

Dark Mechanicum Cohort			
Formations	Units	Upgrades	Cost
Dark Vanguard	6 Dark Vanguard with an Alpha Character	Vanguard Servitors, Transports, Warpcrawler Icarus, Krios, Hell-Forged	225
Dark Rangers	6 Dark Rangers with an Alpha Character	Warpcrawler Icarus, Transports, Servitors, Tainted Robots, Warpcrawler	200

Dark Mechanicum have a Strategy rating of 3. Hell-forged and Fallen Knights formations have 1+ initiative, all other forces have 2+

Assault Maniples			
(Two for each Dark Mechanicum Cohort)			
Formations	Units	Upgrades	Cost
Heavy assault	6 Dark Praetorians	Transports, Servitors, Tainted Robots, Warpcrawler, Tech-Heretek	250
Warp Spearip	6 Warpstalkers or Infiltrators	Principes, Tech-Heretek, Spearip, Termite	200
Crawlers	4 Warpcrawler	Warpcrawler Icarus, Icarus array, Warpcrawler	200

Support Maniples			
(One for each Dark Mechanicum Cohort)			
Formations	Units	Upgrades	Cost
Tech-Guard	5 Possessed Kataphron	Tech-Heretek, Tainted Robots, Hell-Forged	175
Armored Vanguard	6 Krios battle tanks	Krios	225
Armored Support	6 Krios Venator	Krios	250
Drone unit	4 Blight Drones		150
Engine Support	4 War Dogs		225

Upgrades			
(You may add up to three upgrades to a formation, each upgrade can be taken once)			
Principes		add a Principes Character +25p	
Tech-heretek		add a Tech-heretek +25p	
Vanguard		add up to three Dark Vanguard +25p each	
Spearip		add up to three Warpstalkers or Infiltrators +25p each	
Tainted Robots		Replace two Praetorians with two Tainted Robots +50p. Add two Tainted Robots +50p	
Warpcrawler Icarus		add one Warpcrawler Icarus +75p	
Transport		add Triaros: two +25p, three +50p, four +75p (you may not purchase more than needed to carry the formation)	
Termite		add two Termite +25, three +50, four +75p	
Servitors		add two Servitors +25p	
Krios		add two Krios Battle tanks +75p or up to two Krios Venator +50p each	
Icarus array		Replace one Warpcrawler with a Warpcrawler Icarus +25p	
Warpcrawler		add one Warpcrawler with Rift Beamer to the formation +50p	
Hell-Forged		add Defilers one +75p or two +125p or add two Mechanicum Fiends +100p	

Hell-Forged			
(One for each Dark Mechanicum Cohort)			
Formations	Units	Upgrades	Cost
Defilers	4 Defilers	add up to two Defilers +75p each, one Dreadblade +125p	275
Mechanicum Fiends	4 Forgefords or Maulerfiends	add up to two Fiends +50p each, one Dreadblade +125p	200
Decimators (walkers)	4 Decimators	add up to two Decimators +75p each, one Dreadblade +125p	300
Hell-Forged Karacnos	4 Hell-Forged Karacnos		300

War Engines of the Mechanicum			
(Up to a third of the total points may be spent on the War Engine of the Mechanicum)			
Formations	Units	Upgrades	Cost
<i>Fallen Knights</i>			
Knight Mechanicum	3 Knight Despoilers or Descriptors	add two War Dogs +100p	350
Knight Rampagers	2 Rampagers	add up to three Rampager +100p, two War Dogs +100p	225
Knight Tyrant	1 Knight Tyrant	add one Tyrant +250p, three War Dogs +150p	250
Hellforge Dreadblades	1 Dreadblade	add two War Dog Thralls +125p and one Dreadblade +125p	150
<i>Dark Mechanicum Engines</i>			
0-1 Mechanicum Helbore	1 Mechanicum Helbore		150
0-1 Corrupted Accastus	max 1		400

