

ADEPTUS MECHANICUS

HoR

Codex: Adeptus Mechanicus

This Team List uses the special rules and war gear lists found in Codex: Adeptus Mechanicus. If a rule differs from the Codex, it will be stated clearly.

The point costs of units DO NOT include the cost of listed equipment. You need to add the costs of the war gear you can find in the points values section of the Codex.

Faction Keywords

All units in this opus have the IMPERIUM, ADEPTUS MECHANICUS, and <FORGE WORLD> keywords.

Model Availability

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models

Forge World Dogma

For the purposes of Forge World Dogmas, treat your kill team as battle-forged and from the same forge world.

Canticles of the Omnissiah (CoTO)

For the purposes of HoR do not use the rules for Canticles from the Codex. Instead, refer to the 'Canticles of the Omnissiah' rule on the following page of this opus on how to implement it in gameplay.

Master of Machines (MoM)

For the purposes of HoR do not use the rules for Master of Machines from the Codex. Instead, use the following: *"At the end of your movement phase this model can repair a single friendly <FORGE WORLD> model within 3" by D3 wounds. A model can never target itself with this ability, but may be targeted by other models with this rule".*

Titan Guard

This rule is to be amended as thus:

"Models with this ability lose the <FORGE WORLD> faction keyword and cannot gain the benefit of things such as Forge World Dogmas unless stated otherwise"

Omnispex & Data-Tether

These items function exactly as stated in the codex except that the effect is shared with all SKITARII and SECUTARII models within 6" of the equipment bearing model.

Esoteric Arsenal

At any time, no model on your kill team may carry a given weapon more than twice, this also accounts for weapons equipped to mechadendrites.

Alternate Forge World Dogmas

Along with those found in Codex: Adeptus Mechanicus, you may select a forge world dogma from below for your kill team:

Antax

"The manufactoria of Antax endlessly churn out munitions and war machines, leaving none wanting for supplies"

Blessed are the Bullet Makers – Models with this dogma may re-roll wound rolls of 1 for shooting attacks if they did not move in the Movement phase.

Belacane

"Belacane is known galaxy wide as the premier producers of temporal stasis fields, an art that is jealously guarded and rumored to have been lost"

Mastery of Fields – Models with this dogma improve their invulnerable saves by 1 to a max of 4+

Crucible-Omega

"A daemonic forge world founded during the age of strife. For millennia the Tech-Priests of this planet pursued warp science and xenos tech"

Forbidden Knowledge – For every core choice from this opus, your kill team may include a core choice from the Chaos Daemons Opus. Furthermore, whenever a tactical point is spent, roll a d6. On a 5+, this kill team gains a tactical point

Fortis Binary

"Liberated from Chaos during the Sabbat Worlds Crusade, the Machine Cult has ever since been flushing out insurgent Heretekhs hiding in its infrastructure"

Machine Wraiths – Models with this dogma are not slowed by difficult terrain and are always considered to be in cover. In addition, any core model may purchase a chainsword for +1 point.

Hexium Minora

"Originally a Mechanicus outpost, Hexium Minora has become an essential to supplying the Indomitus Crusade, spreading thin its resources and military"

Each Fights as Many – Models with this dogma may fall back in the Movement phase and still shoot in the Shooting phase. If they do so, they must subtract 1 from their hit rolls when shooting.

Orestes

"Home to the Legio Tempestus and a history of titanic battles, Orestes has made the production of experience, battle ready Secutarii an utmost priority"

Legion of Spartans – Before the battle begins, roll a D3 and gain that many tactical points. Furthermore, the 'Macroclade Honors (Hoplite) and Macroclade Honors (Peltast)' rules are omitted from their respective datasheets when using this forge world.

Shaehol

"A now reclaimed Dark Mechanicus world. Shaehol's new, and supposedly orthodox, rulers deemed it a great shame to let the Heretek research go to waste"

Aggression Genome – Kill teams with this forge world dogma may re-roll charge distances. Furthermore, Sicarian Infiltrators and Sicarian Ruststalkers may be taken as core choices.

Zhao-Arkkad

"Initially pledged to the Thousand Sons legion, Zhao-Arkkad's Tech-Priests simply seek solitude and are surprisingly aggressive when given no choice"

The Decisive Path – Models with this dogma may advance before the first turn starts. They must remain more than 9" from any enemy models during this move. Furthermore, they capture objectives from 5" rather than the usual 3.

Canticles of the Ommissiah


Every agent of the Machine God is imbued with awesome technical potential, unlocked by the proper incantation from a Tech-Priest. Army-wide, these effects are diluted, but as troops fall, a Tech Priest can focus on the select few and amplify their effects.


For the purposes of HoR, you can only use Canticles of the Ommissiah as long as you have a model with the TECH-PRIEST Keyword on the field.


Roll for your Canticles as usual, and apply the effect that corresponds with the number of friendly Adeptus Mechanicus units on the field (this does not count units that are in Reserves).


Canticle	D6	# of Models	DESCRIPTION
Incantation of the Iron Soul	1	11+	Your Kill Team gains 1 Leadership
		6-10	Your Kill Team gains 1 Leadership and can reroll failed moral checks.
		1-5	Your Kill Team automatically passes all moral checks.
Shroudpsalm	2	11+	Your Kill Team gains 1+ to their cover saves.
		6-10	Your Kill Team gains a 5++ save.
		1-5	Your Kill Team gains 1+ to their cover saves, as well as a 5++ save.
Chant of the Remorseless Fist	3	11+	Your Kill team can reroll to-hit rolls of 1 in close combat.
		6-10	Your Kill team can reroll to-hit rolls of 1 and 2 in close combat.
		1-5	Your Kill team can reroll all failed to-hit rolls while in close combat.
Benediction of Omniscience	4	11+	Your Kill team can reroll to-hit rolls of 1 when shooting.
		6-10	Your Kill team can reroll to-hit rolls of 1 and 2 when shooting.
		1-5	Your Kill team can reroll all failed to-hit rolls when shooting.
Invocation of Machine Might	5	11+	Your Kill team gains 1 Strength
		6-10	Your kill team gains 2 Strength
		1-5	Your Kill team gains 3 Strength
Litany of the Electromancer	6	11+	Roll a d6 for each enemy model that is within 1" of any affected friendly model; on a roll of 6 that model suffers a mortal wound.
		6-10	Roll 2d6 for each enemy model that is within 1" of any affected friendly model; on a roll of 6 that model suffers a mortal wound.
		1-5	Roll 2d6 for each enemy model that is within 1" of any affected friendly model; on a roll of 6 that model suffers D3 mortal wound.

