

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, Hell-Forged	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 Warpcrawler +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)		
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 R8 Beamer to the formation +50p	
Hell-Forged		Add Delfiers or Decimators, one +75p or two +125p or add two Mechanicum Fiends +100p	

Hell-Forged			
(One for each Dark Mechanicum Cohort)			
Formations	Units	Upgrades	Cost
Delfiers	4 Delfiers	add up to two Delfiers +75p each, one Dreadblade +125p	275
Mechanicum Fiends	4 Forgefends or Maulerfends	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 Engines of the Mechanicum)			
Formations	Units	Upgrades	Cost
Fallen Knights			
Knight Mechanicum	3 Knight Despoilers or Desicators	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 +100p	250
Hellforge Dreadblades	2 Dreadblades	add two War Dog Thralls +125p	275

Dark Mechanicum Engines			
Formations	Units	Upgrades	Cost
0-1 Mechanicum Helibore	1 Mechanicum Helibore		150
0-1 Corrupted Acastus	max 1		375

Dark Ranger



Triaros



Rangers with Warpcrawler



Warpstalkers



Dark Praetorian



War Dog

Krios Battle Tank



Blight-drone



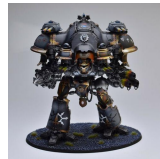
Forgefend

Decimator Walker

Hell-Forged Karacnos



Master of Mechanicum
As with all Skitarii, the Master and Supreme commander of the dark mechanicum sits wired to a throne connecting and commanding his forces remotely through the neurosynaptic network connecting all Skitarii soldiers and officers.
Special Rule:
Re-roll a failed action or rally test with a +1 one modifier. If the +1 modifier brings your initiative to 1+ you automatically succeed. This may only be done once per turn.



Tyrant



Fallen Knight, Tainted Robot, Acastus

	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 Principes	CH	n/a	n/a	n/a	n/a	2 x augmentations	(bc)	(wv)EA+1MW	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: [Heavy Spearip>Infiltration] [Heavy Assault>Invulnerable Save,Fearless] [Tech-Guard>Invulnerable save, Fearless Commander and bonus LV]
Warp Stalkers	Inf	20cm	5+	4+		Transonic Razor Chordlaw Subcarbine	(bc) (15cm) (small arms)	(wv), Lance (wv)EA+1	Infiltrator
Dark Infiltrator	Inf	20cm	5+	5+	4+	Pneum sword, Sonic-Blaster	15cm (15cm) (wv)	2xAP5+ (small arms)	Infiltrator, First strike
Dark Vanguard	Inf	15cm	5+	6+	5+	Galvanic Rifle	30cm	AP5+ AT6+	Disrupt
Dark Ranger	Inf	15cm	5+	6+	5+	Transonic arripipes*	30cm(60cm)	AP5+/AT5+ AP5+	Lance
Dark Servitor	Inf	15cm	6+	5+	5+	Twins Heavy Bolter	30cm	AP5+	Expendable
Dark Praetorians	Inf	15cm	3+	5+	4+	Heavy Assault Cannon Augmentations	45cm	AP5+/AT5+ (wv)	Invulnerable Save, Fearless
Tainted Robot	LV	20cm	3+	4+	6+	Phosphor Blaster Tainted Fists	45cm (bc)	AP5+/AT4+ (wv)EA+1	Ignore Cover
Mechanicum Blight-drone	LV	30cm	4+	6+	4+	2 x Reaper Autocannon	30cm	AP5+/AT6+	Invulnerable Save, Skimmer, Scout
Warpcrawler	LV	25cm	5+	6+	5+	Rift Beamer Heavy Stubber	45cm 30cm	AP5+/AT3+ AP5+	Invulnerable Save, Walker, Leader, (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 extra "Leader" can be gained in this way)
Warpcrawler Icarus	LV	25cm	5+	6+	5+	Rift Icarus Array Heavy Stubber	45cm 30cm	2 x AP5+/AT5+/AA4+ AP5+	Invulnerable Save, Walker, Leader, (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 extra "Leader" can be gained in this way)
Possessed Kataphron	LV	20cm	4+	4+	6+	Plasma Pistol Diemantic Claw	30cm (bc)	MPV 5+ (wv)EA+1	Fearless,Walker
Krios Battle Tank	AV	35cm	5+	4+	5+	Twins Rift Blasters Anabatic Arm	30cm (bc)	2 x AP5+/AT5+ FxP (wv)	Ignore Cover Reinforced Armour
Krios Venator	AV	35cm	5+	6+	6+	Pulsar-Fuel 2 x Vokine Sentinel	30cm 30cm	MPV 5+ AP5+	Disrupt Reinforced Armour
Triaros	AV	25cm	4+	6+	6+	Mauler Bolt Cannon Vokine Sentinel	30cm 30cm	AP5+/AT6+ AP5+	Disrupt Transport (May transport 4 infantry units), Reinforced Armour
Mechanicum Termite	AV	0cm	5+	6+	5+	Heavy Stubber	30cm	AP5+	Tainted Robots and Dark Praetorians take up two slots each Tunneller, Transport (may transport 3 DarkWalker or Infiltrators)
War Dog	AV	30cm	5+	5+	5+	0-1 War Dog Autocannon 0-1 Thermal Spear Reaper chain cleaver Heavy Stubber	45cm 30cm 30cm	2 x AP5+/AT5+ and AA5+ FwA MW5+/FwA (wv)EA+1 AP5+	Reinforced Armour,Knight Shield, Walker, Scout
War Dog Thrall	AV	30cm	5+	6+	2+	Twins War Dog Autocannons	45cm	2 x AP5+/AT5+ and AA5+ FwA	Reinforced Armour,Knight Shield, Walker, Scout, Fearless
Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes

30cm?

Once all Transport units have been loaded, 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 (they may corrupt) nor take any actions. It may be fired upon and engaged as normal.

