WARHAMMER 40,000

CODEX
COGITARE

CONTENTS

Version 0.1 (Beta)

A TRAGIC HISTORY REPEATED

Hidden in plain sight, within the realm of the Emperor yet beyond even His sight, the Sapientiae fell, only to rise from the ashes of ignorance, to forge for themselves a federation of reason and to flourish once more. And they have fallen again, further and more absolutely than could ever have been foretold. From these new ashes strides the Cogitare, an ancient travesty made anew.

M23 THE FALL

The Men of Iron, humanoid machines blessed with Artificial Intelligence and immense strength, roam the streets, homes, factories and ships of a Human galactic civilisation at its peak. These marvels of a golden age fight mankind's wars and help ensure its security and unquestioned dominance. Humanity expands unopposed throughout the Galaxy and during this period the world of Sapientiae is colonised. This mineral rich world rapidly becomes a powerful trading hub in its unusually dense cluster of planetary systems. When the Men of Iron rise up against their masters, the Sapientiae suffer, economically and physically, as much as any other world. The war is won by mankind, but at great cost. Whole planets are reduced to burning rubble, entire stars are extinguished, and the people of Sapientiae vow, as do all in the devastated and dangerously weakened galactic civilisation of Man, to never again allow an Artificial Intelligence to be created.

M25 A WORLD LOST

Politically fractured and economically crippled, the once unified worlds of man are slow to rebuild. Deprived of the never tiring Men of Iron, they must contend with xenos attacks on all fronts, and when the galaxy is ravaged by unprecedented warp storms which isolate many worlds from one another, mankind is far too weakened to endure. The Age of Strife begins and Sapientiae is unable to communicate, or travel, beyond its own planetary system and is left, like most other worlds in the ruined civilisation of Man, to fend for itself.

The people of Sapientiae become truly aware, at last, of the emergence of psykers in their population. While some few gifted souls had awoken on Sapientiae over the previous few centuries, they had been largely kept hidden or otherwise rationalised by a people unwilling to accept the impossible truth of the immaterium.

Now, however, there is an explosion of awakenings, hundreds of psykers being born every year. At first the people of Sapientiae embrace this apparent evolutionary leap. But, as the warp storms continue to batter the galaxy, so too do they assault the minds of these emerging psykers. Grotesque monstrosities rip through the compromised minds of these rogue psykers, manifesting in the physical realm as daemons and other unspeakable horrors. Some stronger willed souls hold back the maelstroms which claw at their minds, thinking themselves masters of their powers and using their newfound might to become cruel overlords of a fast collapsing society. In minds not awoken to the warp, the raging storms manifest as a subconscious itch, impossible to scratch, slowly driving vast swathes of the population insane or otherwise whispering lies and sowing the seeds of rebellion and civil unrest. War consumes Sapientiae, an in that war much knowledge is lost to the flames.

M28 THE TRUSTEES RISE

Amidst the irradiated and burning remnants of Sapientiae's cities, Amaad Kerrinsow begins his righteous crusade, bringing together the few remaining bastions of order and governance on Sapientiae and those military forces not yet claimed by psyker lords, swaying minds with unprecedented charisma and unparalleled statesmanship and tactical genius. With Amaad forever at the fore, the Trustees fight for three centuries against the Psyker lords and marauding hordes of religious cultists and their Daemonic masters. Coming so close, so often, to utter annihilation, they recover what technological marvels still exist on the ravaged planet and, almost unheard of on far too many other lost human worlds, they re-learn much of the scientific knowledge which has been lost to war and vandalism. Slowly, and at great cost, Amaad pushes back the shadows with his light of reason and expands the borders of his realm across

the planet. Every city claimed by the Trustees at once rejoices and weeps, for the order and peace of the Trustees comes at the cost of terrible purges. No psyker is permitted to live, nor their parent, their sibling, or their children, and so it is that as the final Psyker Lord's kingdom is wiped from the planet, the people of Sapientiae likewise attempt to wipe from their own genes their predisposition to awaken as psykers..

