

Chapter 1 : Adeptus Mechanicus | Warhammer 40k | FANDOM powered by Wikia

The 8th ed Adeptus Mechanicus Codex cometh, and the cybernetic legions bring the inspired word of the Machine God in holy binary. They also kick serious butt in the process! Read on to learn more. As always, check the Tactics Corner for more great articles. As always, Frontline Gaming sells all of.

Alternatively, because you want to play a bunch of greedy hoarders that make the Blood Ravens seem positively philanthropic in comparison. Pros Finally, Skitarii and Cult Mechanicus combined into a single faction! The Ommissiah has heard our prayers! Some of the best Heavy Support choices in the game, all two of them. Incredibly durable All HQs can repair. Your dudes will last a bit longer. Canticles can give cover in the open. Yes, Skitarii units too. Above average footslogging ability: Incredibly useful HQs that can actually do stuff at range instead of merely standing around Dominus or are extremely cheap and useful to three factions Engineers. Cancer carbines, 60" Antitank snipers, Plasma and Grav out of the ass. Strong Forge World Dogmas and flexible Stratagems. An abundance of buffs all in all. Doctrinas are back, baby! Wonderful models, with the glaring exception of the Electro-Priests Kastelans. Our models have gotten cheaper. We finally get a Dedicated Transport! Come on Games Workshop! We have anti-air Icarus array but no air. Possibly not much of a problem with the fast attack though. Electro-Priests look like ass. Canticles only work if an entire detachment is AdMech, but multiple detachments are a thing. Despite the invulns and FnP, etc. Mediocre Leadership means you often take minimum squads to prevent losses from Morale tests. You can still reach marine-tier leadership using cheap upgrades and models you were still going to bring, though. For example, we only have two Fast Attack both from the same box and two Heavy Support choices. Thankfully, all of these are pretty good. If you want to use Cawl, it has to be Mars. In fact your only two HQ are the expensive Captain-equivalent one or the cheap repairman. And you want neither of them in melee. Oddly enough, you will struggle with heavy armored lists at medium to long ranges. You have no practical meltas, you have no cheap lascannons. Your only reliable long range T8-killer is the neutron laser. If your opponent is spamming leman russes and baneblade s , you have a problem. Armiger Warglaives rectify this somewhat. Combined with your lack of transports means that units with good invuln saves need to be kept FAR away. Several of these combined mean that you have to bring in Imperial allies to stay competitive. Transports, Psykers, long-ranged fire support like lascannons, and aircraft, would benefit this army a lot. Special Rules[edit] Canticles of the Ommissiah[edit] Once per turn, you can activate one of the Canticles of the Ommissiah. One use per canticle, or roll a D6 to get a random one and possibly re-use one. Putting allies in another detachment is fine, though. Incantation of the Iron Soul: Lets you re-roll failed Morale Tests. Litany of the Electromancer: It will help you hand out Mortal Wounds, but all things considered, this is one of the least useful Canticles. Most useful against tough to budge MSU units such as Marine Combat Squads and IG Infantry Squads if you can engage enough units because lots of units to hit and units that are expensive per wound like deathcult, aspect warriors, terminators, and lychguard because every wound hurts. The effect is resolved as soon as its chosen and does not apply again during the rest of the round. Chant of the Remorseless Fist: Re-roll 1s in the fight phase. Use it the turn when your Electro-Priests, Sicarians, and Dragoons make it into combat. It is especially beneficial to the latter two due to their taser weapons. Combine with the Conqueror Doctrina Imperative to more than double damage output on a large alpha strike unit. The simple Ranger goes from wounding It will treat your whole army as if they are in cover. Invocation of Machine Might: This canticle is absolutely perfect against assaulty marine armies. Not to mention the terrifying speed at which Infiltrators with Power Swords will hack through Tacticals, Lts, and Terminators alike. Benediction of the Ommissiah: It allows you to re-roll 1s in the shooting phase, but AdMech is a faction that already has easy access to doing so. The main use for this one is if your Domini have somehow been sniped, or if you have a unit going without a babysitter and would like to get some shooting help. Though, for the new transport and deep striking doctrines, this is perfect for allowing full shooting potential anywhere on the board. What is really good about Canticles now is that you are choosing them at the start of each battle round, not on your turn. That means you can declare Shroudpsalm on turn 1 even if your opponent is going first. Forge Worlds