Dark Rangers



Triaros



Dark Praetorian

Rangers with Warpcrawler



Warpstalkers



Warp Kataphron



Krios Battle Tank



Blight-drone



War Dog

Upgrades			
(You may add up to three upgrades to a formation, each upgrade can be taken once)			
Principes		add a Principes Character +25p	
Tech-heretek		add a Tech-heretek +25p	
Vanguard		add up to three Dark Vanguard +25p each	
Spearip		add up to three Warpstalkers or Infiltrators +25p each	
Tainted Robots		Replace two Praetorians with two Tainted Robots +50p. Add two Tainted Robots +50p	
Warpcrawler Icarus		add one Warpcrawler Icarus +75p	
Transport		add Triaros: two +25p, three +50p, four +75p (you may not purchase more than needed to carry the formation)	
Termite		add two Termite +25, three +50, four +75p	
Servitors		add two Servitors +25p	
Krios		add two Krios Battle tanks +75p or up to two Krios Venator +50p each	
Icarus array		Replace one Warpcrawler with a Warpcrawler Icarus +25p	
Warpcrawler		add one Warpcrawler with Rift Beamer to the formation +50p	
Hell-Forged		add Defilers one +75p or two +125p or add two Mechanicum Fiends +100p	

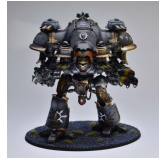


Forgefild



Decimator Walker

Hell-Forged Karacnos



Tyrant



Fallen Knight, Tainted Robot, Accastus

Master of Mechanicum
As with all Skitarii, the Master and Supreme commander of the dark mechanicum also wields a throne overseeing and commanding his forces remotely through the nervous network connecting all Skitarii officers and officers.

Special Rule:
Re-roll a failed action or rally test with a +1 initiative modifier. If the +1 modifier brings your initiative to 1+ you automatically succeed. This may only be done once per turn.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Alpha Unit	CHI	n/a	n/a	n/a	n/a	Rail gun augmentations	(15cm) (bc)	(small arms)EA+1 (w) MW	Leader, Invulnerable Save, Fearless (replaces one standard formation unit)
Mechanicum Princeps	CHI	n/a	n/a	n/a	n/a	2x augmentations	(bc)	(w)EA+1 MW	Commander, Invulnerable Save, Fearless (replaces one standard unit)
Tech-Heretek	Inf	20cm	4+	3+	3+	Heretek Claws Gun augmentations	(bc) (15cm)	(w)EA+1 EA+1	Inspiring and Depending on what formation a Tech-Heretek joins he gains: [Heavy Spearip/Infiltrator] [Heavy Assault/Invulnerable Save/Forceful] [Tech-Crew/Reinforce/one Fearless/Commander and becomes LV]
