at the same target - May not make advance moves
OPTIONS	- Must take two weapons from the Myrmidon Weapons list
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

SECUTARII HOPLITE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	6"	4+	3+	3	3	2	2	8	4+/5++

EQUIPMENT	- Arc Lance - Kyropatris Field Generator
RULES	-
OPTIONS	-
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

SPECIAL

SECUTARII PELTAST (20)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	6"	4+	3+	3	3	2	2	8	4+/5++

EQUIPMENT	- Galvanic Caster - Kyropataris Field Generator
RULES	-
OPTIONS	-
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

URSARAX (40)
(You may only have two Ursarax in your Kill Team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	12"	3+	4+	5	5	2	2	8	4+

EQUIPMENT	- Two Lightning Claws - Frag Grenades
RULES	-
OPTIONS	- May Exchange Lightning Claw for a Power Fist
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor, Jump, Fly**

VORAX BATTLE AUTOMATA (65)
(You may only have one Vorax in your Kill Team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	6"	4+	4+	6	6	3	2	7	5+

EQUIPMENT	- Lightning Gun - Two Power Blades - Rotor Cannon
RULES	- If the Vorax starts the turn within 12" of a model with Cybertheurgy they may act normally. If not within range roll a D6, on a 4, 5, or 6 the Vorax does nothing this turn
OPTIONS	- May take Frag Grenades
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

MYRMIDON DESTRUCTOR

(You may only have two Myrmidon Destructors in your Kill Team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
010101	4"	3+	2+	4	5	2	2	8	4+/5++

EQUIPMENT	- Power Fist - Frag and Krak Grenades - Infravisor
RULES	- May re-roll ones for all To Hit rolls - Does not suffer penalties for moving and shooting a Heavy Weapon - May not make advance moves
OPTIONS	- Must Choose one item from the Myrmidon Destructor Weapons lIst
KEYWORDS	**Imperium, Mechanicum, Loyalist, or Traitor**

ARMOURY

MELEE WEAPONS
Chainfist*
Photon Gauntlet*
Power Fist
Power Weapons
Heavy Chainblades

PISTOLS
Archaeotech pistol
Hand flamer
Plasma pistol
Volkite serpenta

POWER WEAPONS
Power axe
Power lance
Power maul
Power sword

RANGED WEAPONS
Volkite Charger
Conversion Beamer
Graviton Imploder
Meltagun
Rotor Cannon

MYRMIDON DESTRUCTOR WEAPONS
Conversin Beamer
Graviton Imploder
Irradiation Engine
Photon Thruster Cannon
Volkite Culverin

MYRMIDON WEAPONS
Graviton Gun
Irad-Cleanser
Maxima Bolter

Phased Plasma Fusil
Volkite Charger

WARGEAR
Boarding shield
Combat shield
Refractor field
Jet Pack*
Machinator Array*
Servo Arm*
Cyber Occularis
Cyber Familiar
Djinn-skein*
Melta Bombs
Rad Grenades*
Rad Furnace*
Infravisor*

*Magos only items

Weapons Chart

WEAPON	POINTS	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	6	12"	Pistol 1	6	-2	2	-
Blade struts	0	Melee	Melee	User	-2	2	-
Breaching charge	7	6"	Grenade D6	8	-3	D3	This weapon can only be used once per game.
Chainfist	14	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Charnabal sabre	2	Melee	Melee	User	-2	1	Every time you make a Hit roll of 6+ with this weapon, that attack is resolved with an AP of -4 instead of -2.
Combi-bolter	2	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	11	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Flamer	-	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grenade launcher	9	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Grenade launcher	-	When attacking with this weapon, choose one of the profiles below.						
- Frag grenade	-	24"	Assault D6	3	0	1	-
- Krak grenade	-	24"	Assault 1	6	-1	D3	-
Combi-melta	19	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Meltagun	-	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	15	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	13	When attacking with this weapon, choose one of the profiles below.						
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Combi-volkite	8	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Volkite charger	-	15"	Assault 2	5	0	2	-
Flamer	9	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Force axe	10	Melee	Melee	+1	-2	D3	-
Force lance	9	Melee	Melee	+2	-1	D3	-
Force stave	8	Melee	Melee	+2	-1	D3	-
Force sword	8	Melee	Melee	User	-3	D3	-
Frag grenade	0	6"	Grenade D6	3	0	1	-
Graviton gun	15	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.