not listed below can select any Dogma they wish. Agripinaa - Staunch Defenders: Graia - Refusal to Yield: Roll a d6 whenever a model with this dogma is slain or flees. On a 6, that model refuses to yield gee, who woulda thunk , and either the unit survives with 1 wound left, in the case of multi-wound models or the model does not flee. A decent Dogma, mainly useful on single wound models like massed Vanguard, though it might save a character or vehicle every now and then. Basically returns our troops to their 7th edition version. Does work to save your models from Gets Hot! Enemy attacks made against a unit with this dogma that have AP-1 are treated as if they had AP0 instead. Mars - Glory to the Ommissiah: When rolling for Canticles, roll twice. All units with this dogma receive the benefits of both Canticles that are rolled for, unless a duplicate result is rolled. This reliably gets you the Canticle you want multiple times in addition to an extra free army-wide rule, which is good on itself. If you have multiple detachments on the table from different Forge Worlds, the first roll will affect both detachments, and the Mars detachments will roll a second time for their extra Canticle. As such, whether a Chorister Technis is from Mars or not, he can only reroll 1 dice at best. Metalica - Relentless March: When a unit with this dogma advances, it treats its Rapid Fire weapons as Assault weapons until the end of the turn. Additionally, it does not suffer the -1 to shoot after advancing with Assault weapons which stacks, obviously. And they just got cheaper. Unless you intend to deepstrike these blueskinned lightning rods, Corpuscarii need this dogma to be run efficiently. Ryza - Red in Cog and Claw: Can re-roll wound rolls of 1 in the fight phase. Half your unit choices have melee rules, too bad still no transports. Infiltrators and Dragoons, and also Ruststalkers as your third option, have a bit of an easier time reaching the enemy to put this dogma to use. Your opponent must subtract 1 from their to hit rolls when shooting at units with this dogma if they are more than 12" away. Same as the Alpha Legion and Raven Guard. If you want durable infantry and vehicles this is your Forge world, provided you keep your distance. Universal[edit] Monitor Malevolus: Once per battle, you can re-roll a single hit roll, wound roll, or damage roll made for your warlord. In addition, if your army is battle-forged, roll a d6 each time you or your opponent uses a stratagem. On a 6, you gain a command point. Statistically this adds 1. Not to mention the reroll is worth 1CP on its own already. You can re-roll failed wound rolls when attacking enemy infantry, beast, or monster units with your warlord. Good for a Dominus with relics that meets the enemy instead of being support. For dedicated melee, the Primer Hermeticon might serve you better.

Chapter 2 : Adeptus Mechanicus - 1d4chan

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Due to the great amount of power it wields, the Adeptus Mechanicus could almost be compared to be like an allied empire, rather than an organisation within the Imperium. The Adeptus Mechanicus also follows a different religion from the rest of the Imperium. The religion and religious structure of the Adeptus Mechanicus is known as the Cult Mechanicus. Adepts of the Adeptus Mechanicus are known as tech-priests. Any member of the Cult Mechanicus over the rank of menial will often be referred to as a tech-priest, though Magi and higher ranks are usually referred to by rank. As befits the religious nature of the Mechanicus, tech-priests usually wear robes, which are usually either rust-red or white. Tech-priests are often cybernetically augmented. Mars was colonised early in human history, and developed separately from Terra, both culturally and technologically. The arid surface of Mars was terraformed, and under a man-made atmosphere the colony flourished. At the height of its splendour during the Golden Age, and even later in the anarchic Age of Strife, Mars dispatched hundreds of colony fleets into the void. Many perished in the terrible Warp storms that engulfed the galaxy at that time, but others survived. Those that did founded new worlds in the name of the Machine God, building on them a likeness of the great factories and temples of their distant home world. Across the galaxy mankind suddenly turned upon itself as a new breed of Warp-attuned humans emerged. Civil war engulfed thousands of human worlds, including the twin empires of Terra and Mars. Mars returned to being the red wasteland of the past. Plagues caused by high radiation levels slew most of the population. Many of the survivors devolved into mutants or gibbering cannibals. The destruction of the entire planet seemed likely. However, this was not to be, for a new idea began to spread among the people, a religion of survival - the Cult Mechanicus dedicated to the Machine God. The cult demanded absolute devotion from its followers, for only by selfless dedication and often personal sacrifice could machines be recovered or the planet saved. Under the direction of their Tech-priest leaders, the cultists set about restoring order to the world. They built shelters to protect themselves from the radiation storms, and oxygen generators and food processing machines to enable them to live behind the enclosed shielding. Marauders and mutant raiders tried to force their way inside the hurriedly constructed buildings. Many of the cultists died defending their shelters and some early shelters were destroyed, but the survivors emerged all the stronger and more determined. The people interpreted their survival in the face of tremendous odds as vindication of the Cult Mechanicus. Their resolve and devotion to the cult became unshakable. The Tech-priests scoured the ruins of Mars for surviving machinery which they enshrined within the Temple of All Knowledge. The shafts of each piston were so constructed that they moved to raise and lower the roof, altering its acoustic properties to accentuate the hymns of praise sung to the Machine God. The High Altar within took the form of a vast database containing the whole knowledge of the Tech-priests. Even today every new discovery is dedicated to this altar. Every temple on Mars and throughout the Forge Worlds is connected to the High Altar by means of a living Transmat link, a psychic Servitor whose mind co-joins all altars of the Cult Mechanicus into one holy machine entity. Treaty of Olympus After the Emperor formed the Imperium, he engendered support with the Martian Mechanicum, an already existing empire. On Mars, he was commonly seen as the Omnisiah, the earthly representative of the Machine God, due to his ability to seemingly instantly repair machinery with a mere touch. Given such incentives the Martian Parliament and Fabricator-General agreed to the terms, and the formal alliance between the Adeptus Mechanicus and Imperium was signed on Terra between the Martian Ambassador and the Emperor. Many Tech-Priests saw the Emperor as a warlord seeking to subordinate the Mechanicum and limit their technological research. Among these was Kelbor-Hal. Many Mechanicum units declared for the Warmaster Horus, some retained their loyalty to the Imperium and some seceded altogether to remain neutral during the conflict. As their Forge Worlds supply mankind with vital weaponry and technology, the Adeptus Mechanicus continues their Quest for Knowledge and vigorously hunt for remains of