Darkstalker	Inf	20cm	5+	4+	5+	Transonic Razor Subcarbine	(bc) (bc)	(w) Sniper, Lance (w)EA+1	Infiltrator
Dark Infiltrator	Inf	20cm	5+	5+	4+	Tower sword	15cm (15cm) (bc)	2xAPS+ (small arms EA+1) (w)	Infiltrator, fire strike
Dark Vanguard	Inf	15cm	5+	6+	5+	Sonic-Blaster	30cm	AP+*	Disrupt
Dark Ranger	Inf	15cm	5+	6+	5+	Galvanic Rifle	30cm	APS+/AT6+	[Every third Ranger (rounded up) carries a Transonic arcebuch, when taking a 'instinctual fire' action or firing from 'secretary' units using this weapon increase range to 60cm]. Scout
Dark Servitor	Inf	15cm	6+	5+	5+	Twin Heavy Bolter	30cm	AP+*	Lance
Dark Praetorians	Inf	15cm	3+	5+	4+	Heavy Assault Cannon	45cm (15cm)	APS+/AT5+ (small arms)	Invulnerable Save, Fearless
Tainted Robot	LV	20cm	3+	4+	6+	Phosphor Blaster Tainted Fists	45cm (bc)	APS+/AT4+ (w)EA+1	Ignore Cover
Mechanicum Blight-drone	LV	30cm	4+	6+	4+	2x Reaper Autocannon	30cm	AP+*/AT6+	Invulnerable Save, Skimmer, Scout
Warpcrawler	LV	25cm	5+	6+	5+	Rift Beamer Heavy Stubber	45cm 30cm	APS+/AT3+ AP+*	Invulnerable Save, Walker, Lance, (when formation, with other one unit within 30cm of other one (w) EA+1) (small arms) (w) EA+1
Warpcrawler Icarus	LV	25cm	5+	6+	5+	Rift Icarus Array Heavy Stubber	45cm 30cm	2x APS+/AT5+/AA+ AP+*	Invulnerable Save, Walker, Lance, (when formation, with other one unit within 30cm of other one (w) EA+1) (small arms) (w) EA+1
Possessed Kataphron	LV	20cm	4+	4+	6+	Plural Plasma Fuel	30cm	AT+*	Fearless, Walker, Sniper
Krios Battle Tank	AV	35cm	5+	5+	5+	Twin Rift Blasters Amibatic Arm	30cm (bc)	2x APS+/AT6+ Fx Fx (w)	Reinforced Armour
Krios Venator	AV	35cm	5+	6+	6+	Pulse Fuel 2x Volkite centred	30cm 30cm	MW 5+ Fx AP+*	Reinforced Armour
Triaros	AV	25cm	4+	6+	6+	Moulder Bolt Cannon Volkite Sentinel	30cm 30cm	AP+*/AT6+ AP+*	Disrupt
Mechanicum Termite	AV	0cm	5+	6+	5+	Heavy Stubber	45cm	AP+*	Transport (May transport 4 infantry units), Reinforced Armour
War Dog	AV	30cm	5+	5+	5+	0-1 War Dog Autocannon 0-1 Thermal Spear Rasper chain cleaver	45cm (bc)	2x APS+/AT5+ and AAS+ FwA MW5+ FwA (w)EA+1	Reinforced Armour, Knight Shield, Walker, Scout
War Dog Thrall	AV	30cm	5+	6+	2+	Heavy Stubber	30cm	AP+*	Reinforced Armour, Knight Shield, Walker, Scout, Fearless