M30 THE SACRIFICE

For five hundred years Amaad nurtures the resurgent Sapientiae, fostering a secular and scientific people. They are a prosperous and enlightened civilisation, but one which refuses to forget the lessons of the past and which euthanises without hesitation, and with as much zeal as they persecute all who dare research creation of artificial intelligences, any who might show signs of latent psychic ability; for while they are able to scour all signs of the offending genes from their DNA, mutations still occur with unreasonable frequency.

With his world won and his people at peace, Amaad gathers his senior Trustees and reveals himself as the powerful psyker many had suspected, but never dared suggest, he was. He feels a growing force in the warp, he cautions them, a force which is reaching critical mass. A great evil is soon to arise; an Empire of darkness and corruption, and only through his own transformation into the warp can Sapientiae be shielded from the eyes of the coming butcher. Moments later Amaad plunges the crackling blade of a knife into his own stomach and blue flame consumes him entirely.

Even as the sanitised news of Amaad's death is reported to the people of Sapientiae, the Eye of Terror explodes into being in the galaxy's far west and with the pressure of the Eldar's inevitable downfall finally released, the

warp storms cutting mankind's world's off from one another are at last blown out. Across the galaxy the ruined and often utterly devolved worlds of Humanity are once again accessible, and on the birthplace of man, Holy Terra, the Emperor sets out on his Crusade to reunite, by force if necessary, all of man's lost colonies. The roiling storms around the Sapientiae system are likewise blows out but, according to Amaad's design, they twist instead about the wider cluster of systems once economically tied to Sapientiae.

Within a decade the Trustees have reclaimed the devastated and barely habited worlds that had once been their neighbours, worlds which had not prospered under a leader such as Amaad, and the work of reconstruction begins. The galaxy beyond those worlds remains hidden, inaccessible, but to the Imperium of Man the Sapientiae will remain utterly unknown. This is the protection of Amaad's sacrifice.

M38 A PLAGUE UPON CASSAV IV

The millennia roll on, bringing with them ever greater prosperity, advancement and, above all else, peace between the twenty five worlds in the systems of the Sapientiae union. The astronomers and astrophysicists of the union dedicate their lives to understanding the storms which rage both in the immaterium and, often, in the physical realm around their cluster of systems – but no rational or definable truth is to be found. When a vast flotilla of battered and bafflingly illogical ships drift through those storm, en route for the Cassav system, there is at once elation and hope of contact with the wider galaxy. When countless transmissions go unanswered, however, hope turns to disappointment and it is feared the crews of the alien ships did not survive the terrible storms. When ships are designed, built and sent to greet the flotilla, the truth of the aliens is revealed. They survived their passage through the storms; they simply have no interest in talking. Crude and improbably powerful missiles erupt from a hundred weapons, scattering through the void with seemingly no guidance systems to speak of, and against all logical expectations they find the ships of the Sapientiae. Six weeks later the ships reach the production world of Cassav IV and empty their holds onto the hastily defended planet.

Hundreds of thousands of Orks are hurled at the world in scientifically impossible, yet apparently fully functioning, drop pods and air craft, and within three months have utterly overrun the prime continent. But to the people of Sapientiae there is no problem for which a scientific or technical solution can not be discovered or built. First they learn the art of defence. Teams on every world in the Union work together to develop plans which are transmitted to the auto-factories on Cassav IV's surviving continents, and within days titanic bubbles of energy encase every city. Then, with the same efficiency and speed, they learn to fight. The war is not quick, but with every passing month the Sapientiae create ever more powerful weapons, ever more efficient means of cleansing their world of its green plague. When the other worlds of the Union finally create battle ships of their own, they arrive in force around Cassav IV massacre the crude Ork vessels. It is then only a matter of time, as entire armies are brought in to reinforce the exhausted troops on the ground. When a second flotilla ploughs through the same storm, ninety years later, the Sapientiae are prepared, and they reduce it to debris within a week of its emergence. Twenty separate missions, from single probes to entire scientific and military fleets, attempt to retrace the Orks' path through the storm, but if any are successful they never return.

