








## 1850 Pts - Cult Mechanicus

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Adeptus Mechanicus War Convocation (Primary Detachment) (38 ⚔, 1615 pts)												
Tech-Priest Dominus	1		4	5	4/5	4	3	3/1	2	9	2+/4(i)	105
	Relentless; <b>Infantry</b> (Character); Artificer Armour; Power Axe; Mechadendrite Harness; Refractor Field; Scryerskull; Eradication Ray; Phosphor Serpenta; Conversion Field; Digital Weapons; Canticles of the Omnissiah; Feel No Pain; Independent Character; Master of Machines; <b>Warlord</b> ; Uncreator Gauntlet											
Kataphron Destroyers	3		3	3	5	5	2	3	1	8	4+	165
	<b>Infantry</b> ; Kataphron Demiplate; Phosphor Blaster (x3); Heavy Grav-cannon (x3): 30"R, S *, AP2, Salvo 4/6, Concussive, Graviton.; Canticles of the Omnissiah; Heavy Battle Servitors; Very Bulky											
Kataphron Destroyers	3		3	3	5	5	2	3	1	8	4+	165
	<b>Infantry</b> ; Kataphron Demiplate; Phosphor Blaster (x3); Heavy Grav-cannon (x3): 30"R, S *, AP2, Salvo 4/6, Concussive, Graviton.; Canticles of the Omnissiah; Heavy Battle Servitors; Very Bulky											
Kataphron Breachers	3		3	3	5	5	2	3	1	8	3+	150
	<b>Infantry</b> ; Kataphron Breacherplate; Heavy Arc Rifle (x3): 36"R, S6, AP5, Heavy 2, Haywire.; Arc Claw (x3); Canticles of the Omnissiah; Heavy Battle Servitors; Very Bulky											
Knight Warden [KNI]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										375
	(C:IK, pg. 104); <b>Vehicle</b> (Superheavy Walker); Ion Shield; Avenger Gatling Cannon; Heavy Flamer; Reaper Chainsword; Twin Icarus Autocannon; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown											
Oathsworn Detachment [KNI]	1	Grp: Detachment										0
Cult Mechanicus Battle Congregation	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Adeptus Mechanicus War Convocation (Primary Detachment)	1	Grp: Detachment										655
	Restriction: Must have a Skitarii Battle Maniple and an Imperial Knight Oathsword Detachment drag-and-dropped under it.											
Battle Maniple	1	Grp: 										[655]
	Crux Mechanicus; Datalock; Tireless Advance											
Skitarii Vanguard	9		3	4	3	3	1	3	1	8	4+	[100]
	Infantry; Skitarii War Plate; Radium Carbine (x6); Plasma Caliver (x3); Omnispeex; Doctrina Imperatives; Feel No Pain (6+); Rad-saturation; Relentless											
Vanguard Alpha	1		3	4	3/5	3	2	3	2/3	9	4+/4(i)	[19]
	Automatic Unit Type; Arc Maul; Conversion Field; Digital Weapons; Phosphoenix											
Skitarii Rangers	4		3	4	3	3	1	3	1	8	4+	[65]
	Infantry; Skitarii War Plate; Galvanic Rifle (x2); Arc Rifle (x2); Omnispeex; Doctrina Imperatives; Feel No Pain (6+); Move Through Cover; Relentless											
Ranger Alpha	1		3	4	3/5	3	2	3	2	9	4+/4(i)	[21]
	Galvanic Rifle; Automatic Unit Type; Arc Maul; Conversion Field; Digital Weapons; The Skull of Elder Nikola											
Sicarian Ruststalkers	4		4	4	4/5	3	2	4	2/3	8	4+	[160]
	Infantry; Sicarian Battle Armour; Transonic Blade (x2); Bulky; Doctrina Imperatives; Dunestrider; Feel No Pain; Furious Charge											
Ruststalker Princeps	1		4	4	4/5	3	2	4	3	9	4+/4(i)	[40]
	Automatic Unit Type; Transonic Blade (x2); Conversion Field; Digital Weapons; Prehensile Dataspike; Pater Radium											
Sicarian Infiltrators	4		4	4	4	3	2	4	2	8	4+	[185]
	Infantry; Sicarian Battle Armour; Stubcarbine; Power Sword; Bulky; Doctrina Imperatives; Dunestrider; Feel No Pain; Infiltrate; Neurostatic Aura; Stealth											
Infiltrator Princeps	1		4	4	4	3	2	4	3	9	4+/4(i)	[45]
	Automatic Unit Type; Stubcarbine; Power Sword; Conversion Field; Digital Weapons; Infoslave Skull; Acute Senses; Zealot; The Omniscient Mask											
Ironstrider Ballistarius	1	Grp: WS: 3 BS: 4 St: 5 In: 3 At: 2 FA: 11 SA: 11 RA: 11 HP: 2 Save: -										[55]
	Vehicle (Walker, Open-Topped); Broad Spectrum Data-tether; Searchlight; TL Cognis Lascannon (x1); Crusader; Doctrina Imperatives; Dunestrider; Hammer of Wrath; Precision Shots											
Onager Dunecrawlers	1	Grp: WS: 3 BS: 4 St: 5/10 In: 2 At: 1 FA: 12 SA: 12 RA: 11 HP: 3 Save: -										[90]
	Vehicle (Walker); Broad Spectrum Data-tether; Emanatus Force Field; Searchlight; Neutron Laser & Cognis Heavy Stubber (x1); Cognis Heavy Stubber (x1); Cognis Manipulator (x1); Mindprobe Scanner (x1); Smoke Launchers (x1); Crawler; Doctrina Imperatives; Field Harmonics; Hammer of Wrath											
: Flesh Tearers Strike Force (9  , 220 pts)												
Sanguinary Priest (HQ) [BA]	1		5	4	4	4	2	4	2	10	3+	60
	(C:BA, pg. 60); Infantry (Character); Frag Grenades; Krak Grenades; Blood Chalice; Narthecium; Power Armour; Chainsword; And They Shall Know No Fear; Furious Charge; Independent Character											
Scout Squad (Troops) [BA]	4		3	3	4	4	1	4	1	8	4+	55
	(C:BA, pg. 66); Infantry; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Furious Charge; Infiltrate; Move Through Cover; Scout											
Sergeant [BA]	1		4	4	4	4	1	4	1	8	4+	[11]
	(C:BA, pg. 66); Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Furious Charge; Infiltrate; Move Through Cover; Scout											
Drop Pod (Fast) [BA]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
	(C:BA, pg. 80); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System											
Drop Pod (Fast) [BA]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
	(C:BA, pg. 80); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Drop Pod (Fast) [BA]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35	
	(C:BA, pg. 80); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Flesh Tearers Strike Force [BA]	1	Grp: Detachment										0	
	Explosion of Bloodlust												
Total Cost:												1835	

#### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Bulky	Bulky (see WH40k, pg. 159).
Canticles of the Ommissiah	
Combat Squads	Combat Squads (see C:BA, pg. 102).
Crawler	
Crusader	Crusader (see WH40k, pg. 163).
Crux Mechanicus	
Datalock	
Doctrina Imperatives	
Drop Pod Assault	Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. (See C:BA, pg. 80).
Dunestrider	
Explosion of Bloodlust	Each time a unit from this Detachment successfull charges an enemy unit and the number rolled for its charge range is 10 or more (before modifiers), that unit gains the Rage special rule for the duration of that Assault phase. Note that the unit does not need to move the full distance rolled to gain this effect. (See Shield of Baal: Exterminatus).
Fear	Fear (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Feel No Pain (6+)	Feel No Pain (see WH40k, pg. 164).
Field Harmonics	
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Heavy Battle Servitors	
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point. (See C:BA, pg. 80).
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	If a Drop Pod scatters on top of impassible terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap. (See C:BA, pg. 80).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).
Lord of Cretacia	If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Flesh Tearers Warlord Traits table. (See Shield of Baal: Exterminatus).
Master of Machines	
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Neurostatic Aura	
Precision Shots	Precision Shots (see WH40k, pg. 169).
Rad-saturation	
Relentless	Relentless (see WH40k, pg. 170).
Scout	Scout (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Stealth	Stealth (see WH40k, pg. 172).
Strikedown	Strikedown (see WH40k, pg. 172).
Tireless Advance	
Very Bulky	Very Bulky (see WH40k, pg. 35).

Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Walker)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Walker, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Arc Claw	S+1, AP5, Melee, Haywire.
Arc Maul	S+2, AP4, Melee, Concussive, Haywire.
Arc Rifle	24"R, S6, AP5, Rapid Fire, Haywire.
Artificer Armour	Confers a 2+ Armour save.
Avenger Gatling Cannon	36" Range; S 6; AP 3; Heavy 12, Rending (See C:IK, pg. 115).
Blood Chalice	All models with the Blood Angels Factions in a unit that includes at least one model with a blood chalice add +1 to their Weapon Skill (see C:BA, pg. 105).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Broad Spectrum Data-tether	
Chainsword	S User; AP -; Melee.
Cognis Heavy Stubber	36"R, S4, AP6, Heavy 3, Cognis.
Cognis Manipulator	
Conversion Field	A conversion field confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test. (See C:CM, pg. 77.)
Digital Weapons	
Emanatus Force Field	
Eradication Ray	0-12"R, S8, AP1, Heavy 1; 12-24"R, S6, AP3, Heavy 1, Blast.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Galvanic Rifle	30"R, S4, AP4, Rapid Fire, Precision Shots.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Infoslave Skull	
Ion Shield	[Undefined String: kni7 IonS] (See C:IK, pg. 117).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Mechadendrite Harness	
Mindprobe Scanner	
Narthecium	As long as the model with the narthecium is alive, all models in his unit have the Feel No Pain special rule (see C:BA, pg. 106).
Neutron Laser	48"R, S10, AP1, Heavy 1, Blast Concussive.
Omnispex	
Pater Radium	See C:S, pg. 78.
Phosphoenix	6"R, S5, AP2, Pistol, Luminagen, Phosphex, Poisoned (3+) (C:S, pg. 78.).
Phosphor Blaster	24"R, S5, AP4, Rapid Fire, Luminagen.
Phosphor Serpenta	18"R, S5, AP4, Assault 1, Luminagen.
Plasma Caliver	18"R, S7, AP2, Assault 3, Gets Hot.
Power Armour	Power Armour (see C:BA, pg. 104).
Power Axe	S +1; AP 2; Melee, Unwieldy.
Power Sword	S User; AP 3; Melee.
Prehensile Dataspike	S User, AP5, Melee, Dataspike, Haywire, Specialist Weapon.
Radium Carbine	18"R, S3, AP5, Assault 3, Rad Poisoning.
Reaper Chainsword	S D; AP 2; Melee (See C:IK, pg. 117).
Scout Armour	Scout Armour (see C:BA, pg. 104).
Scryerskull	
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Stubcarbine	18"R, S4, AP -, Assault 3.

The Omnicient Mask	See C:S, pg. 78.
The Skull of Elder Nikola	See C:S, pg. 78.
TL Cognis Lascannon	48"R, S9, AP2, Heavy 1, Cognis.
Transonic Blade (x2)	S+1, AP5, Melee, Transonic.
Twin Icarus Autocannon	48" Range; S 7; AP 4; Heavy 2, Interceptor, Syfire, Twin-linked (See C:IK, pg. 116).
Uncreator Gauntlet	See C:CM, pg. 78.

### Validation Report

*a-0. Army Selection: Battle-forged; c-1. File Version: 1.51 For Bug Reports/www.ab40k.org; a-1. Scenario: Normal Mission*  
 Leader 'Adeptus Mechanicus War Convocation (Primary Detachment)': Must lead a Cult Mechanicus Battle Congregation and an Imperial Knight Oathsworn Detachment