

# MASTERS OF THE FORGE

## On Your Tabletop

## Dark Mechanicus

Please help us by playtesting these rules and messaging us on Facebook or at [mastersoftheforge@gmail.com](mailto:mastersoftheforge@gmail.com).

### DISCLAIMER:

This is a not-for-profit supplement for Warhammer 40,000 by Games Workshop plc. None of the authors, distributors, contributors, editors, or commentators have participated in this project for money; they have done so purely for the love of the game. This ruleset demands that its users own and refer to the Warhammer 40,000 rulebook and relevant codices in the use of these rules. All content within these pages is user-created and is derived, without permission, from Warhammer 40,000 intellectual property owned by Games Workshop Ltd. This ruleset is completely unofficial and is in no way endorsed by Games Workshop Ltd.

Adepta Sororitas, Astartes, Battlefleet Gothic, Black Angels, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, the Blood Bowl Spike Device, Cadian, Catachan, the Chaos device, Cityfight, the Chaos logo, Citadel, the Citadel device, City of the Damned, Codex, Daemonhunters, Dark Angels, Dark Eldar, Dark Future, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, the Force Organization Slot logos (HQ, Elite, Troop, Fast Attack, Heavy Support, Formation, Lord of War, and others), Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Daemon, Gorkamorka, Grand Master Mordrak, Great Unclean One, Guardsman Sly Marbo, Gue'vesa, the Hammer of Sigmar logo, the Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor: Conspiracies, Keeper of Secrets, Khemri, Khorne, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda plate logo, Necron, Nurgle, Ork, Ork skull devices, Sisters of Battle, Skaven, the Skaven symbol and devices, Slaanesh, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, the Twin Tailed Comet logo, Tyranid, Tzeentch, Ultramarines, Veteran Sergeant Lysander, Warhammer, Warhammer Historical, Warhammer Online, the Warhammer device, the Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations, and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 Universe are either ©, TM and/or Copyright Games Workshop Ltd 2000-2010, variably registered in the UK and other countries around the world. Used without permission. No challenge to the status Games Workshop's intellectual property is intended, and All Rights Reserved to the respective owners.

***This is NOT a Games Workshop Product.***

***We do this to promote the hobby we love and nurture the community of people who engage in it.***

**Thanks!**

# Contents

[The Forces of the Dark Mechanicus](#)

[Faction](#)

[Special Rules and Wargear](#)

[Unit Listing and Adeptus Mechanicus Counterparts](#)

[Dark Mechanicus Maniple Detachment](#)

[Heretek Prime](#)

[Battle Servitors](#)

[Formations](#)

[Helwrought Host \(Core\)](#)

[Servitor Wave](#)

[Dark Reductor Fire Support Clade](#)

[Dark Skitarii Command Clade](#)

[Daemon Engine Terror Pack](#)

[Special Rules](#)

[Heretekal Imperatives](#)

[Flesh is Weak](#)

[Warlord Traits](#)

[Relics of the Dark Mechanicus](#)

# The Forces of the Dark Mechanicus

## Faction

In a Dark Mechanicus army, all the units below have the Dark Mechanicus faction, even units which are originally from a different Codex. These units lose their original faction. Some units have a different unit name in parentheses; these units are found in a different codex as well, but simply have a different name as a Dark Mechanicus unit. Some units are new and rules for them are provided later in the supplement. Dark Mechanicus has the same Allies Matrix as Chaos Space Marines.

## Special Rules and Wargear

All of the units below gain the **Heretekal Imperatives** Special Rule and **The Flesh is Weak** Special Rule (see the Special Rules section later in the document). They also lose Doctrina Imperatives and/or Canticles of the Omnissiah if they have those Special Rules. Additionally, Chaos units taken in a Dark Mechanicus Detachment or Formation may not select a Mark of Chaos. Units may also not select Relics from their original Codex, though they may select any other upgrades available to them.