TEAM LEADERS

55		Tech-Priest Procurator							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tech-Priest Procurator	6"	3+	3+	4	4	4	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> • Ommissian axe 								
RULES	<ul style="list-style-type: none"> • Inspiring Presence / Canticles of the Ommissiah / Master of Machines • Advanced Bionics: This model has a 5++ invulnerable save. • Noospheric Fulcrum: Friendly <FORGE WORLD> Units within 6" may re-roll hit rolls of 1 in the Shooting phase. • Campus Procurator: Choose one of the following campuses and apply its equipment, rules, options and keyword (name of campus) to the model's data sheet. <ul style="list-style-type: none"> ○ Campus Retiarius: Increase this models BS by a value of 1. Furthermore, this model gains Two Ballistic mechadendrites which ignore their -1 to BS rule (additionally purchased Ballistic mechadendrites do not ignore this rule). In addition, this model may take a Volkite blaster or an eradication ray. ○ Campus Secutor: Increase this models WS by a value of 1. Furthermore, this model gains two Combat mechadendrites and may take items From the Magos Melee Weapons list. In addition, when rolling for charges, this model may reroll a single dice. ○ Campus Auctorati: This model gains two Mechadendrites worth up to 20 points (neither can be a Ballistic, Combat, or Scorpius mechadendrites). Furthermore, while this model is on the battlefield you can add or subtract a value of one when rolling for Canticles of the Ommissiah. 								
OPTIONS	<ul style="list-style-type: none"> • May take items from the Armory, Pistol weapons list, and the Grenade weapons list. • May take an additional two mechadendrites. 								
KEYWORDS	INFANTRY, CHARACTER, TECH-PRIEST, PROCURATOR, CULT MECHANICUS, <CAMPUS>								

42		Tech-Priest Reductor							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tech-Priest Reductor	6"	3+	3+	4	4	4	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> • Ommissian staff / Magnarail Lance / Mechadendrite Hive 								
RULES	<ul style="list-style-type: none"> • Inspiring Presence / MoM / Galvanic Field / Advanced Bionics 								
OPTIONS	<ul style="list-style-type: none"> • May replace its Magnarail Lance with a Transonic cannon. • May take items from the Armory, the Pistol weapons list, and the Grenade weapons list. • May take an additional two mechadendrites. 								
KEYWORDS	INFANTRY, CHARACTER, TECH-PRIEST, REDUCTOR, CULT MECHANICUS								


<div> <div>45</div> <div></div> <div>Tech-Priest Explorator</div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tech-Priest Explorator	6"	4+	3+	4	4	4	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Eradication Pistol / Servo Claw / Exploratory Mechadendrite 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / Archeotech Device / Omniscanner / Ornate Bionics / Coto 								
OPTIONS	<ul style="list-style-type: none"> May take items from the Armory or the Grenade weapons list. May take an additional two mechadendrites. 								
KEYWORDS	INFANTRY, CHARACTER, TECH-PRIEST, EXPLORATOR, CULT MECHANICUS								


<div> <div>50</div> <div></div> <div>Cybernetica Cognitor</div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cybernetic Cognitor	6"	4+	4+	4	4	3	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> Gamma pistol / Power Fist / Servo Arm 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / Canticles of the Ommissiah / Bionics Noospheric Exigation: At the start of your Movement phase, the Cybernetica Cognitor may attempt to reconfigure nearby servitors. Roll a d6, on a 2+, apply one of the Exigations below on all friendly <FORGE WORLD> SERVITOR units within 6" till the end of the turn. <ul style="list-style-type: none"> <u>Aegis Exigation:</u> Add 1 to any armor or invulnerable save. <u>Conqueror Exigation:</u> Affected units cannot shoot, but can attack twice during the Fight phase. <u>Protector Exigation:</u> Affected units cannot move or charge, but can shoot twice during the Shooting phase. Prehensile Dataspike: may use the 'Dataspike' tactical action for free. 								
OPTIONS	<ul style="list-style-type: none"> May take items from the Armory or the Grenade weapons list. May take up to two mechadendrites. 								
KEYWORDS	INFANTRY, CHARACTER, COGNITOR, TECH-PRIEST, CULT MECHANICUS								





Tech-Priest Auctoris


NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tech-Priest Auctoris	6"	4+	4+	4	4	3	2	7	3+
EQUIPMENT	<ul style="list-style-type: none">Lasipistol / Omnissian Axe / Servo Arm								
RULES	<ul style="list-style-type: none">Inspiring Presence / Canticles of the Omnissiah / BionicsAlma Mater: As long as your Team Leader is a TECH-PRIEST, you can also take this model as a Special choice, these special units however, must reduce their total wounds to 2 (restrictions on model availability apply as normal).Campus Auctoria: <i>"Numberless and varied are the Tech-Priests fields of study, some of which also prove to be valuable in combat"</i>. Choose one of the following campuses; apply its equipment, rules and options to the model's data sheet. This model also gains the chosen campus as a keyword.<ul style="list-style-type: none">Campus Biologis: Friendly <FORGEWORLD> units within 6" of this model re-roll 1's to wound.Campus Linguistica: When your opponent spends a tactical point, roll a d6. On a 5+, you gain a tactical point.Campus Metallurgica: Friendly models within 6" of this model that roll a 6 to hit in the shooting phase gain an additional -2 AP till the end of the phase.Campus Aedificus: At the beginning of the Movement phase, choose a visible terrain feature within 12" and choose one of the following:<ul style="list-style-type: none"><u>Defensive Survey:</u> Till the end of the turn, the chosen terrain feature no longer counts as cover.<u>Topographic Survey:</u> Till the end of the turn, Friendly <FORGE WORLD> models are not slowed by the chosen terrain feature and can move an additional 2".								
OPTIONS	<ul style="list-style-type: none">May replace its lasipistol with an item from the Pistol weapons list.May replace it's Omnissian Axe with an OmniscannerMay take items from the Armory or the Grenade weapons listMay take up to two mechadendrite.								
KEYWORDS	INFANTRY, TECH-PRIEST, AUCTORIS, CULT MECHANICUS, <CAMPUS>								

<div>32</div> <div>  </div>		Skitarii Regulus							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skitarii Regulus	6"	3+	3+	3	3	3	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Radium carbine 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / Canticles of the Omnissiah / Bionics Veteran Skitarius: friendly SKITARII and SICARIAN models within 6" of this model may re-roll hit rolls of 1 in the shooting phase. Radiant Aura: Reduce the Toughness of all enemy units (except VEHICLES) by 1 if they are within 6" of this model (this effect does not stack with the 'Rad-Saturation' Rule). 								
OPTIONS	<ul style="list-style-type: none"> May replace its radium carbine with a Radium pistol, a Phosphor Blaster, or an Arc Pistol. May take an item from the Melee weapons list or the Grenade weapons list. May take items from the Armory. May take a single mechadendrite. 								
KEYWORDS	INFANTRY, CHARACTER, SKITARII, REGULUS, SKITARII VANGUARD								


<div>32</div> <div>  </div>		Skitarii Anakrator							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skitarii Anakrator	6"	3+	3+	3	3	3	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Galvanic rifle 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / Canticle of the Omnissiah / Bionics Veteran Skitarius: friendly SKITARII and SICARIAN Models within 6" of this model may re-roll hit rolls of 1 in the shooting phase. Blessed Acuity: All hit rolls of 6 for shooting are improved by AP -1 for SKITARII units within 3" of this models base. 								
OPTIONS	<ul style="list-style-type: none"> May replace its galvanic rifle with a Radium pistol, a Phosphor Blaster, or an Arc Pistol. May take an item from the Melee weapons list or the Grenade weapons list. May take items from the armory. May take a single mechadendrite. 								
KEYWORDS	INFANTRY, CHARACTER, SKITARII, ANAKRATOR, SKITARII RANGER								