precious STCs. Even the Golden Throne , cornerstone of the Imperium, is proving beyond the ability of the Adeptus Mechanicus to repair and maintain. Cult Mechanicus Although the Emperor is venerated by the Adeptus Mechanicus for his ancient knowledge and comprehension, the techpriests do not follow the Imperial Cult , but a wholly different religion, known as the Cult Mechanicus or the Cult of the Machine. According to its teachings, knowledge is the supreme manifestation of divinity, and all creatures and artefacts that embody knowledge are holy because of it. Machines that preserve knowledge from ancient times are also holy, and machine intelligences are no less divine than those of flesh and blood. During the Great Crusade the forces of the Emperor liberated many of the forge worlds founded as colonies of Mars in ancient times. On his arrival at many of the worlds, the Cult Mechanicus recognised the Emperor as the long awaited Omnissiah. So each macroclade of this organization is composed of four cohorts, each consisting of three maniples 12 maniples in total. It is a binary language, optimised for quick communication of technical data, which consists of a burst of static emitted through the bionic implants of members of the Mechanicum which cannot be understood by unaugmented humans. The quest consists of research and exploration, but ultimately the focus of the quest is on the recovery of a working Standard Template Construct "STC" system. The purpose of the many exploratory missions is the recovery of STC knowledge. To the Mechanicus, it is their lost bible. Any information on the STC including the scraps of knowledge recorded on hard copy designs are sought out and kept as holy texts. No functional STC systems have ever been recovered. The STC survives only as print-outs, some of which are many thousands of years old. Although considered the most reliable, there are very few first generation print-outs, and these are regarded as the most sacred of texts.

Chapter 3 : Cryptography - A General Overview

Codex: Adeptus Mechanicus. The Cult of the Machine God Introduction This army list represents an Adeptus Mechanicus Questing or Exploratory army, not a full-blown army such as would be fielded along the lines of their Epic 40K list.