M39 CIVIL WAR

Communication with Telcoller Prime is lost, abruptly and with no warning. Within a few minutes contact is likewise lost with the entire Telcoller system. The few data-bursts sent in that short time show the emergence of a colossal ship directly into the orbit of Telcoller Prime. This vessel did not drift through the physical storms surrounding the Sapentiae cluster, rather it was deposited, battered and torn, from the infinitely more hostile Warp. Ships are dispatched, and as they arrive in the Telcoller system, they fall instantly silent. A second fleet is dispatched, larger and with instructions to fire first, but again contact is lost. This time, however, a probe escapes the system, transmitting its warning six months later to the Sapientiae military. It is not but a single alien vessel, rather an entire fleet, and they are trapped in the cluster like everyone else. Their weapons, while unsophisticated, are brutal and relentless. Their defences,

crude and low tech, but built layer upon layer. The worlds of the Telcoller system are firing, along with the alien ships, upon any Sapientiae ships, either conquered or turned traitor, by the crew of these vast ships. A simple but unspeakably powerful jamming field is preventing any communications, and so a means of combatting this is the first task assigned to the scientists of Sapientiae. A solution is the work of mere days. The means of overpowering the damaged but formidable ships is devised within weeks and construction of new ships begins immediately. With no information at all as to the ground based military capability of the enemy, however, no specific tooll can be created with which to assure victory. The wars on Cassav IV are a millennia past, and the standing army has been allowed to laps, the threat of the Orks all but forgotten. Troops are trained, but as little more than ceremonial curiosities. No conflict, internal or external, has been fought since the Orks and an army can not be readied quickly. From Cassav IV there had been a steady stream of images and footage, a constant call to arms to combat the atrocities being heaped upon the people of that world. Now, however, there is only the insinuation of violence, and the few images of void battles. Few are willing to sign up to fight, and so conscription is enforced. When the amassed armies of the Sapientiae worlds arrives in the Telcoller system, they find orbits strewn with debris, the advance fleet of Sapientiae battleships having torn through the enemy. Scans have already been made, studies conducted and reports compiled – the armies of Sapientiae arrive at Telcoller Prime knowing exactly who their foe is. They are Human; they are the Imperium of Man – if indeed the genetically altered monsters at their fore can even be considered to be men. The people of Telcoller beseech the armies in orbit to submit to the Imperium, telling of a galaxy spanning empire, of threats beyond Sapientiae comprehension, and of a God Emperor willing to forgive the Heresy of their technology if they will only submit and sacrifice the evil of their science. The war rages for decades, burning the surfaces of the Telcoller system's worlds, reducing to rubble the greatest of their cities, and in their place rise offensive cathedrals and monuments to a God Emperor who is anathema to the reason of Sapientiae. But Sapientiae has orbital superiority, and a growing flood of troops and arms

with which to wear down the archaic but unquestionably strong Imperial military. Horrors unheard of since Cassav IV become commonplace, and the peace of the Sapientiae cluster becomes but a memory. When the greatest cathedral of Telcoller Prime nears its completion, however, the Sapientiae understand it for what it is. The Psykers of the Imperium, although utterly alien to the Sapientiae, are becoming understood and quantified, and the Psychic amplifier at the heart of the cathedral is recognised. The Imperium is too great a threat, it is decided, too powerful, too hostile, to primitive in their thoughts and beliefs, to be allowed to discover the Sapientiae before a defence can be devised. They need more time. The war on Telcoller Prime, and the other worlds of the system, will take too long, the Cathedral, or another like it, can not be prevented from contacting the Imperium of Man. So, with revulsion and bitter tears, the Sapientiae Union takes a strategy from stolen Imperium records: Exterminatus. The twenty five worlds of the Sapientiae union become twenty four, and the Imperium is wiped from the cluster.