25 		Electro-Priest Impulsor							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Electro-Priest Reductor	6"	4+	3+	3	3	3	3	8	6+
EQUIPMENT	<ul style="list-style-type: none"> Electrostatic gauntlets 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Voltagheist Field / Fanatical Devotion 								
OPTIONS	<ul style="list-style-type: none"> May take a single mechadendrite. May take items from the Armory. 								
KEYWORDS	INFANTRY, CHARACTER, ELECTRO-PRIEST, IMPULSOR, CULT MECHANICUS								

30 		Electro-Priest Impetor							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Electro-Priest Impetor	6"	3+	4+	3	3	3	3	8	6+
EQUIPMENT	<ul style="list-style-type: none"> Electroleech stave 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Voltagheist Field / Fanatical Devotion Siphoned Vigor: This model gains 3++ when it kills an enemy unit 								
OPTIONS	<ul style="list-style-type: none"> May take a single mechadendrite. May take items from the Armory. 								
KEYWORDS	INFANTRY, CHARACTER, ELECTRO-PRIEST, IMPETOR, FULGURITE, CULT MECHANICUS								

35 		Secutarii Iphicrate							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Secutarii Iphicrate	6"	4+	3+	3	3	3	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Galvanic Caster 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Kyropatris field Generator / Titan Guard Veteran Secutarius: friendly Secutarii and Skitarii models within 6" of this model may re-roll hit rolls of 1 in the shooting phase. 								
OPTIONS	<ul style="list-style-type: none"> May replace its galvanic caster with a Radium pistol, a Phosphor blaster, or an Arc Pistol. May take an Enhanced-Data Tether, an OmnispeX, a Power Sword, a Taser Goad, or an Arc Maul May take a single mechadendrite. May take items from the Armory or the Grenade Weapons list. 								
KEYWORDS	INFANTRY, CHARACTER, SECUTARII, IPHICRATE								

<div> <div>35</div> <div></div> <div>Secutarii Tyrtaeus</div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Secutarii Tyrtaeus	6"	3+	3+	3	3	3	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> Arc lance / Mag-inverter shield 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Kyropatris field Generator / Mag-inverter Shield / Titan Guard Veteran Secutarius: friendly Secutarii and Skitarii models within 6" of this model may re-roll hit rolls of 1 in the shooting phase. 								
OPTIONS	<ul style="list-style-type: none"> May replace its arc lance with a Radium pistol, a Phosphor blaster, or an Arc Pistol. May replace its mag-inverter shield with an Enhanced-Data Tether, an Omnisplex, A Power Sword, a Taser Goad, or an Arc Maul. May take a single mechadendrite. May take items from the Armory or the Grenade weapons list. 								
KEYWORDS	INFANTRY, CHARACTER, SECUTARII, TYRTAEUS								

<div> <div>37</div> <div></div> <div>Sicarian Incursor</div> </div>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sicarian Incursor	8"	3+	3+	4	3	4	3	7	4+
EQUIPMENT	<ul style="list-style-type: none"> Stubcarbine / Power sword 								
RULES	<ul style="list-style-type: none"> Inspiring Presence / CotO / Bionics / Neurostatic Aura (Infiltrators) / Infiltrators (Sicarian Infiltrators) Veteran Skitarius: friendly skitarii and Sicarian models within 6" of this model may re-roll hit rolls of 1. Prehensile Dataspikes: may use the 'Dataspikes' tactical action at a reduced cost of 1 TP. 								
OPTIONS	<ul style="list-style-type: none"> May replace its power sword with a taser goad, transonic razor or transonic blade. May replace its stubcarbine with a chordclaw, a transonic blade or a flechette blaster. May take a single mechadendrite. May take items from the Armory or the Grenade weapons list. 								
KEYWORDS	INFANTRY, CHARACTER, SKITARII, SICARIAN, INCURSOR								



Ironstrider Agrimensor

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ironstrider Agrimensor	10"	3+	3+	5	6	6-3	2	8	4+
	6"	5+	5+			2-1			
EQUIPMENT	<ul style="list-style-type: none">(none)								
RULES	<ul style="list-style-type: none">Inspiring Presence / Canticles of the Omnissiah / BionicsOrbital Command Link: whilst on the battlefield you can add or subtract one when rolling for Canticles of the Omnissiah.Mobile Spotter Tower: During the shooting phase, you can re-roll hit rolls for friendly <FORGE WORLD> units within 6".Ironstrider Honors: while this model is part of your kill team, no other model with the IRONSTRIDER keyword can be included in your kill team.								
OPTIONS	<ul style="list-style-type: none">May take a broad-spectrum data tether or a smoke launcher for 5 pointsMay take a phosphor serpenta or a weapon from the pistols weapons list.May take a cognis heavy stubber for 5 pointsMay take items from the Armory or the Grenade weapons list								
KEYWORDS	VEHICLE, IRONSTRIDER, IRONSTRIDER AGRIMENSOR, SKITARII								

CORE



Combat Servitor

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Combat Servitor	5"	5+	5+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> Servo Arm 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics / Mindlock 								
OPTIONS	<ul style="list-style-type: none"> For every 3 SERVITOR models on your kill team, 1 may replace its servo arm with Heavy Bolter, a Plasma Cannon, or a Multi Melta. 								
KEYWORDS	INFANTRY, SERVITOR								



Skitarii Ranger

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> Galvanic Rifle 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics 								
OPTIONS	<ul style="list-style-type: none"> For every 5 core SKITARII in your team, two may replace their base weapons with weapons from the 'Special Weapons List' 1 of 5 SKITARII units may take an enhanced data tether or an omnispeex. May take items from the Grenade weapon list. 								
KEYWORDS	INFANTRY, SKITARII, SKITARII RANGER								



Skitarii Vanguard

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skitarii Vanguard	6"	4+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> Radium Carbine 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics / Rad-Saturation 								
OPTIONS	<ul style="list-style-type: none"> For every 5 core SKITARII in your team, two may replace their base weapons with weapons from the 'Special Weapons List' 1 of 5 SKITARII units may take an enhanced data tether or an omnispeex. May take items from the Grenade weapons list. 								
KEYWORDS	INFANTRY, SKITARII, SKITARII VANGUARD								

<div> <div>9</div> <div>^</div> </div>		Secutarii Peltast							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Secutarii Peltast	6"	4+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> Galvanic caster 								
RULES	<ul style="list-style-type: none"> CotO / Kyropatris Field Generator / Blind Barrage / Titan Guard Macroclade Honors (Peltast): Unless stated otherwise, the maximum number of Secutarii Peltasts allowed in your kill team is 2 (the Secutarii Iphicrate does not count towards this limit). 								
OPTIONS	<ul style="list-style-type: none"> May take items from the Grenade weapons list. 								
KEYWORDS	INFANTRY, SECUTARII, PELTASTS								