The Commandments of the Mechanicus[edit] The Mechanicus have some ideas that they abide by: The spirit is the spark of life. Sentience is the ability to learn the value of knowledge. Intellect is the understanding of knowledge. Sentience is the basest form of Intellect. Understanding is the True Path to Comprehension. Comprehension is the key to all things. The Omnissiah knows all, comprehends all. The alien mechanism is a perversion of the true path. The soul is the conscience of sentience. A soul can be bestowed only by the Omnissiah. The Soulless sentience is the enemy of all. The knowledge of the ancients stands beyond question. The machine spirit guards the knowledge of the ancients. Flesh is fallible, but ritual honors the machine spirit. To break with ritual is to break with faith. What the Mechanicus does[edit] - Fabricator General Kane. The main role of the Adeptus Mechanicus is to maintain the advanced equipment of the Imperium; which despite stereotypes, they are actually very good at. Most of their rituals to appease machinery are pretty much the same methods we would use to repair our machinery with a whole bunch of religious iconography mixed in. The terms used by the Mechanicus are actually quite similar to our engineers if you swap some of the words replace machine spirit with A. I, sacred oils with lubricant etc. Because of its religious nature some of the components of the rituals are unnecessary but almost all Tech-Priests skip the unnecessary stuff in dire situations while some abandon the unnecessary parts altogether. They spend a lot of time traveling across the galaxy looking for some old laptops called " Standard Template Constructs " that have all the info necessary for the first human colonist do their job well mostly a mix of Ikea and "high-tech for dummies" manuals. This is the reason why you will end selling grox hamburgers if you study to be a scientist unless you have balls or are a spess mehreen artificer who might make something really good in the Imperium: Thanks to glitches, lack of maintenance, and Chaos corruption, nearly all the STCs found by the Mechanicus are more fucked up than Windows Vista. These printouts, when discovered, are studied, translated and argued over for centuries before any useful products are made from them. If they ever find an undamaged complete STC, this would likely cause a schism within the Mechanicus, which will tear the Imperium asunder. Some depict them as a single blueprint for some high-tech equipment, some depict them as a database of those blueprints, and on at least one occasion an STC was portrayed as what can be described as a massive 3-D Printer. The Priests of Mars also will not mind getting their hands on Xenos artifacts to see how such "blasphemies" can work, and maybe give a hint of how a "pure" design should have been. The faculty of engineering never looked so cool! Very rarely the Adeptus will actually invent something. While they do adapt designs occasionally the only things they actually invented from scratch is the Lascannon , the Dunestrider perpetual motion machine whose creator was promptly executed and all designs lost upon creation , as well all the Titans , except for the Reaver Class and the Apocalypse Class, which were invented during the Age of Strife and the Dark Age of Technology respectively. Which is pretty odd, until you realize that they invented them pre-heresy. Even things like Land Raiders and Land Speeders , which were said to have been given critically important parts by the famous Mr. Well, they also invented the Infernus pattern Predator. Sure they built it on the Rhino chassis, but they created a pattern without killing everyone involved. They are, supposedly, using divinely inspired reason to create something that has always existed, implicit in the logical structure of the universe. Ahem, I mean, "divinely inspired reason". More recently, several of the cogboys under the influence of Archmagos Belisarius Cawl have been learning how to use actual innovation, producing entirely new designs like the Repulsor Tank. Also important to mention is what they do not do. The Mechanicus by and large are the greediest gits in the galaxy, on top of being feudal as fuck. Anything with any kind of passing significance or interest to the Mechanicus is guarded by 7-foot cyborg death machines. Anything in the private possession of a Mechanicus operative that might be harder to make than a bolt or nut is treated like the holy grail. I dare you to try and take a 8, year-old flash drive from a techpriest who just found it. In the "Mechanicum" novel they