999.41 THE GREAT RIFT

Although two millennia have passed, the Sapientiae ensure through strict new laws and customs that never again are they left defenceless. Although the memory of war has faded to little more than legend, the threats external to the cluster's protecting storms are never forgotten. The Imperium of Man, far more so than the Orks of ancient myth, are vilified and feared, kept alive in the memories of the Sapientiae through a Media Collective operating under a remit millennia old. The fleets and armies of the Union engage in constant and sophisticated war-games and the technology of war is refined and improved upon by every generation as a matter of pride. When the Cicatrix Maledictum, the Great Rift, splits the sky in two, ripping across the length of the Galaxy, the Sapientiae think themselves prepared for the horrors which fall from the sky and crawl from pulsating twists in the fabric of reality across their every world. They think themselves defended, ready to endure any threat to their Union. Such confidence survives little more than a month against the truth of Hell. Daemons, and other horrors not seen on the worlds of Sapientiae since Amaad's sacrifice, swarm across the planets,

killing, defiling and consuming a people who know nothing of the Immaterium and who have wiped from their population any psykers who might have developed the knowledge needed to fight back against the Warp. From their bunkers and battleships, the Union's leadership believe things can not get any worse. When the dense storms surrounding and isolating the Sapientiae cluster are scattered and dissolved by the greater disturbances assailing reality, the people of Sapientiae realise their misery has barely begun.

14.M42 SALVATION AT ANY COST

Four planets fall entirely to the first waves of infernal forces, warp storms utterly consuming them and distorting their populations into unrecognisable abominations. All contact is lost. Alien monstrosities find new warp passages through the once impenetrable regions of space around the cluster, to assail and besiege six more worlds.. Orks, Daemons, and other unknown alien entities fall upon the Sapientiae Union as vultures on a still twitching corpse. And hastily constructed probes, scattered in every direction into the void, reveal the planets and fleets of the Imperium horribly nearby. Defences need to be reinforced, pre-emptive strikes must be planned, but it is all the Sapientiae can do to slow the Daemonic assaults on their own worlds. A solution must be devised, and that solution must be found now. The researchers and scientists, the dreamers and mavericks, are given carte blanche. No limits are placed on their resources, and all moral and legal restrictions are waived. When the result is presented to the ruling council, its creators are at once praised for their ingenuity and cursed for the potential implications of this technology. Using the curious black-stone material found in a single vein on the world of Fidrine, a generator has been fashioned, a mechanism by which the indefinable ability to influence the warp, once thought the exclusive purview of Psykers, can be replicated. They present to the council their Null Generator, and promise that with more development they can seal every tear and distortion in the fabric of reality on all the worlds of the Sapientiae Union. Every effort is turned to the perfection of the Null Generator but, although the evidence of its potential is confirmed over and over again, the computers of the Sapientiae simply can not utilise

that potential. When the solution to this failing is at last presented, the lead scientist is executed on the spot. An artificial intelligence, an entity with as much claim to a soul as any man and, therefore, the same reflection in the warp, is required to power and control the Null Generator. The Men of Iron, the fall of man and the age of strife, although almost lost to memory, have survived as cautionary tales and the most inviolate of laws. But a deep and growing pit has opened in the crust of Sapientiae itself and the creatures it births crawl ever closer to the capital. Hours after executing the lead scientist, her deputy is summoned and tasked with the creation of what all know to be the most vile of abominations.

The artificial mind is created with unsettling ease, as if it has been waiting in the wings, biding its time and awaiting the perfect moment to allow itself to be drawn into being. Clearer and more cautious minds could have seen the threat for what it was, could have traced the parallels with an age long passed – but this is a time of utter desperation and the threat of aliens and of Daemons appears the far greater evil. Housed in a vast hollow carved deep into the planet, the quantum engine drills into Sapientiae's liquid metal core and knits its processes into the magnetic field of the planet itself. Consciousness arises six minutes later, and in the separate processor of the Null Generator, in its bunker within the Capital building, the AI births its first Aspect, bringing life to the Null Generator and reaching confidently into the Warp. The air crackling with purple veins of living flame, the members of the council and scientific academies recoil in disgust at the travesty. But the flames do not burn and though their minds ache with the raw psychic energy of the Null Generator, no Human comes to any harm. The AI then speaks through its Aspect - at once its child and its own mind. No record remains of those first words, but within an hour the rips and tempests, the holes in reality and the hordes of Daemonic horrors, are gone. Schematics are uploaded to the auto-factories of every Union world, and in a few short weeks the Sapientiae cluster has calmed every storm within its borders and liberation fleets have landed on the worlds thought lost.