<div> <div>9</div> <div>^</div> </div>		Secutarii Hoplite							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Secutarii Hoplite	6"	4+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> Galvanic lance / Mag-inverter shield 								
RULES	<ul style="list-style-type: none"> CotO / Kyropatris Field Generator / Mag-inverter Shield / Titan Guard Macroclade Honors (Hoplite): Unless stated otherwise, the maximum number of Secutarii Peltasts allowed in your kill team is 2 (the Secutarii Tyrtaeus does not count towards this limit). 								
OPTIONS	<ul style="list-style-type: none"> May take items from the Grenade weapons list. 								
KEYWORDS	INFANTRY, SECUTARII, HOPLITES								

<div> <div>15</div> <div>^</div> </div>		Kataphron Battle Servitor							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kataphron Battle Servitor	6"	4+	4+	5	5	3	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> Heavy Arc Rifle / Arc Claw 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics / Heavy Battle Servitor Thermal Shed: Decrease the armor value of this model by one if it is equipped with a Plasma culverin or Heavy grav-cannon. Heavy Tracks: Models with this rule ignore distance penalties when moving, charging, or advancing through terrain. In addition, this model cannot be moved by an enemy model. 								
OPTIONS	<ul style="list-style-type: none"> May replace its heavy arc rifle with a torsion cannon, a plasma culverin, or a heavy grav-cannon. May replace its arc claw with a hydraulic claw, a phosphor blaster, or a cognis flamer. 								
KEYWORDS	INFANTRY, CULT MECHANICUS, KATAPHRON SERVITOR, SERVITOR								

SPECIAL

22	☆	Salvage Servitor							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Salvage Servitor	5"	5+	5+	4	4	2	3	6	4+
EQUIPMENT	• Grav Gun / Hydraulic Claw								
RULES	• Mindlock / Salvage Protocols								
OPTIONS	• (none)								
KEYWORDS	INFANTRY, SERVITOR								

10	☆	Sicarian Ruststalker							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sicarian Ruststalker	8"	3+	3+	4	3	2	3	6	4+
EQUIPMENT	• Transonic Razor / Chordclaw								
RULES	• Canticles of the Omnissiah / Bionics								
OPTIONS	<ul style="list-style-type: none"> • May replace its transonic razor and chordclaw with transonic blades. • May take items from the armory or the grenade weapons list. 								
KEYWORDS	INFANTRY, SKITARII, SICARIAN								

12	☆	Sicarian Infiltrator							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sicarian Infiltrator	8"	3+	3+	4	3	2	2	6	4+
EQUIPMENT	• Stubcarbine / Power sword								
RULES	<ul style="list-style-type: none"> • CotO / Bionics / Infiltrators (Sicarian Infiltrators) / Neurostatic Aura • Prehensile Dataspike: may use the 'Dataspike' tactical action at a reduced cost of 1 TP. 								
OPTIONS	<ul style="list-style-type: none"> • May replace its stubcarbine and power sword for a flechette blaster and taser goad. • May take items from the armory or the grenade weapons list. 								
KEYWORDS	INFANTRY, SKITARII, SICARIAN								

14	☆	Corpuscarii Electro-Priest							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corpuscarii Electro-Priest	6"	4+	3+	3	3	1	2	8	6+
EQUIPMENT	<ul style="list-style-type: none"> Electrostatic Gauntlets 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Fanatical Devotion / Voltagheist Field 								
OPTIONS	<ul style="list-style-type: none"> May take items from the armory. 								
KEYWORDS	INFANTRY, ELECTRO-PRIEST, CULT MECHANICUS								

16	☆	Fulgurite Electro-Priest							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fulgurite Electro-Priest	6"	3+	4+	3	3	1	2	8	6+
EQUIPMENT	<ul style="list-style-type: none"> Electroleech Stave 								
RULES	<ul style="list-style-type: none"> CotO / Fanatical Devotion / Voltagheist Field / Siphoned Vigor 								
OPTIONS	<ul style="list-style-type: none"> May take items from the armory. 								
KEYWORDS	INFANTRY, ELECTRO-PRIEST, CULT MECHANICUS								

45	☆	Skitarrii Ironstrider							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skitarrii Ironstrider	10"	3+	3+	5	6	6-3	2	8	4+
	6"	5+	5+			2-1			
EQUIPMENT	<ul style="list-style-type: none"> Radium jezzail 								
RULES	<ul style="list-style-type: none"> Canticles of the Omnissiah / Bionics / Explodes Ironstrider Honors: while this model is part of your kill team, no other model with the IRONSTRIDER keyword can be included in your kill team. 								
OPTIONS	<ul style="list-style-type: none"> May take a broad-spectrum data-tether for 4 points. May replace its radium jezzail with a weapon from the Ironstrider weapons list. May take a phosphor serpenta for 5 point. May take items from the armory. 								
KEYWORDS	VEHICLE, IRONSTRIDER, SKITARII								

ARMOURY

ITEM	Cost	DESCRIPTION
Subcortical Dampener	3	When the equipped model fails a leadership test, you may elect to pass the test, but the model's Leadership is reduced by 1 for the remainder of the game. If the model's Leadership is reduced to 0 by the effect of this item, roll a D6: on a 2+ the model is slain and removed from the board.
Flagellant Core	4	(SERVITOR units only) Reduce the equipped models leadership by 1; increase the model's Attacks by 2 and their advance speed by 2".
Synapse Mine	4	One use only. If an enemy model declares a charge against the equipped model, it may deploy its synapse mine, reducing all enemy charge distances against the equipped model by 2" until the end of the turn.
Incense Generatorium	5	Your opponent must subtract 1 from all hit rolls for ranged weapons that target this model from a distance of 12" or greater.
Heavy Armature Legs/Tracks	5	This model never suffers the penalty for moving and firing heavy weapons and cannot be moved by enemy models. If the equipped model advances its must always advance by D3".
Master Crafted Weapon	5	One weapon carried by a model with this item (chosen at the time the item is purchased) improves its AP by 1. Combi-weapons must purchase this upgrade separately for each component.
Lex-Hailer	8	Add 3" to the range of any aura abilities this model possesses.
Refractor Field	8	The Bearer gains a 5+ invulnerable save.
Sacred Unguents	8	Once per battle round, the bearer may reroll a single failed hit, wound, Armor, or leadership test rolls.
Emergency Power Feed	9	Once per mission, the bearer of this item may fire one of its ranged weapons twice, after which that weapon may not be used for the rest of the mission.
Emantus Field	10	The equipped model gains a 5+ invulnerable save. If the model is within 6" of two other units equipped with a 'Personal Emantus Field' it may reroll its failed invulnerable saves.
Power Core Detonator	10	When this model loses its last wound, Roll a d6 for every model within 6" of the model. On a 3+, the affected models take a mortal wound.

Master-Crafted Armor	10	(Team leader only) This models Armor save increases by a value of 1
Psalm-Tome	10	(Team Leader only) Once per game, you may re-use a single Canticle of the Omnissiah. If you have 'The Omnissiah Knows Best' philosophy you may, once per game, add or subtract 1 when rolling for Canticles of the Omnissiah.
Autosanguine	10	At the start of each friendly turn roll a d6, on a 5+ the bearer recovers a wound.
Stasis Field	12	At the beginning of your turn the equipped model may deploy its stasis field, giving it a 2++ save till the end of your turn. While the stasis field is activated the equipped model cannot move, shoot, charge, or fight (but it still may use aura effects).