are shown to have actual theoretical knowledge of physics. The AdMech probably has as much scientific knowledge as we have today, and definitely more. And they are quite happy to play with it. Take the Lasgun as an example. There are almost infinite patterns of lasguns. So they understand materials and mechanics well enough to create different stocks and triggers. They understand optics as they can focus the las beam with different barrel lengths. And they do use this knowledge to create new patterns. Because the power pack is a scary super advanced piece of technology that not only will hold enough energy for a hundred las shots powerful enough to kill an armored man, but it will be easily rechargeable thousands of times. The ultra advanced science used in the Dark Age of Technology was developed with the aid of AIs and super advanced computers. In the "Mechanicum" novel the Dragon Caretaker says that the Emperor engineered the creation of the Mechanicum. Why the atheist Emperor would create a machine cult if not because it was the only way to retain a technology that the humanity would have no possibility to comprehend anymore once that the AIs would be wiped out? This means that he foresaw the rebellion of the machines and the long night and allowed it as a means to develop a technology that could then be salvaged after. Then the Horus Heresy came and fucked up everything. And yes, the cult mentality of AdMech involved probably more than should have been. The real "power" of their technology comes from the Dark Age of Technology stuff and they are not able to touch that. And this is not all. The lack of AIs and uber computational power might hinder you from understanding advanced science to a point, yes. But it will absolutely wreck your ability to produce practical applications of said advanced science. Let me make an example, ok? You are fifty years in the future and fusion energy is an everyday reality from fusion power plants. ITER worked after all. You are transported on to a desert island and you have all the scientific knowledge of humanity in your brain. You are asked to build a practical fusion based power source. Can you do it? You can understand perfectly how the thing should work and how to design one. So they hand you a blueprint of a currently working reactor. Can you build it now? You have a blueprint and the theoretical knowledge to understand what you are doing, so you build the damn thing. Then they ask you if you can build another but slightly different. Can you do that? You have the blueprints of a working design and you have the theoretical understanding on how it works, so you can try to modify it. Best case scenario, it works. You nuke the whole fucking island. Does it remind you of something? History of the Adeptus Mechanicus[edit] Who said they are not human or lack the human factor? And thanks to Priests of Mars this is canon. Thus Mars became an extremely technologically advanced society of astronauts, scientists, engineers, manufacturers, and miners wherein they could pursue advances in technology and power the Dark Age of Technology. After a while, during the Age of Strife , their precious atmosphere was punctured, and solar radiation beat down on their filthy heads burned the land, boiled the seas, and took the sky from them, nuking all life. Everybody either did one of three things: After hundreds of years of living from half-working mechanical bunker to partially-pressurized archaic hab spire; people began to look upon technology as a saviour and way to return to the former heights of glory. Thus, did a new cult spread amongst the people of Mars, wherein they paid reverence to the Machine God. This happened after they sent pretty much their entire fleet and army to Terra to prevent the Unification of meatbags, so they can continue to raid ancient Terran tombs and libraries once or twice a century. In exchange for giving the Imperium all the guns and tanks they needed, the Emperor promised the Fabricator-General full autonomy on all Forge Worlds, as well as access to Navigators and Astropaths for space travel, and all Archeotech found during the Great Crusade. Naturally, this managed to smooth things over between the two factions, resulting in the Treaty of Mars and the beginning of the Imperium; As a sign of their alliance, the Emperor changed his sigil from the lightning bolt, as used by the Thunder Warriors , to the two-headed Aquila. All those techpriests are going to have serious problems when it wakes up The Mechanicum only lasted till midway through the Heresy. Loyal tech magi were evacuated from Mars when the Death of Innocence hit the planet and a new Fabricator General was elected. This posed a bit of a problem for the Mechanicum as a whole as the previous Fabricator General was technically still the head of the Mechanicum and still held Mars. Various allied and vassal parts of the Mechanicum had a legal meltdown as to who they were supposed to be loyal to - the nation they were a part of and technically still subordinate to or the overarching Empire they had sworn fealty to by proxy. Martian loyalists suggested the creation of a new Adeptus to put the Mechanicum on a level playing field with the

other sections of the council of Terra, gaining a voice in the running of the Imperium as a whole. The Martian ambassador resolved the complicated Binary Succession issue by literally walking an Emperor Titan right outside the council chambers until the council agreed. Thus the modern Adeptus Mechanicus was formed. They also created a Chapter of their own Space Marines once. The Machine Spirits[edit] "If you run from technology, it will chase you.

Chapter 4 : Codex: Adeptus Mechanicus | The Dark Fortress

Accompanying Codex: Adeptus Mechanicus is the perfect leader for any army of the Machine God - Belisarius Cawl. This model will be available separately for the first time, making it easier than ever to add this mysterious hero to your forces.