## Unit Listing and Adeptus Mechanicus Counterparts

### HQ

Heretek Savant (Tech Priest Dominus - Codex: Cult Mechanicus)  
Heretek (Tech Priest Enginseer - Codex: Astra Militarum)  
Heretek Prime (new unit)

### Troops

Dark Skitarii Rangers (Skitarii Rangers - Codex Skitarii)  
Dark Skitarii Vanguard (Skitarii Vanguard - Codex Skitarii)  
Battle Servitors (new unit)

### Elites

Darkstalkers (Sicarian Ruststalkers - Codex Skitarii)  
Scrapcode Infiltrators (Sicarian Infiltrators - Codex Skitarii)

### Fast Attack

Chimera (Codex: Astra Militarum)  
Heldrake (Codex: Chaos Space Marines)

### Heavy Support

Basilisk (Codex: Astra Militarum)  
Defiler (Codex: Chaos Space Marines - may be taken in squadrons of 3)  
Forgefiend (Codex: Chaos Space Marines - may be taken in squadrons of 3)  
Hydra (Codex: Astra Militarum)  
Maulerfiend (Codex: Chaos Space Marines - may be taken in squadrons of 3)  
Wyvern (Codex: Astra Militarum)

### Lord of War

Chaos Knights (various)  
Chaos Titans (various)

# Dark Mechanicus Maniple Detachment

A Dark Mechanicus Maniple overwhelms its enemies with waves of expendable and insane infantry, followed by a knock-out punch utilizing heavy constructs.

## Organization:

- 0-1 Command Per Core
- 1 Core
- 1-8 Auxilliary

**Restrictions:** All units in this detachment must have the Dark Mechanicus Faction (or have no faction).

## Command Benefits:

**Dark Purpose:** If this detachment is your Primary Detachment, you can re-roll the result when rolling on the Dark Mechanicus Warlord Traits table.

**Scrapcode Infestation:** Once per turn during the Psychic Phase, every unit in this Detachment may select an enemy unit and roll a Leadership check. If successful, one piece of Wargear on one model in the target unit is disabled until after the end of its controlling player's turn.

## Command:

- Helforge Primus: 1 Heretek Prime
- Dark Skitarii Command Clade

## Core:

- Helwrought Host

## Auxilliary:

- Dark Reductor Fire Support Clade
- Daemon Engine Terror Pack
- Servitor Wave
- Sicarian Killclade
- Dark Reductor Artillery Group: 1 unit of the following: Basilisks, Hydras, or Wyverns
- Fleshmetal Construct: 1 unit of the following: Maulerfiends or Forgefiends
- Terrorwing: 1 Heldrake

## Heretek Prime

Points: 240

Unit Type: Monstrous Creature (Character)

Weapon Skill: 5

Ballistic Skill: 5

Strength: 6

Toughness: 5

Initiative: 5

Attacks: 4

Wounds: 4

Leadership: 9

Save: 2+

### Wargear:

- Magma-cutters
- Prime Upgrade
- Mechadendrite harness
- Artificer armor
- Refractor field
- Plasma culverin
- Heavy Flamer

**Prime Upgrade:** At the beginning of the game, choose to increase either Strength, Weapon Skill, Ballistic Skill, Attacks, or Initiative by 1

### Special Rules:

- Feel No Pain
- Heretekal Imperatives
- Master of Machines
- Independent Character
- Relentless

**Independent Character:** Even though it is a Monstrous Creature, the Heretek Prime may join units of Infantry like any other Independent Character.

### Options:

- May replace the Plasma Culverin and the Heavy flamer with two Heavy Arc Rifles for free.
- May replace the Heavy Flamer with an additional plasma culverin for 30 points.

## Battle Servitors

Points: 40

Unit Composition: 5 Battle Servitors

Unit Type: Infantry

Weapon Skill: 2

Ballistic Skill: 2

Strength: 4

Toughness: 3

Initiative: 2

Attacks: 1

Wounds: 1

Leadership: 7

Save: 5+

### Wargear:

- 2 Battle Appendages (close combat weapons)

### Special Rules:

- Heretekal Imperatives
- Feel No Pain
- Single-Minded Imperatives

**Single-Minded Imperatives:** Battle Servitors may not score or contest Objectives unless they are joined by a Heretek or Heretek Savant

### Options:

- Add up to 15 additional Battle Servitors for 8 points each.
- For every five Battle Servitors, one may replace one Battle Appendage with one of the following: Flamer (5pts), Meltagun (10pts), Radium Carbine (8pts), Multimelta (10pts), Plasma Cannon (15pts). Any Battle Servitor who takes this upgrade increases their Ballistic Skill to 4.
- For every five Battle Servitors, one may replace one Battle Appendage with one of the following: Taser Goad (10pts), Arc Maul (20pts), Power Fist (25pts). Any Battle Servitor who takes this upgrade increases their Weapon Skill to 4.