Mechadendrites

The Adeptus Mechanicus has created many variants of the humble mechadendrite, considering them the apex of limb modification. Unless otherwise stated, a model may never have the same mechadendrite more than once.

ITEM	Cost	DESCRIPTION
Ballistic Mechadendrite	5	(Tech-Priest only, Max 2) The equipped model may purchase an additional ranged weapon from the Pistols or Magos Special weapons list. Weapons carried this way can be fired in addition to the models equipped models, but with a -1 to BS.
Combat Mechadendrite	5	When this model attacks, it may make two additional attacks at STR: User, AP: 0, Damage: 1. This mechadendrite may be further upgraded with a single choice from the Melee weapons list, which must be purchased separately. If the model is a TECH-PRIEST it may also purchase items from the Magos melee weapons list. If a weapon is purchased this way, its profile replaces the one above.
Grappling Mechadendrite	5	This model never counts vertical movement against its total move distance. In addition, this model gains +1 Strength when subject to a shove attack.
Reclamation Mechadendrite	5	During the Fight phase, if the equipped model kills a model with multiple base wounds, roll a d6. On a 4+, this model regains a lost wound.
Utility Mechadendrite	5	The equipped model may reroll a single dice for each failed action or attack performed by another mechadendrite or servo arm, per turn.
Reflexus Mechadendrite	6	The equipped model may throw two Grenades per turn, as opposed to only one. In addition, if the bearer is subject to a grenade attack roll a D6, on a 5+ the attack is negated for all affected targets and the attacker become the new primary target of the grenade attack (secondary targets are selected as normal).
Exploration Mechadendrite	8	Models equipped with this mechadendrite can hold objectives from 4" away. Furthermore, when an objective controlled by the equipped model is being contested, the equipped model remains in control of the objective, regardless of model proximity, or the number models around the objective. In addition, if a model with an exploration mechadendrite captures an "Inscrutable Objective" (or any objective that has an element of randomness) you may re-roll for the objective, but you must accept the re-roll.
Aegis Mechadendrite	8	The equipped model gains a 4++. If the equipped model rolls a 1, in addition to failing the save, this mechadendrite is disabled for the rest of the battle.

Medicae Mechadendrite	10	At the end of your Movement phase, this model can attempt to heal a model or revive a single model. Nominate a model who, when removed in the previous turn, is within 3" of the healing models' current position, on a 4+ the model is revived with 1 wound remaining. After attempting to revive the downed model, the equipped model must skip its actions for all other phases this turn. Alternatively, select a wounded model within 3", that model immediately regains 1 wound. If the model is a Tech-Priest Biologis, the model uses its model ability and gains the ability to reroll revival rolls and rolls for wounds healed.
Optical Mechadendrite	12	When firing its weapons this model can measure 1" from any part of the model and fire from that point instead (given that this new point is not placed in such a way that extends the range of the weapon). Furthermore, it can reroll a single hit roll during the shooting phase, with a -2 BS modifier.
Scorpius Mechadendrite	12	This upgrade acts exactly like the 'Ballistic Mechadendrite' with the following additional effect: when the equipped model falls back, it may fire once with the weapon equipped to this mechadendrite.

Weapon Lists

Weapons listed here cannot be taken by models unless explicitly stated on their datasheet. Weapons with 'Codex' as the price must have their point costs taken from either 'Codex: Adeptus Mechanicus' or the latest errata/FAQ.

++ Grenade Weapons ++							
Name	Type	Range	Str	AP	Dmg	Abilities	Cost
Frag Grenade	Grenade D6	6"	3	0	1	-	1
Krak Grenade	Grenade D1	6"	6	-1	D3	-	1
Rad Grenade	Grenade D6	6"	-	-	-	Units hit by this grenade that are not VEHICLE units have their Toughness reduced by 1 for one round. This effect stacks with other Rad Grenades and rad abilities.	1
Phosphex Grenade	Grenade D6	6"	5	-1	1	(Team Leader or Special Models Only) Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.	2
Smoke Grenade	Grenade -	6"	-	-	-	Instead of targeting an enemy model, this model may throw a smoke grenade at any point within its range. Until the start of your next turn, enemy models must subtract one from their hit rolls when targeting friendly models within or behind a 3" radius centered on the thrown smoke grenade.	3
Mind Scrambler Grenade	Grenade D6	6"	-	-	-	(Sicarian Models Only) On a hit, the targets reduce all of their hit rolls by 1 until the end of the model's next turn.	3
Stasis Grenade	Grenade D6	6"	-	-	-	(Team Leader Only) This weapon does not inflict any damage. Units affected by this grenade cannot move, shoot, advance, charge, or fight. At the beginning of your opponents next turn, they can roll a D6 for each model trapped in stasis. On a 5+ the model rolled for is free and can conduct its turn as normal. If the roll fails your opponent can roll again next turn, adding 1 to the value of the roll for every turn the model has been frozen in stasis.	5

++ Magos Special Weapons ++							
Name	Type	Range	S	AP	D	Abilities	Cost
Phosphor Serpenta	-	-	-	-	-	-	Codex
Macrostubber	-	-	-	-	-	-	Codex
Combi-Plasma	When attacking with this weapon, choose one or two of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.						11
• Boltgun	Rapid Fire 1	24"	4	0	1	-	
• Plasma gun							
○ Standard	Rapid Fire 1	24"	7	-3	1	-	
○ Supercharged	Rapid Fire 1	24"	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon’s shots have been resolved.	
Combi-Melta	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.						15
• Boltgun	Rapid Fire 1	24"	4	0	1	-	
• Meltagun	Assault 1	12"	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-Flamer	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.						8
• Boltgun	Rapid Fire 1	24"	4	0	1	-	
• Flamer	Assault D6	8"	4	0	1	This weapon automatically hits its target.	

++ Magos Melee Weapons ++							
Name	Type	Range	Strength	AP	Dmg	Abilities	Cost
Power Maul	Melee	Melee	+2	-1	1	-	4
Power Lance	Melee	Melee	+2	-1	1	-	4
Power Axe	Melee	Melee	+1	-2	1	-	5
Eviscerator	Melee	Melee	X2	-4	D3	-	11

++ Pistol Weapons++								
Name		Type	Range	S	AP	D	Abilities	Cost
Plasma Pistol								
●	Standard	Pistol 1	12"	7	-3	1	-	5
●	Supercharge	Pistol 1	12"	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Radium Pistol		-	-	-	-	-	-	Codex
Phosphor Blast Pistol		-	-	-	-	-	-	Codex
Arc Pistol		-	-	-	-	-	-	Codex

++ Melee Weapons ++								
Name	Type	Range	Strength		AP	Dmg	Abilities	Cost
Arc Maul	-	-	-		-	-	-	Codex
Power Sword	-	-	-		-	-	-	Codex
Taser Goad	-	-	-		-	-	-	Codex