In ancient times, before the current Age of the Imperium officially began following the end of the Horus Heresy, the Adeptus Mechanicus was often called the Mechanicum. Instead of the Imperial Creed, the servants of the Mechanicus follow their own dark and mysterious scriptures and worship the deity they call the Machine God or the "Omniassiah. The Emperor is the supreme object of worship for Mankind, the living embodiment of the Machine God or Omniassiah, because He comprehends so much, understanding more about the true nature of reality than any other being in existence. The Adeptus Mechanicus also regard organic flesh as weak and view the removal and replacement of biological tissue with mechanical, bionic parts as sacred. Most elder Tech-priests have few organic parts left and eventually become more machine than man. They provide the technical and scientific experts of the Imperium and field armies of massive Titans, Mechanicus Electro-priests, Skitarii and Combat Servitors. Contents History Departmento Cartigraphicae galaxy map depicting the bastions of the Machine God, ca. M30, it retains an unparalleled degree of autonomy from the rest of the Adeptus Terra for an Imperial Adepta. This autonomy was guaranteed to the Mechanicus in the Treaty of Mars to provide the Tech-priests with immunity to the dictates of the atheistic Imperial Truth and to allow the Mechanicus to continue to exercise sovereignty over all of the Forge Worlds it had settled across the galaxy during the Age of Strife. In return, the Mechanicus agreed to aid in the construction of the massive fleets and the provision of the technical aid necessary for the Imperium of Man to launch the Great Crusade. Whereas nearly all the citizens of the Imperium observe the tenets of one of the various sects of the Imperial Cult that worships the Emperor of Mankind as the God-Emperor, the Adeptus Mechanicus is virtually synonymous with the Cult Mechanicus, another faith that could easily be considered heretical by the rest of the Imperium if the Adeptus Mechanicus was not essential to the survival of the Imperium and if the Tech-priests had not proven their loyalty to the Emperor in countless ways. The Adeptus Mechanicus is vitally important to humanity because the Imperium, despite its technologically advanced state, has a very limited scientific knowledge of how its technology actually functions. This has only reinforced the prevailing Imperial view that the building and use of advanced machinery is almost a magical or religious act, fraught with ritual and inviolable instructions. As a result, the Mechanicus wields a tremendous amount of power in the Imperium as the primary manufacturer, maintainer and repairer of everything from basic farming equipment to interstellar warships. Mars was colonised very early in human history, long before the start of even the Dark Age of Technology, and developed a society different from Terra both culturally and in terms of technological advancement. The arid, rusty surface of Mars was terraformed, and under a man-made oxygen-nitrogen atmosphere, the Martian colony flourished, though it remained politically independent from Terra. When the era of human interstellar colonisation began, both Terra and Mars served as the co-equal mother worlds of countless new human colonies across the galaxy. Mars, ancient homeworld of the Adeptus Mechanicus During the Dark Age of Technology, the two empires of Terra and Mars co-existed under the aegis of the decentralised human interstellar government of that era, to the mutual benefit of both. At the height of its splendour during that era, and even later in the anarchic Age of Strife, Mars despatched hundreds of colony fleets into the void. Many perished in the terrible Warp Storms that engulfed the galaxy at that time before the birth of the Chaos God Slaanesh, but others survived or made their way forward at sublight speeds in realspace. Those who did founded new Forge Worlds in the name of the Machine God and built on them a likeness of the great manufactorums and temples of their distant homeworld. The onset of the Age of Strife brought an end to the glory and peace of the ancient interstellar human domain. Across the galaxy, Mankind suddenly turned upon itself as a new breed of Warp-attuned psykers emerged and Warp Storms engulfed the galaxy, rendering interstellar travel and communication dangerous to the point of impossibility. Civil war engulfed thousands of human worlds, even the twin human homeworlds of Terra and Mars. Many warring