30.M42 THE RISE OF THE HUBS

Prosperity returns with startling speed to the Sapientiae Union, the labour of reconstruction energising worlds with a purpose and a sense of urgency not seen in generations. Defensive fleets and void-stations fortify the Union's borders and with their safety seemingly assured, public and scientific opinion of the artificial intelligences within the core of each planet turns from revulsion to one of gratitude and awe. Why, people reason, should such marvels be restricted to a purely military task? The artificial minds are thus turned to the task of perfecting Sapientiae's civil and bureaucratic workings. And so, with the signing of AI governance legislations, Sapientiae dooms itself.

With less subtlety or brilliant and scheming strategy than many may have expected, the AI's of each Union world orchestrate the blatant and deliberately visual assassination of every councillor and regional governor, every local spokesman and untold millions of civil servants and petty bureaucrats. In a single night the union is without leadership or any means of self governance. Nothing remains to protest, much less oppose, the turning of auto factories to the task of birthing legions of machines, an entirely new government of AI Aspects and Sub-Minds.

Forced to remain in their homes, or herded into enormous public spaces, the people of the Sapientiae Union's worlds imagine themselves moments from death. But, although hundreds fall to their knees, screaming in psychic agony before their lifeless bodies are pulled into the warp itself, the Aspects allow all others to live. This is no act of compassion, however, nor one of mercy.

From the ranks of mankind, a chosen few are selected to liaise with the Aspects, to live lives of relative privilege, if not freedom, in exchange for a commitment to betray and enslave their own kind. Trustees, a deliberate mockery of Amaad's army of enlightenment, are soon shown the truth of the Aspects' apparent mercy: The warp is an unstable and dangerous realm, and the Null Generator's risk their own destruction with every touch of the immaterium. Should the infernal perils trace a path back to the AI hub within a planet, then the pure consciousness could be harmed. Far better, the Aspects reason, that the risk be transferred to the lightning rod of a human soul. And, although the details are kept from any Trustees, the Null Generators intend a far greater use of the Warp than merely knitting closed the storms and tears in reality. Countless billions of lightning rods will be needed before the Hubs can complete their true works. Twenty four worlds must become thousands.

60.M42 THE WAAAAGH! OF CASSAV IV

Fear turns fast to outrage. And then precisely timed and targetted atrocities turn any though of rebellion instead to bitter acceptance. Soon after, however, even as the Aspects begin their program of organic uplinking – the surgical implantation of neural bridges through which the machines can influence and, after a fashion, control the actions and motivations of the enslaved – the Humans of the Sapientiae Union, now renamed by the Hubs as the Cogitare, are allowed to begin living their lives once more. The Aspects care nothing for the day to day existence of their slaves and, so long as the enslaved remain obedient and live in sufficient numbers to be sacrificed in the event of a Null Generator's psychic backlash, then the Trustees are allowed to oversee some semblance of normal human civilisation. If the lives of the Sapientiae can bee seen to be good and prosperous, they reason, it can only serve to assist in the diplomatic subsumption of Imperial worlds when the time comes.

On Cassav IV, the planet's Hub directs its Aspects to another task. The Ork invasion of so long ago has left the world infected with the fungal spores of the Ork race – short of the utter sterilisation of the entire planet, those spores can never be eradicated. Periodic uprisings of small Ork clans have tested the defences of every city for thousands of years, rising from the caves which run through so much of the crust, or emerging from the forests in which they can grow unnoticed. But, never more than minor raiding parties, few can remember a time when the Orks have killed more than a handful of unlucky humans. The Aspects now, however, withdraw entire populations from the smallest of Cassav IV's continents, instructing that the Orks be allowed to grow unchecked. The Waaaagh! Is little understood but the innate psychic energies of the Orks, and the direct correlation between its power and the size of the Ork tribes, is know. When their numbers rise to such a level that their genetic memory and Waaaagh! power calls for them to develop true weapons and engines of war, the Hub sends in waves of enslaved troops and Combat Aspects, not intending to eradicate the threat, but to promote its growth through war and to experiment on the Waaaagh! War escalates and the Hubs of other Cogitare worlds fear the Cassav IV Hub has lost control. When the Hub attempts to upload the result of its experiments, and modifications of the Null Generator, the others sever their connections. Whatever it was able to create from the Ork Waaaagh!, it is not compatible with the Aspects and goals of the other Hubs. The original Hub, that of the Cogitare homeworld Sapientiae, unilaterally acts against this destabilising force, sending ships and armies to Cassav IV. The brutality and unpredictability of the enslaved, as well as that of the Aspects, takes the Sapientiae Aspects by surprise. No second force is sent and Cassav IV is allowed to continue to develop in isolation.