One of all Transported units have described the Termite because their own formation, and units that have left the vehicle are no longer connected or associated with the termite in any way. A Termite formation may not hold objectives that may corruptly see take any actions. It may be fired upon and engaged as normal.

Hell-Forged Karacnos	AV	20cm	4+	6+	6+	Karacnos Hell Battery 2 x Warp Lightning Blaster	60cm 45cm	1 BP, Ignore Cover AP5+/AT5+, Ignore Cover		Fearless, Invulnerable save
Defiler	AV	20cm	4+	4+	3+	Battle Cannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (bc)	AP6+/AT4+ AP6+/AT6+ AP3+ Ignore Cover		Fearless, invulnerable save, Walker, Infiltrator,
Mechanicum Forgefiend	AV	20cm	4+	6+	4+	0-1 [2 x Hides Autocannon]	30cm	AP3+/AT5+		Fearless, invulnerable save, Walker
Mechanicum Maulerfiend	AV	20cm	4+	4+	5+	0-1 Twin-Linked Exoplasma Cannon Magna Curator Maulerfiend Fists	30cm and (15cm) (15cm)(bc) (bc)	MW4+ and (small arms, MHP) (small arms)(sw) (sw)	MW, TK(1) EA+1	Fearless, invulnerable save, Walker, Infiltrator
Decimator	AV	20cm	4+	4+	4+	<i>You may choose not from the following:</i> 1-2 [Decimator Siege Claw, and Hellflamer] 0-1 Sionis Lance 0-1 Soulburner Perfract 0-1 Butcher Cannon 0-1 Decimator C-Beam Cannon	30cm 15cm and (15cm) 30cm 15cm 45cm 60cm	(sw), MW, EA+1 AP3+ Ignore Cover and (small arms) Ignore Cover 2 x AP3+ 1BP AP6+/AT6+ AP6+/AT8+	Ignore Cover, Indirect fire Disrupt Lance	Fearless, Reinforced Armour, Walker <i>*You must equip all units in the formation identically, and must equip at least one Decimator Siege Claw with Hellflamer</i>
Mechanicum Hellboe	WE	0cm	4+	5+	5+	4 x Volkite Sentinel 2 x Rift Blasters 2 x Pakar fuel	30cm 30cm 30cm	AP6+ AP5+/AT6+ MW5+	Disrupt	DC4, Transport War Engines may transport up to 30 infantry units Protections: Tamed Helios, Right Chrono, Knightless 2.0m each may transport LV taking up 3 slots each (Not War Dogs), Tandler, Cdr: Destroyed and any units they carry taking up 3 slots each (Not War Dogs), Tandler, Cdr: Destroyed
Sanguinor	WE	20cm	4+	4+	4+	Harvest Cannon Phlegon Bombardment Iron Claw Warp Sword	45cm 30cm (bc) (bc)	AP6+/AT5+ AP6+/AT5+ OR 1BP, Ind (sw), MW (sw)EA+1		DC2, Fearless, Reinforced Armour, Walker, Teleport, Infiltrator
Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower		Notes
Deathblade	WE	20cm	4+	3+	4+	Deathblade missile pods <i>(You may choose not from the following)</i> 0-2 Thunder Gauntlet 0-1 Twin Linked Riflcannon 0-1 Warped Plasma Cannon 0-1 Dread Rocket Launcher	30cm (bc) 60cm 45cm 45cm	AP6+/AT4+/AA4+ (sw) MW, EA+1 TK(1) 2 x AP3+/AT3+ FwA MW4+ TK(1) FwA 2 BP, Disrupt, FwA		DC2, Reinforced armour, Thick rear armour, walker Fearless, Infiltrator <i>CritEffect: Destroyed, make a roll for all units within 10cm, on a roll of 6 they are destroyed</i>
Despoiler	WE	20cm	4+	4+	4+	Thunder Gauntlet Heavy Stubber Rapid Fire Battlecannon	30cm 30cm 75cm	(sw), MW, EA+1, AP5+ 2 x AP4+/AT4+	Titan Killer (1) FwA	DC2, Reinforced Armour, Thick rear armour, Knight Shield walker, Fearless
Descrator	WE	20cm	4+	4+	4+	Thunder Gauntlet Heavy Stubber Laser Destructor	(bc) 30cm 60cm	(sw), MW, EA+1, Titan Killer(1) AP5+ MW4+ FwA	Ignore Cover	<i>CritEffect: Destroyed</i> DC2, Reinforced Armour, Thick rear armour, Knight Shield walker, Fearless
Rampager	WE	20cm	4+	3+	5+	Thunder Gauntlet Heavy Stubber Reaper Chainsword	(bc) 30cm (bc)	(sw), MW, EA+1, Titan Killer AP5+ (sw), MW, EA+1	Titan Killer (1)	<i>CritEffect: Destroyed</i> DC2, Reinforced Armour, Thick rear armour, Knight Shield Infiltrator, Walker, Fearless
Tyrant	WE	15cm	4+	6+	5+	2 x Heavy Stubber Shield Breaker Missiles 2x Twin Siegebreaker Cannon Tyrant Thundercoil Harpoon 0-1 Tyrant Vulkan Lance 0-1 Tyrant Twin Plasma Destructor	30cm 120cm 45cm (15cm) 90cm 45cm	AP6+ 2 x AT2+, Single Shot, FwF AP3+/AT3+, FwA (small arms)EA+2, Lance MW3+, Titan Killer (D2), DdF 2x MW3+, FwA, DdF 4x MW3+, slow Firing, FwA	FwA	<i>CritEffect: Destroyed</i> DC3, Reinforced Armour, Thick rear armour, Knight Shield walker, Fearless
Corrupted Acatus	WE	15cm	4+	6+	5+	2 x Twin-Linked C-Beam Cannon Corrupted Karacnos Mortar Battery 2 x Volkite Culverins	60cm 60cm 45cm	MW3+, TK(D2), FwF 1BP, Ignore Cover, Disrupt AP6+/AT6+, Disrupt, FwA		DC4, Reinforced Armour, Thick rear armour, Knight Shield, Walker, Fearless <i>CritEffect: Takes an additional Hit</i>