factions vied for power on Mars and waged a brutal civil conflict using arcane and unimaginably destructive weaponry, including psychic abilities. The carefully constructed atmosphere of Mars was burned away, and once more the rusty surface of the planet was exposed to the deadly radiations of the Sun. The terraformed Martian environment, which had teemed with Terran life for centuries, was rendered a barren crimson desert again. The Martian combatants now fought in the same blood-hued wastelands that the first human colonists from Terra had found millennia before. In time, one faction emerged dominant over all the others that had contended for dominion over Mars -- the Cult of the Machine God, the Mechanicum. For millennia the Mechanicum ruled over Mars, sending out colony expeditions to spread its faith and its way of life across the galaxy, which led to the founding of the first Forge Worlds. Mars also made war upon the divided techno-barbarian states that ruled Terra at this time, as many of these ignorant savages had access to advanced technologies left over from the Age of Technology that they did not understand or know how to venerate properly. This innate hostility between Mars and Terra lasted for centuries until in the late 30th Millennium, following his victory in the Unification Wars on Terra, the Emperor of Mankind came to Mars and landed atop the great volcano of Olympus Mons. At their first sight of the Master of Mankind many Tech-priests were overcome with the feeling that they had met the living embodiment of the Ommissiah, the Machine God clad in human form. Though the Mechanicum had no knowledge of it, it was artificial intelligence that had nearly destroyed humanity once before during the rebellion of the Men of Iron in the Dark Age of Technology and the Emperor was determined not to repeat history. With the signing of this agreement, known as the Treaty of Mars or the Treaty of Olympus Mons within the Mechanicum, the Cult Mechanicum became the Adeptus Mechanicus of the new-forged Imperium of Man, and the Imperial Aquila was refashioned to bear two heads, one for Terra and one for Mars. Yet the terms of this agreement did not sit well with some within the hierarchy of the Mechanicum. A minority of Tech-adepts believed that the Emperor was not the Ommissiah, for the Machine God that the Mechanicus had always worshipped actually lay sleeping deep beneath the crust of Mars in the Noctis Labyrinthus. As the Great Crusade progressed into the early 31st Millennium, these simmering discontents would ultimately cleave the Mechanicum just as it would the wider Imperium. During the Horus Heresy many Mechanicum units declared for the Warmaster Horus and fought against those of their faith who remained loyal to the Emperor, becoming known in later times as the Dark Mechanicus. These Traitor Mechanicus units initiated a civil war on the Red Planet known as the Schism of Mars that mirrored the larger conflict raging across the galaxy. Horus promised much else in terms of technological knowledge to the Mechanicum, including the right to develop technologies like artificial intelligence previously forbidden by the Emperor in the Treaty of Mars in return for their allegiance to his cause. Many Master Adepts like Kelbor-Hal longed to pursue these restricted lines of research and had long believed that the Emperor was not the Ommissiah of the Machine God, for the true Machine God dwelled in the Noctis Labyrinthus deep below the crust of Mars. The Quest for Knowledge Over the long millennia since its inception, the Cult Mechanicus has been riven, reformed, brought to the brink of catastrophe, and has engaged in conquests that span the galaxy. Calculus Logi labour night and day to catalogue its history, though they disclose it not. Only a handful of events are allowed to reach the annals of Imperial truth: MM25 The Age of Technology Although accounts of this era are incomplete and unreliable, it is generally considered to be a golden era of development and expansion as Mankind first spreads across the galaxy. The first of what will later become known as Knight Worlds are established during this period. Human psykers appear in ever-increasing numbers. It is difficult to unravel the truth, but tales abound of anarchy, daemoniac possessions, the coming of the Enslavers and the betrayal of humanity by the thinking machines. With the collapse of the Aeldari and birth of the new Chaos God Slaanesh, the galaxy is engulfed with Warp Storms that isolate swathes of the galaxy and those civilisations not destroyed outright are cut off from one another. Many come to know this era as " Old Night ," and it descends like a shroud over the galaxy. During this time, the Knight Worlds fare best, for they eschew psykers and purposefully regress technologically. They grow superstitious and hidebound in their own traditions while they stand alone in a galaxy besieged by evils. As lulls between the waves of Warp Storms allow, the fleets of Mars travel outwards, raiding for lost technology and establishing new colonies of Tech-adepts. With a few exceptions, such travels remain limited in scope and stay within the confines of what

