

Dark Mechanicum Cohort			
Formations	Units	Upgrades	Cost
Dark Vanguard	8 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	5 Dark Praetorians	Transports, Servitors, Tainted Robots, Warpcrawler, Tech-Heretek	250
Warp Spearip	6 Warpstalkers	Principes, Tech-Heretek, Spearip, Termies	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 must 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	Replace up to three Warpstalkers with infiltrators at no cost, add up to three Warpstalker +25p each		
Tainted Robots	Replace two Praetorians with two Tainted Robots +6p, Add two Tainted Robots +50p		
Warpcrawler Icarus		add one Warpcrawler Icarus +75p	
Transport	add Tnarios: two +25p, three +50p, four +75p (you may not purchase more than needed to carry the formation)		
Termies		add two Termies +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 Forgefends or Maulerfiends	add up to two Fiends +50p each, one Dreadblade +125p	225
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 War Engine of the Mechanicum)			
Formations	Units	Upgrades	Cost
Fallen Knights			
Knight Mechanicum	3 Knight Despoilers or Desiccators	add two War Dogs +100p add up to two Knights +100p each OR three for +200p	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 +100p	250
Hellforge Dreadblades	2 Dreadblades	add two War Dog Thralls +125p	275
Dark Mechanicum Engines			
0-1 Mechanicum Helibore	1 Mechanicum Helibore		150
0-1 Corrupted Acastus	max 1		375

Dark Ranger



Tnarios



Dark Praetorian



Warpcrawler



Warpstalker



Krios Battle Tank



Blight-drone



War Dog

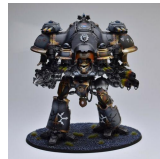


Forgefend



Decimator Walker

Hell-Forged Karacnos



Tyrant



Fallen Knight, Tainted Robot, Acastus

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

	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Alpha Unit	CH	n/a	n/a	n/a	n/a	Rad gun augmentations	(15cm) (bc)	(small arms)EA+1 (wv) MW	Leader, Invulnerable Save, Fearless (replaces one standard formation unit)
Mechanicum Princeps	CH	n/a	n/a	n/a	n/a	2 augmentations	(bc)	(wv)EA+1 MW	Commander, Invulnerable Save, Fearless (replaces one standard unit)
Tech-Heretek	Inf	20cm	4+	3+	3+	Heretek Claws Gun augmentations	(bc) (15cm)	(wv)EA+1 EA+1	Inspiring and Depending on what formation a Tech-Heretek joins he gains: [Warp-Spearip]filtration [Heavy Assault]Invulnerable Save[Fearless] [Tech-Claw]Invulnerable Save,Fearless,Commander and Income LV
Darkstalker	Inf	20cm	5+	4+		Transonic Razor Chordlaw Subcarbine	(bc) (15cm)	(wv), Sniper, Lance (wv)EA+1	Infiltrator
Dark Infiltrator	Inf	20cm	5+	5+	5+	Plasma sword Sonic-Blaster	30cm (25cm)	2xAP+ (small arms)EA+1, First Strike	Infiltrator, Skyturrets have ONE Emergency attack in BC or ORB as an Ed in FF
Dark Vanguard	Inf	15cm	5+	6+	5+		30cm	AP+ First Strike	Disrupt
Dark Ranger	Inf	15cm	5+	6+	5+	Galvanic Rifle	30cm	AP+ / AT6+	[Every third Ranger (rounded up) carries a Transonic arriphe, when taking a 'instanated fire' action or firing from 'accurate' units using this weapon increase range to 60cm] , 30cm
Dark Servitor	Inf	15cm	6+	5+	5+	Transonic arriphe*	30cm(60cm)	AP+ / AT5+	Lance
Dark Praetorian	Inf	15cm	3+	5+	4+	Twin Heavy Bolter	30cm	AP+*	Expendible
Tainted Robot	LV	20cm	3+	4+	6+	Heavy Assault Cannon Augmentations	45cm	AP+ / AT5+	Invulnerable Save, Fearless
Mechanicum Blight-drone	LV	30cm	4+	6+	4+	Phosphor Blaster Tainted Fists	45cm (bc)	AP+ / AT4+ (wv)EA+1	Ignore Cover
Warpcrawler	LV	25cm	5+	6+	5+	2 x Reaper Autocannon	30cm	AP+ / AT6+	Invulnerable Save, Skimmer, 2count
Warpcrawler Icarus	LV	25cm	5+	6+	5+	Rift Beamer Heavy Stubber	45cm 30cm	AP+ / AT3+ AP+*	Invulnerable Save, Walker, Lance, (after formation, with atleast one unit within 10cm of atleast one Warpcrawler gain the effect of one 'Leader' in addition to all other Leaders in the formation. Only one unit 'Leader' can be gained in this way)
Possessed Kataphron	LV	20cm	4+	4+	6+	Rift Icarus Array Heavy Stubber	45cm 30cm	2 x AP+ / AT5+ / AAA+ AP+*	Invulnerable Save, Walker, Lance, (after formation, with atleast one unit within 10cm of atleast one Warpcrawler gain the effect of one 'Leader' in addition to all other Leaders in the formation. Only one unit 'Leader' can be gained in this way)
Krios Battle Tank	AV	35cm	5+	5+	5+	Plasma Plasma Fuel Diemonic Claw	45cm (bc)	AP+ / AT+1	Fearless, Walker, Sniper
Krios Venator	AV	35cm	5+	6+	6+	Twin Rift Blasters Anabatic Arm	30cm (bc)	2 x AP+ / AT6+ FdF	Ignore Cover
Tnarios	AV	25cm	4+	6+	6+	Pulse Fuel 2 x Valkite Sentinel	30cm 30cm	AP+ MW 5+ FdF	Reinforced Armour
Mechanicum Termite	AV	0cm	5+	6+	5+	Mauler Bolt Cannon Valkite Sentinel	30cm 30cm	AP+ / AT6+ AP+*	Transport (May transport 4 infantry units), Reinforced Armour
War Dog	AV	30cm	5+	5+	5+	Heavy Stubber	30cm	AP+*	Tainted Robots and Dark Praetorians take up two slots each
War Dog Thrall	AV	30cm	5+	6+	3+	0-1 War Dog Autocannon 0-1 Thermal Spear Reaper chain cleaver Heavy Stubber	45cm 30cm 30cm	2 x AP+ / AT5+ and AAS+ FwA MW+ / FwA (wv)EA+1 AP+*	Tunneller, Transport (may transport 3 Darkstalker or Infiltrators)
Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes

Once all Transported units have disembarked, the Termite becomes 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 corrupt nor take any actions. It may be fired upon and engaged as normal.