Weapon	Pts	Range	Type	S	AP	D	Abilities
Grenade harness	8	12"	Assault D6	4	-1	1	-
Hand flamer	8	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	10	36"	Heavy 3	5	-1	1	-
Heavy chainsword	2	Melee	Melee	+2	0	1	-
Heavy flamer	17	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	9	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Light c-beam cannon	22	42"	Heavy D3	6	0	1	Attacks from a light c-beam cannon that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Lightning claw	8/12	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Lightning gun	12	18"	Heavy 1	7	0	1	You can re-roll failed wound rolls with this weapon. On a wound roll of 6+; change that hit's AP to -3 and Damage to 2.
Master-crafted boltgun	3	24"	Rapid Fire 1	4	-1	2	-
Melta bomb	5	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Meltagun	17	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	25/20						When attacking with this weapon, choose one of the profiles below.
- Frag missile	-	48"	Heavy D6	4	0	1	-
- Krak missile	-	48"	Heavy 1	8	-2	D6	-
- Rad missile	*20	48"	Heavy D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any **Infantry** or **Biker** units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Multi-laser	15	36"	Heavy 3	6	0	1	-
Multi-melta	27	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Needle pistol	2	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a **Vehicle**
Paragon blade	21	Melee	Melee	+2	-3	D3	-
Phosphex bomb	8	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against **Infantry** and **Biker** units. This weapon can only be used once per battle.
Phosphex discharger	20	18"	Heavy 2D3+2	5	-3	1	You can re-roll failed wound rolls against **Infantry** and **Biker** units. This weapon can only be used once per battle.
Plasma blaster	17						When attacking with this weapon, choose one of the profiles below.
- Standard	-	18"	Assault 2	7	-3	1	-
- Supercharge	-	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Plasma gun	13						When attacking with this weapon, choose one of the profiles below.
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	7						When attacking with this weapon, choose one of the profiles below.
- Standard	-	12"	Pistol 1	7	-3	1	-
- Supercharge	-	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	5	Melee	Melee	+1	-2	1	-
Power fist	12	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	4	Melee	Melee	+2	-1	1	-
Power maul	4	Melee	Melee	+2	-1	1	-
Power sword	4	Melee	Melee	User	-3	1	-
Quad gun	30	48"	Heavy 8	7	-4	2	This weapon gets +1 to hit against units with the Fly keyword. However it gets -1 to hit all other units.
Quad heavy bolter	36	36"	Heavy 12	5	-1	1	-
Quad lascannon	80	48"	Heavy 4	9	-3	D6	-
Quad launcher	40						When attacking with this weapon, choose one of the profiles below.

- Frag shells	+5	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	+5	24"	Heavy 4	8	-2	3	-
- Incendiary shells	+5	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Splinter shells	+5	36"	Heavy 4D3	2	0	1	This weapon can target units that are not visible to the bearer. On a wound roll of 6+; change this weapon's AP to -3.
- Phosphex canister shot	+40	36"	Heavy 2D6+2	5	-3	1	You can re-roll failed wound rolls against **Infantry** and **Biker** units. This weapon can target units that are not visible to the bearer.
Rad grenade	2	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any **Infantry** or **Biker** units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Rotor cannon	6	30"	Rapid Fire 3	3	0	1	-
Rotor cannon (bio-corrosive rounds)	11	16"	Rapid Fire 3	1	0	1	This weapon always wounds on a 4+, unless the target model is a Vehicle
Shock chargers	20	Melee	Melee	User	-3	1	-
Shroud bombs	0	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** units that have suffered any hits from shroud bombs until the end of the turn.
Sniper rifle	4	36"	Heavy 1	4	0	1	This weapon can target a **Character** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Space marine shotgun	0	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Special issue boltgun	3	When attacking with this weapon, choose one of the profiles below.					
- Standard Rounds	-	24"	Rapid Fire 1	4	0	1	-
- Kraken bolt shells	-	30"	Rapid Fire 1	4	-1	1	-
- Tempest bolt shells	-	18"	Rapid Fire D3	3	0	1	-
- Scorpius bolt shells	-	24"	Heavy 1	5	-3	2	You can re-roll failed wounds with this weapon
Volkite caliver	12	30"	Heavy 2	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage
Volkite charger	6	15"	Assault 2	5	0	2	-
Volkite culverin	24	45"	Heavy 4	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage
Volkite serpenta	4	10"	Pistol 1	5	0	2	-