will later become known as the Segmentum Solar. The Treaty of Mars ca. M30 - The Emperor, fresh from uniting the tribes of Terra, arrives on Mars. Many of the Tech-priests declare him to be the Ommissiah, and so the Emperor forges an alliance with Mars. In recognition of the fact that to achieve His galactic plans, the Emperor needs the technological and scientific aid of the Mechanicum, Mars becomes an ally to Terra rather than her subject, which is cemented by the signing of the Treaty of Olympus Mons, known as the Treaty of Mars on Terra. Of the countless worlds that the Imperium soon claims, only Forge Worlds dedicated to the Cult Mechanicus are esteemed in such a way. M31 - The Emperor leads the massive Great Crusade outwards from Terra, with the purpose of reuniting the hundreds of thousands of lost worlds scattered across the galaxy. All are equipped by the factories of Mars. Planet after planet is reconquered and offered the same choice -- bow before the Emperor of Terra or be destroyed. On and on the Expeditionary Fleets push outwards. The Tech-priests often refer to this time as the Great Expansion, for hundreds of Knight Worlds are rediscovered during this period alone. The Horus Heresy M31 - Like all of the branches of the Imperium, the Mechanicum finds itself rife with corruption during the epic civil war known as the Horus Heresy. Indeed, the Fabricator-General of Mars, Kelbor-Hal himself, declares his allegiance to Horus, and so begins the Schism of Mars, a bitterly-fought campaign that mirrors those taking place across the galaxy. Skitarii Legions square off against each other while Titan duels Titan. They are hated and feared in equal measure, for they dare to fuse daemons with the Machine Spirits of their war engines, creating twisted things that mock the Machine God and His true laws of order and reason. The Great Scouring M31 - Wars of recrimination follow the Horus Heresy. Led by Roboute Guilliman and the Ultramarines, the Imperial forces fight battle after battle, driving the remaining Traitor armies back until they finally flee, seeking refuge in the Eye of Terror. The Knight Houses, their honour tarnished by the vile deeds of fallen Knights, are especially vehement in their pursuit of battles of vengeance. Recognising the need for systemic change, Guilliman creates the Codex Astartes, and tasks Archmagos Dominus Belisarius Cawl with a secret task that will align the fates of the newly-forged Adeptus Mechanicus and the Space Marines for centuries to come. Crippled by His wounds during the final Heresy battles, the Emperor is interred within the Golden Throne, a device so complex that only the Adeptus Mechanicus can hope to maintain its systems. The Shadow War Unknown Date. MPresent - An intense paranoia drives the Cult Mechanicus to bury their secrets deep. Aware of their mistake but unwilling to admit it, the Inquisition devises purge protocols that engage in an unseen battle with the self-replicating deletion-programs of the Cult Mechanicus. Though this shadow conflict flares up into several planet-wrecking wars before fading, battles between them still rage in secret to this day. The Giridium Experiment M32 - The Cult Mechanicus builds a fortress around the "haunted" caves of Giridium. During the manifestation which occurs every equinox, the disciples of the Ommissiah blast apart rank upon rank of red-skinned daemons. The process is repeated for nine long standard years. Just as the Adeptus Mechanicus are compiling reports and preparing to withdraw, the sky above yawns wide and disgorges a rain of capering, whirling flame-daemons. The ensuing battle rages for solar months, and when a new wave of blood-horrors bursts from the caves at the next equinox, the combined daemoniac onslaught sees the personnel of the Cult Mechanicus present slain to a man. M32 - House Taranis begins the practice of sending the Nobles that fail to enmesh properly with their Imperial Knights to the Adeptus Mechanicus. Similar exchanges between other Knight and Forge Worlds occur across the galaxy. MM34 The Forging As the Imperium solidifies its measures of control across key star systems, including the adoption of the Imperial Cult as the official state religion, the Adeptus Mechanicus becomes ever more secretive. M34 - An Adeptus Mechanicus Explorator fleet clashes with the Cacodominus, an alien cyborg of colossal psychic potential. The horrific creature learns well of Humanity and its agents. Within a standard year it controls the populace of thirteen hundred planetary systems. The resultant heresy is ended by a concerted attack from the Legio Cybernetica and their Black Templar allies. Entire sub-sectors slide into barbarism without the light of the Emperor to guide them. The Prophet of Cogs M34 - The long-time rivalry between those Tech-priests who dwell in the north of Mars and those of the Martian south flares up into open war. As the conflict grinds on, both sides are assailed by the feral packs of malfunctioning Servitors and burnt-out war machines that haunt the desert wastes. The war reaches a gory conclusion when the self-proclaimed "Prophet of Cogs" broadcasts a control-chorus that binds millions of long-abandoned

machines to his cause. Appalled by the half-living cyberghouls he sets on his foes, both the Martian north and south unite to drive him from the face of the Red Planet.

Chapter 5 : Adeptus Mechanicus - Warhammer 40k - Lexicanum

Codex: Adeptus Mechanicus Enhanced Edition is available to download on Apple Books. Apple Books is an amazing way to download and read books on iPhone.

Chapter 6 : Hashdumps and Passwords

CODEX: ADEPTUS MECHANICUS Official Update Version Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule.

Chapter 7 : Codex: Adeptus Mechanicus (8th Edition) - Warhammer 40k - Lexicanum

Codex: Adeptus Mechanicus The Adeptus Mechanicus are the keepers and manufacturers of technology for the Imperium of Mankind. It is a role they guard jealously, using their own standing armies, engines of war and god-machines.

Chapter 8 : Codex: Adeptus Mechanicus Enhanced Edition by Games Workshop on Apple Books

The Adeptus Mechanicus are the keepers and manufacturers of technology for the Imperium of Mankind. It is a role they guard jealously, using their own standing armies, engines of war and god-machines. It is within their power to unleash the most arcane weaponry in the Imperium, and they do so.

Chapter 9 : Codex: Adeptus Mechanicus (8th Edition) - Codex Upon Us - Forum - DakkaDakka

The sweetest Adeptus Mechanicus units are found in Heavy Support, and you'll want to run lots of them. It will require 1 HQ choice, which you can fill with a cheap, barebones Techpriest Engineeer, and a minimum of 3 heavy support choices.