# Formations

## Helwrought Host (Core)

This Formation represents the bulk of a Dark Mechanicus battle group whether deployed far from their Hellforge World or defending it.

### Formation:

- 1 HQ Chosen from the following:
  - Heretek Savant
  - Heretek
  - Heretek Prime
- 2-8 Units chosen from the following (in any combination):
  - Dark Skitarii Rangers
  - Dark Skitarii Vanguard
  - Battle Servitors
- 0-8 Chimeras
- 0-2 Units chosen from the following (in any combination):
  - Darkstalkers (Sicarian Ruststalkers - Codex Skitarii)
  - Scrapcode Infiltrators (Sicarian Infiltrators - Codex Skitarii)

### Special Rules:

**Dark Purpose:** If this formation is your Primary Detachment, you can re-roll the result when rolling on the Dark Mechanicus Warlord Traits table.

**It is Imperative:** Once per game, models in this Formation may benefit from an additional Heretekal Imperative whether that Imperative has been used already or not.

## Servitor Wave

A mass of clanking, blurring, heretekally-augmented infantry stalk across the battlefield with wild abandon. There seems to be no end to them.

### Formation:

- 3 units of Battle Servitors

### Special Rules:

**Combined unit:** All three units of Battle Servitors are deployed as a single unit. They are not counted as kill points until the entire unit is destroyed. At that point, they are worth 3 kill points total. Also, when they are destroyed, place 3 Scrap Tokens instead of 1.

**Into the jaws of the enemy:** Units in this Formation have the Fearless special rule.

**Heretekal Momentum:** The player controlling units in this formation may allocate wounds to any model they wish rather than to the model closest to the enemy firing.

## Dark Reductor Fire Support Clade

The Dark Mechanicus are supported by a frightening array of support fire assembled in unthinkable processes on Hell-Forge Worlds across the galaxy.

**Formation:**

- 2 squadrons of Basilisks
- 1 Heretek
- 1 unit of Battle Servitors

**Special Rules:**

**Storm of Fire:** All units within 6" of a large blast marker landing from units in this formation must make a pinning check at the end of the shooting phase.

**No Respite:** While a Basilisk from this formation is within 6" of the Heretek from this formation, it may ignore all shaken and stunned results on a 4+. If successful, the Basilisk will still suffer the hull point damage.

## Dark Skitarii Command Clade

**Formation:**

- 1 Heretek Savant
- 1 unit of 9 Dark Skitarii Vanguard
- 1 Chimera with the Dozer Blade upgrade

**Special Rules:**

**Elite bodyguards:** The Skitarii Vanguard in this Formation have +1 initiative when striking in close combat. Additionally, the Heretek Savant's Leadership is 10.

**Expendable iron:** When disembarking from the Chimera from this Formation, the Heretek Savant and Dark Skitarii Vanguard from this formation may do so as if the Chimera were open-topped, however it is immediately wrecked when this happens. Furthermore, if the Chimera is destroyed on their opponent's turn, the Heretek Savant and Dark Skitarii Vanguard may treat the vehicle as if it were open-topped and assault on their next turn.

## Daemon Engine Terror Pack

**Formation:**

- 1 Squadron of at least 3 Maulerfiends, Forgefiends, or Defilers

**Special Rules:**

All models in this Formation have the Fleet Special Rule and the Move through Cover Special Rule.



# Special Rules

## Heretekal Imperatives

Any unit which would have either the Doctrina Imperatives Special Rule or Canticles of the Ommissiah Special Rule instead benefit from the Heretekal Imperatives Special Rule. An army containing units with this special rule may initiate a Heretekal Imperative chosen from the list below at the start of each of their game turns. Each Heretekal Imperative may only be used once.