++ Special Weapons ++								
Name	Type	Range	S	AP	D	Abilities	Cost	
Luminagen Marker	Assault 1	24"	2	-2	1	On a hit, the affected model loses the benefit of cover until the next battle round.	8	
Arc Rifle	-	-	-	-	-	-	Codex	
Plasma Caliver	-	-	-	-	-	-	Codex	
Transuranic Arquebus	-	-	-	-	-	-	Codex	

++ Ironstrider Weapons ++							
Name	Type	Range	S	AP	Dmg	Abilities	Cost
Radium Jezzail	-	-	-	-	-	-	Codex
Taser Lance	-	-	-	-	-	-	Codex
Cognis autocannon	Heavy 2	48"	7	-1	2	You may fire this weapon even if the firing model Advances but you must subtract 2 from any hit rolls if you do so.	10
Twin cognis autocannon	-	-	-	-	-	-	Codex
Cognis lascannon	Heavy 1	48"	9	-3	D6	You may fire this weapon even if the firing model Advances but you must subtract 2 from any hit rolls if you do so.	20
Twin cognis lascannon	-	-	-	-	-	-	Codex

Philosophies

The Adeptus Mechanicus has access to many exclusive Philosophies. You can choose to use a philosophy from bellow, or from ones found in the Heralds of Ruin Rule book (remember Kill Teams are limited to one Philosophy per game).

Philosophies	
<p>The Omnissiah Knows Best [1 TP]</p> <p>You must always roll for the current Canticle of the Omnissiah. You may not choose it.</p>	<p>Foot Soldiers of the Machine God [1 TP]</p> <p>Your kill team does not contain units with the VEHICLE keyword or the 'Infiltration' ability.</p>
<p>A More Subtle Touch [2 TP]</p> <p>Your team contains no units with the SKITARII keyword.</p>	<p>Blanche Mechanicum [2 TP]</p> <p>Your kill team contains no two units from the same data sheet (Tech-Priest Auctoris can be taken multiple times, as long as they are from different disciplines).</p>
<p>Skitarii Honors [2 TP]</p> <p>Aside from your team leader, your kill team consists entirely of Skitarii units.</p>	<p>Cost-Effective Operation [2 TP]</p> <p>Your Kill Team spends no more than 20% of its points on model options, weapon swaps, armory items, and/or mechatendrites.</p>
<p>Noospheric Relay [3 TP]</p> <p>Actions which require Tactical Points must affect models within 12" of your team leader</p>	<p>Collegia Mechanicus [3 TP]</p> <p>Your kill team contains more Tech-Priest units than non-Tech-Priest units.</p>

Tactical Actions

The Adeptus Mechanicus has access to many exclusive Tactical Actions. You can choose to use a tactical action from below, or from ones found in the 'Heralds of Ruin' rule book.

Actions	Cost	DESCRIPTION
Tireless March	1TP	Target one model at the beginning of your movement phase. Until the beginning of your next movement phase, increase the unit's movement speed by 3".
Noospheric Telemetry	1TP	Use at the beginning of any Fight or Shooting phase. Choose a model on your kill team. That model may eliminate a hit penalty of up to -2 until the end of the phase.
Asymmetric Sensory Cross-Channeling	1 TP	At the start of your Shooting phase select a friendly SERVITOR model. That model may adopt the BS attribute of any friendly model within 6" of it until the end of the phase.
Re-Route to Remain	1 TP	Use after a model on your team has taken a mortal wound. That model gains a 5+ save against mortal wounds that may be used against the wound it just took and any further mortal wounds inflicted on it this phase.
Semi-Ballistic Drone Auguries	1 TP	At the start of your turn you may choose one of the following: <ul style="list-style-type: none"> Ignore the first mortal wound caused by a damaging terrain feature this turn. Roll to determine the nature of a mysterious building or objective.
Spirit Capacitors	1 TP	At the beginning of your turn target one friendly SICARIAN model on the field, for the duration of that turn that model can advance and charge in the same turn.
Osthimos Surge Protocol	1 TP	Use when a friendly model with a mag inverter shield declares, or is subject to a shove attack. When rolling off, your units' strength is increased to (X2). If your model wins the roll off, the enemy model gets knocked back D6 inches before calculating any fall damage.
Homeric Martyr Protocol	1 TP	Use when a friendly model equipped with a galvanic caster loses its last wound. Choose two of the galvanic casters weapon profiles and fire both at a single unit. After resolving both attacks remove the model from the board.
Sacrostatic Offering	1TP	At the start of your shooting phase, nominate a friendly CORPUSCARI ELECTRO-PRIEST that hasn't moved in the previous movement phase and a friendly model armed with a ranged arc weapon that is within 3" of the Electro-Priest. For the following shooting phase, that models weapon fires double the shots and improve its AP value by a value of 1.
Exothermic Charge	1 TP	At the beginning of your charge phase select one FULGURITE model with a 3++ invulnerable save. This model can charge units up to 18" away, and rolls 3D6 when making a charge. At the end of the charge the selected model reduces its invulnerable save to 5++ (which can be increased again to 3++ through the 'Siphoned Vigor' rule).

Thermovoltic Sacrifice	2TP	At the start of your turn, nominate a friendly Fulgurite Electro-Priest that hasn't moved in the previous movement phase and another friendly model within 1" of the Electro-Priest. That Electro-Priest can make an out of turn melee attack against the friendly model ignoring hit and armor save rolls. If the defending model is slain the Electro-Priest gains a 3++ invulnerable save.
Dataspikes	2TP	Use after fighting with a friendly CHARACTER or SICARIAN model. Resolve an additional attack against an enemy VEHICLE within 1" of the model. If you hit, the VEHICLE takes 1d3 mortal wounds.
Doctrina Imperative	2 TP	Use at the beginning of your turn. Choose a SKITARII model on your kill team. That model and all SKITARII units within 6" gain one of the following effects till your next turn <ul style="list-style-type: none"> • <u>Protector Protocol</u>: decrease WS by 1, Increase BS by 1 • <u>Conqueror Protocol</u>: increase WS by 1, decrease BS by 1
Ancillary Override	3 TP	At the beginning of your turn declare that a magus from orbital command is performing an ancillary override. Choose a friendly model: that model gains the TECHPRIEST and CHARACTER keyword. Furthermore, that units BS and WS are improved by a value of 2 and their leadership is increased to 10. At the start of your next turn roll a d6, on a 6 the units cognitive structure holds and nothing happens. On a 5, the model loses the TECHPRIEST and CHARACTER keyword (if it did not previously have these) and its leadership returns to its original value. Furthermore, that units WS and BS skill reduced to +6. On a 4 or below the model is slain and removed from the battlefield. Repeat this roll every turn until a value other than 6 is rolled.

MODELING TIPS

- Techpriests: Several of the Chaos Cultist models have robed figures that, with a little converting, can be made to resemble a tech-priest. Slap some cogs over the chaos stars, hand them a power axe and you're good to go! If you're looking for a more swollen priest use some of the robed stormcast eternal (the wizard guys) and repeat the previous steps. If you're lacking power packs with servo arms, kit bash together several skitarii packs with the servo arm from the dunecrawler kit; alternatively, rumor has it you can get some complete packs from Anvil Studios.
- Servitors: Take those chaos cultists you have lying around (particularly the melee ones) and kitbash them with your left over skitarii bits. A good idea is cutting the vanguard and cultist heads in half and swapping the tops and bottoms. If you got the Soul Wars starter set you could possibly do some Blanche/Dark Mechanicus styled servitor wraiths. Ghouls or zombies as model bases will also do the trick.
- Mechadendrites: If you go to the dollar store they usually sell very thin decorative wire which you can bundle into groups of 3 or 4, twist them together, and cut at your desired length to get a convincing enough and posable mechadendrite for less than \$2. Some have recommended guitar strings, if you try this make sure to use wire clippers and not your sprue cutters (they will most likely notch).
- Electro-Priests: If you're not a fan of the Electro-Priest models, Tzeentch Arcanite bodies with Skitarii Ranger or Sigmarine heads might do the trick for you. You might be hard pressed finding electroleech staves, consider proxying taser goads or something similar (the weapons profile is very similar to a power axe so that might be a good solution for you).
- Ironstrider Agimensor: Use the Ironstrider kit (or scout sentinel if you're on a budget) and attach extra antennas, dishes, and that sort of thing. The pointing hand or the data-tether or the omnispect bits from the Skitarii Rangers kit could give the model a proper commanding look. For the heavy stubber, you can either mount it where the cannons would usually go, or perhaps attach it to the servitors' robotic arms.
- Ironstriders: Because you're too poor to buy the Ironstrider kit. Grab a scout sentinel off of E-Bay/Kijiji, swap that guard head for an appropriate head and replace all of the aquilas with cogs of Mars. From there, add some Ad Mech bits and convert the desired weapons. Taser lances can be made by chopping and sticking together taser goads (which you can get en masse from the sicarian kit or from Hoard O' Bits). Las cannons and autocannons shouldn't be that hard to source. Radium Jezzails can be made by chopping and sticking together two galvanic rifles (or a galvanic rifle and a radium carbine if you're feeling creative).

CHANGE LOG

How version numbers work: The first number denotes any fundamental changes to the core HoR rules. This includes a turn over to a new edition of Warhammer 40K or any fundamental changes to game mechanics. The second number denotes any significant change within the Opus. This includes the change or addition of several core rules (i.e Canticles of the Omnissiah), the introduction of a new units, unit rules, or equipment's. The third number is reserved for insignificant changes to the Opus. This includes the introduction of a single unit rule or equipment to the game, cleaning up grammar, clarifying rules, or the implementation of any minor buffs or nerfs.

How to number your edit: let say you are making a new edit to version [6.4.12], and you decide to implement two new rules and correct some typos that the previous editor made. Since you are making a major change to the opus you would change the [4] to a [5] and would reset the [12] to [0] (regardless if whether or not you make any minor changes). Thus, the version number should be [6.5.0]. Lets say a week later you notice some small typos and decide to release a new version with the typo corrections. Since you are only making small changes you just change the [0] to [1]. Thus the new version number will be [6.5.1]. But now, let's say that Warhammer 13th edition gets released and you were tasked with transcribing the opus into the new edition, you would then reset the second and third values to [0] and change the first value to [7], thus the new version number would be [7.0.0].

July 6, 2018 (Do Hyun) [1.0.0]

- Added Secutarii and Ironstrider units
- Added 3 actions: 'Osthimos Surge Protocol', 'Homeri Martyr Protocol, and 'Ancillary Override'
- Added a forge world: 'Pars Atlas'
- Typos and Reformatting crusade

July 10, 2018 (Do Hyun) [1.1.0]

- Added 'Sacrosstatic Offering' and 'Thermo-Voltic Sacrifice'
- Added 'Cost-Effective Operation'
- Adjusted Ironstrider Balistarius wargear options
- Changed description of Melee, Combat, and Optical mechandendrites
- Collapsed codex rules to streamline data slates
- Removed Galvanic rifle and Radium Carbine from Tech-Priest Weapons list and added Macrostubber
- Even more reformatting (tables, indents, fonts...)
- Gave the Cybernetica Cognitor as well as all special Tech-Priests the ability to take 2 mechandendrites
- Reworked keywords for a majority of units
- Added a section titled 'Modeling Tips' at the end of the document.

July 16, 2018 (Do Hyun) [1.1.1]

- Added the universal rule 'Esoteric Arsenal' in order to deter monobuild Tech-Priests.
- Amended the 'Psalm-tome' wargear
- General typos
- Changed the cost of 'Optical Mechadendrite' from 12 to 8.
- Changed the range of 'Incense genatorium from 6" to 12".

September 28, 2018 (Do Hyun) [1.1.2]

- Added some missing keywords to units
- Removed 'Volkite blaster' and 'Erradication ray' from the 'Tech-Priest weapons' list
- Removed 'Omnissiahic Messenger' from the Skitarii Anakrators rules (Think there should be something done with this in the future...)
- Added "This model may..." to the beginning of every data slate option because not every option in every model had this and my OCD kicked in.
- Added 'Omnissian axe' to 'Melee Weapons' list (restricted to Tech-Priest models).
- Amended the 'Topographic survey' ability so it only lasts one turn
- Gave the Tech-Priest Ædificus an Omnispeex
- Attempted to reword the rule for 'Doctrina imperativa' to give it more "chapter approved" wording
- Renamed 'Weapon mechandendrite' to 'Ballistic mechandendrite'
- Amended 'Topographic survey' so models can move and extra 2" regardless if they move through the elected terrain feature or not

October 6, 2018 (Do Hyun) [1.2.0]

- Reworked the Tech-Priest Procurator
- Reworked the Electro-Priest Impetor
- Added the Electro Priest Reductor
- Reworked the Scorpius Mechadendrite
- Reworked and renamed the Prestigiaie mechadendrite into the Aegis Mechadendrite
- Added something to the modeling tips.
- Added servo arms to the mechadendrite list
- Removed purchasable servo arms from all units
- Added a 'Future Development' log to the end of the opus.

October 24, 2018 (Do Hyun) [1.2.1]

- Implemented revisions and corrections from Nitoryu and Eitienne
- Reformatted data slates, tables and other objects to look more comfortable.
- Paraphrased FW dogmas to fit on a single page.
- Gave the Anakrator the 'Blessed Acuity' Ability.
- Nerfed Aegis Exigoration.
- Replaced the 'Signum mechadendrite' with the 'Lex-Hailer' in the Armory.
- Paraphrased Exigoration for Cognitor.
- Added an additional effect to the Grappling mechadendrite.
- Renamed the Haemostic mechadendrite to the Reclamation mechadendrite
- Reworked the Medicae mechadendrite.
- Added the 'Stasis field' item to the Armory
- Changed the autosanguine effect from a 4+ to a 5+.
- Buffed the Magos Biologis from a 3" aura to 6".
- Added version watermark to the top of the opus.
- Added rules for applying version numbers (THE NUMBERS MASON)

December 22th, 2018 [1.3.0] (Do Hyun) (Merry Christmas!)