- **Knowledge is Power:** All friendly units with the Heretekal Imperatives special rule gain the Objective Secured Special Rule until the end of the game turn. If they already have Objective Secured, then Objectives they hold may not be contested while this Imperative is in effect, even by other units with the Objective Secured special rule.
- **Heretekal Experimentation:** All friendly units with the Dark Mechanicus faction improve the AP of their ranged weapons by 1 and the Strength of their close combat attacks by 1 for this turn.
- **Tech Frenzy:** All friendly units with the Heretekal Imperatives special rule gain the Fearless and Furious Charge special rules until the beginning of their next game turn.
- **Scrap Code Litany:** All attacks made by friendly models with the Heretekal Imperatives special rule have the Haywire special rule and all of their attacks made upon models with the Adeptus Mechanicus faction have the fleshbane special rule.
- **Devour the Scrap:** All friendly units with the Heretekal Imperatives special rule which have taken wounds or casualties during the game improve their Feel No Pain by 1 until the start of their next turn.

## Flesh is Weak

All units in a Dark Mechanicus list have this special rule. Whenever a unit with this special rule is destroyed, place a Scrap Token on the table where the last model in the unit was when it was removed. Scrap tokens should be about 40mm across.

At the end of your movement phase, a unit with the Dark Mechanicus faction which is not soaring or zooming and is within 3" of a Scrap Token may remove the token in order to do one of the following to that unit: repair d3 Hull Points, regenerate d3 Wounds, or replace d3 single-wound models that were slain earlier in the game.

## Warlord Traits

- **Augmented Carapace** - Your warlord has the Eternal Warrior special rule.
- **Professional Detachment** - Your warlord can re-roll Feel No Pain rolls.
- **Scrap Code Harbinger** - Your army enjoys a +2 to seize the initiative rolls.
- **Weapon Augmentation** - One weapon your warlord carries gains the Master-Crafted special rule.
- **Fear, Respect, and Imperatives** - All friendly units with the Dark Mechanicus Faction within 12" of your Warlord may re-roll all Morale, Pinning, and Rally checks.
- **Last Laugh** - When your Warlord is slain, place a large blast marker over the unit which destroyed them. This may be done whether you have friendly models engaged with the unit or not and you may place the blast marker over your own models if you wish. Treat the blast marker as a weapon with the following profile: Str 5, AP 3, Large Blast, Bomb.

# Relics of the Dark Mechanicus

Relics of the Dark Mechanicus may be taken by any Dark Mechanicus HQ choice. A model may be equipped with only one Relic.

**The Might of the Xenos (varies):** The Heretek may select and wield a single Melee or Ranged weapon upgrade from another Codex for the price listed plus 5pts. Any weapon which specifically requires the presence of a faction-specific special rule in order to work may not be selected. Additionally, any weapon from a Codex with the Armies of the Imperium faction may not be selected.

**The Master's Raiment (20pts):** This rusted, blood-stained armature has served countless fallen Tech Priests in the past. The raiment consists of fully articulated tentacles, mechadendrites, and backup cogitators. Within the rusty middens of the Master's Raiment is a malevolent artificial intelligence which sometimes works to the detriment of its so-called "master". The bearer of the Masters Raiment gains the Eternal Warrior special rule. Whenever the bearer of the Master's Raiment suffers an unsaved wound which should have killed them if it were not for the Master's Raiment, roll a die. On a 1, the Master's Raiment is considered destroyed for the rest of the game. On a 2, the bearer's unit must make a Blind check. On a 3-4 nothing further happens. On a 5-6, the wound is ignored.

**The Warp Gauntlet (50pts):** This deadly melee weapon appears to be little more than a half sphere with a handle inside. When activated, it creates something of a localized Warp Storm across its surface. When the bearer punches a foe, their flesh and armor is horribly warped by the chaotic energies present. The Warp Gauntlet has the following profile: Strength +2, AP 2, Fleshbane, Armourbane, Specialist Weapon, Warp Touch (If you roll a 6 to wound with this weapon, it gains the Instant Death special rule).

**The Deadly Algorithm (20pts):** This piece of Scrapcode has been passed from Heretek to Heretek throughout the ages. Not a single loyalist Mechanicus Tech Priest has been able to create a countermeasure against the Deadly Algorithm as of yet, probably because anyone who would attempt such a thing dies before the work can begin. Once per game, you can release the Deadly Algorithm. All enemy units within 12" of the bearer of this Relic may only move up to 3" in any phase until the start of your next turn. Additionally, the model in possession of the Deadly Algorithm gains the Instant Death Special Rule and the Haywire Special Rule for that turn.