- Reworked the Tech-Priest Procurator
- Streamlined all Magos Auctoris units into a single modular data slate called the 'Tech-Priest Auctoris'.
- Gave the 'Tech-Priest Auctoris' an Omnissian axe and a servo arm.
- Chapter Approved 2018
 - Ironstrider units: -5 pts, each.
 - Kataphron Destroyer: +15 pts
 - Combat Servitor: +3 pts
 - TP Auctoris: +5 pts.
- Removed the servo arm from the mechadendrite list
- Removed the 'Badge of Office' rule
- Changed the description for the 'Collegia Mechanicus'
- Added version watermark to the top of the document (no space was wasted)
- Added a guide to writing up version numbers for opus'

January 31st, 2019

[1.4.0] (Do Hyun)

- Replace the 'Canticles of the Omnissiah' universal rule with the 'Standard Template Construct' rule.
- Added the Tech-Priest Reductor
- Added three tactical actions, 'Tireless March', 'Spirit Capacitors', and 'Dataspikes'.
- Added three armory items, 'Sacred Unguents' and 'Mindscrambler Grenade', and 'Luminagen Marker'.
- General typos and formatting.
- Streamline the Sydonian dragoon and Ironstrider Balistarius into the Skitarii Ironstrider unit.
- Created a weapon list section.
- Tweaked all datasheets to work with the new weapon lists.

February 2nd, 2019 [1.4.1] (Pincer)

- Typos & legal mumbo
- Buffed the 'Blessed Acuity' Rule
- Buffed the 'Sicarian Incursor'
- Moved the Secutarii Peltast and Hoplite to the core section (limiting them to 2 of each per team)
- Buffed the 'Doctrina Imperative' action

February 11th, 2019 [1.4.2] (Pincer) (Do Hyun)

- Upped the special weapons availability of Skitarii to 2 in 5, in line with Codex ruling.
- Changed wording on Orestes FW

July 2nd, 2019 [1.5.0] (Do Hyun)

- Reworked 'Canticles of the Omnissiah'
- Buffed the TP Procurator with +1 WS and BS.
- Added the 'Exothermic Charge' action.
- Moved the TP Auctoris to the Team Leader section and gave it the 'Alma Mater' Special rule.
- Added the following armory items: Sub-Cortical Dampener, Personal Emantus Field, Flagellant Core, Rad Grenade, Phosphex Grenade, Stasis Grenade, Reflexus Mechadendrite, Utility Mechadendrite.
- Various typos (I realized that I've been putting < > around keywords that don't need them).

September 30th, 2019 [1.6.0] (Do Hyun)

- Added the 'Tech-Priest Explorator'
- Added the 'Salvage Servitor'
- Removed the movement penalty for using the 'Aegis Exigoration' and reworded it to be more in line with codex equivalent.
- Made a change to how version numbering works. (Due to this I have retroactively renumbered all version numbers in this change log).

- Chapter Approved 2019 (Merry Christmas!)
 - Procurator: -7pts
 - Reductor: -12
 - Electro Priests: -2 pts, both variants
 - Sicarian Infiltrators: -3 pts
 - Sicarian Rustalkers: -4
 - Cognitor: -10
 - Arc Rifle: -2
 - Transonic Arquebus: -3
 - Torsion Cannon: -5
 - Heavy Grav Cannon: -6
 - Phosphor Serpenta: -2
 - Phosphor Blaster -2
- Amended the Following Rules
 - Master of Machines
 - Canticles of the Ommissiah
- Amended the Antax FW to affect Wound rolls rather than Hit Rolls
- Gave certain models access to the Grenade weapons list.
- Copyedited the doc so instances of the terms “unit” and “model” are used more appropriately.
- Gave TP Auctorises an extra wound and Amended the Alma Mater rule to reduce special choice auctorises to 2 wounds.

HoR ADMECH FUTURE DEVELOPMENT

This section is created for Devs to list their ideas, musings, and feedback in regards to future Opus releases. If you are not a Dev but you would like to share or contribute your ideas please feel free to post them to the 'HoR: Adeptus Mechanicus Development' page!

I am very happy with our homebrew Tech-Priests and I think that there is lots of potential for improvement here

- More options: not too many more, maybe like 2 more just to flesh out the options
- More ideas TBA

The Homebrew forge worlds are great but I'd like to strip them down to the rules and balance /tweak them. Perhaps we could source the FB group for thoughts and ideas

New Wargear ideas

- Cognis Lasgun/ Autogun: I like the idea of cognis so this could be a small way of bringing that in (Ad mech stuff being slightly superior to IG stuff).
- Alternative idea: Cognis Upgrade

Fancy Word Archive (for future name ideas, options or revisions)

/ Rites of Cognition / Cogitator /

Omnissian Badge of Office

- Omnissian Axe
- Omnissian Staff
- Omnissian Hammer
- Omniscanner

Modular Techpriests (big goals...)



Tech-Priest Auctoris

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tech-Priest Auctoris	6"	4+	4+	4	4	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none">Lasipistol / Omnissian Axe / Servo Arm								
RULES	<ul style="list-style-type: none">Inspiring Presence / Canticles of the Omnissiah / BionicsAlma Mater: As long as your Team Leader is a TECH-PRIEST, you can also take this unit as a Special choice (restrictions on model availability apply as normal).Campus Auctoria: <i>"Numberless and varied are the Tech-Priests fields of study, some of which also prove to be valuable in combat"</i>. Choose one of the following campuses; apply its equipment, rules and options to the model's data sheet. This model also gains the chosen campus as a keyword.<ul style="list-style-type: none">Magos Arcologos: This model and all friendly <FORGE WORLD> models within 6" of this model are not affected by difficult terrain. In addition, this model can pass through any terrain feature as if it was open space (this includes floors).Magos Biologis: At the end of any of your Movement phases, this model can attempt to heal or revive a single model. Select a friendly <FORGE WORLD> INFANTRY model within 3" of Tech-Priest Biologis that died the previous turn. On a 4+ a single slain model is returned with 1 wound remaining. If the Tech-Priest Biologis fails to revive a model it can do nothing else for the remainder of the turn (shoot, charge, fight, etc). A model can only be the target of this ability once per turn. Alternatively, you can instead choose a wounded model: it immediately regains D3 lost wounds.Magos Errantus: This tech priest gains 20 pts worth of wargear from the armory. And may take weapons from the Magos Melee Weapons list, the Magos Ranged Weapons list, the Grenades list, the Melee Weapons list, and the Pistols list.Magos Linguistica: When your opponent declares that they will use a tactical action roll a die, on a 4+ the effects of the Tactical Action are negated. Furthermore, if this model is not your team leader, it gains the inspiring presence keyword as long as your team leader is on the field. If this model <u>IS</u> your team leader increase it Inspiring Presence to 12".Magos Logulus: As long as this model is on the field the cost of all Tactical Actions are reduced by 1 TP. In addition, any model within 6" that has an ability that requires a dice roll may reroll one of its die per turn								
OPTIONS	<ul style="list-style-type: none">May replace its lasipistol with an item from the Pistol weapons list.May replace it's Omnissian Axe with an OmniscannerMay take items from the armory.May take up to two mechadendrite.								
KEYWORDS	INFANTRY, TECH-PRIEST, AUCTORIS, CULT MECHANICUS, <CAMPUS>								