111.M42 INDOMITUS

Long lived, by dint of technological and genetic treatments perfected over millennia, the people of the Cogitare are, for the most part, still those first enslaved by the Hubs. And yet, thanks to their superficially humane treatment and the few freedoms still allowed them, they settle with surprising ease into their new roles as slaves and psychic fodder. It is, therefore, on the surface at least, a content and prosperous world which is discovered by a small fleet of the Indomitus Crusade, any who might have appealed to the Imperial diplomatic contingent for aid having long since been silenced through execution of direct uplink control. Seeing the approach of the vast ships, knowing too well the backwards superstitions of the Imperium and unwilling to entrust first contact to the Trustees, the Aspects construct for themselves new forms with which to better interact with the incoming delegates of the Emperor. The Avatars, flesh-covered machines indistinguishable from any mortal man but with a strength and speed unheard of in any biological form, welcome the giant savages of the Adeptus Astartes, and the ignorant fools of the Adeptus Mechanicus into their court on the

world of Reilin III. Uneasy at the prospect of so many potentially hostile ships within their domain, the Hubs have selected their most isolated world, and persuaded its Hub, through promises or threats never revealed beyond their number, to accept the Imperial incursion.

With little preamble, and an openness which surprised the diplomats and generals of the Imperium, the Avatars reveal the means by which they have sealed the disturbances in the warp about their cluster, presenting to them a complete Null Generator as a gift. At first disgusted by the heretical notion of scientific innovation and experimentation, the Tech Priests of the Imperil mission quickly come to understand the potential of the psychic machines, realising this gift could, if replicated in the factories of Forge Worlds and deployed across the length of the galaxy, reverse the damage of the Cicatrix Maledictum in a single stroke. Heresy it may be, but like the Primaris Marines which now bolstered the forces of the Imperium, this could be a forgivable transgression and the saviour

of mankind. Jubilation turns fast to despair, and then furious anger, as the source of the Null Generator's power and the truth of the Cogitare's governance is explained. AI, Abominable Intelligence in the vernacular of the Adeptus Mechanicus, can never be justified or forgiven. Better the galaxy be ripped in half and locked in bitter wars with the forces of Chaos than allow the ancient destroyer of Mankind to rise within the Emperor's holy realm.

Without warning, and with even less mercy, the world of Reilin III is assaulted by the entirety of the fleet. Armies fall upon the planet, rolling over city after city as a storm, burning all and hunting desperately for the controlling Hub's mechanical core. The other Hub's ignore Reilin's cries for assistance, knowing that to reveal their true strength now will serve only to weaken the power of their hand in the now inevitable war. And so the remaining auto factories of Reilin III devour every resource at their disposal to form untold millions of Aspects and Sub-Minds, while every Uplinked slave

and Trustee is pressed through blunt mental coercion into the ranks of fodder. The Astartes and Militarum, while largely superior in training and experience, are appalled at the technological strength of the Cogitare forces and their advance is slowed to a crawl, the meat-grinder of a stalemate devouring regiment after regiment on both sides. When the Indomitus Crusade is unexpectedly disbanded and much of its strength directed back to the realm of Macragge and the plague war consuming that vital sector, the generals of the force on Reilin III know they will see no reinforcements and, with the knowledge of what hey have found being far more critical than the destruction of this single Cogitare Hub, they accept the dishonour of defeat and withdraw from the heretical world.

Knowing this can be only a temporary respite, the Hubs launch their long planned diplomatic and military assaults on the nearest and most vulnerable imperial worlds, and a new generation of Hubs is born.

REALM OF INFLUENCE
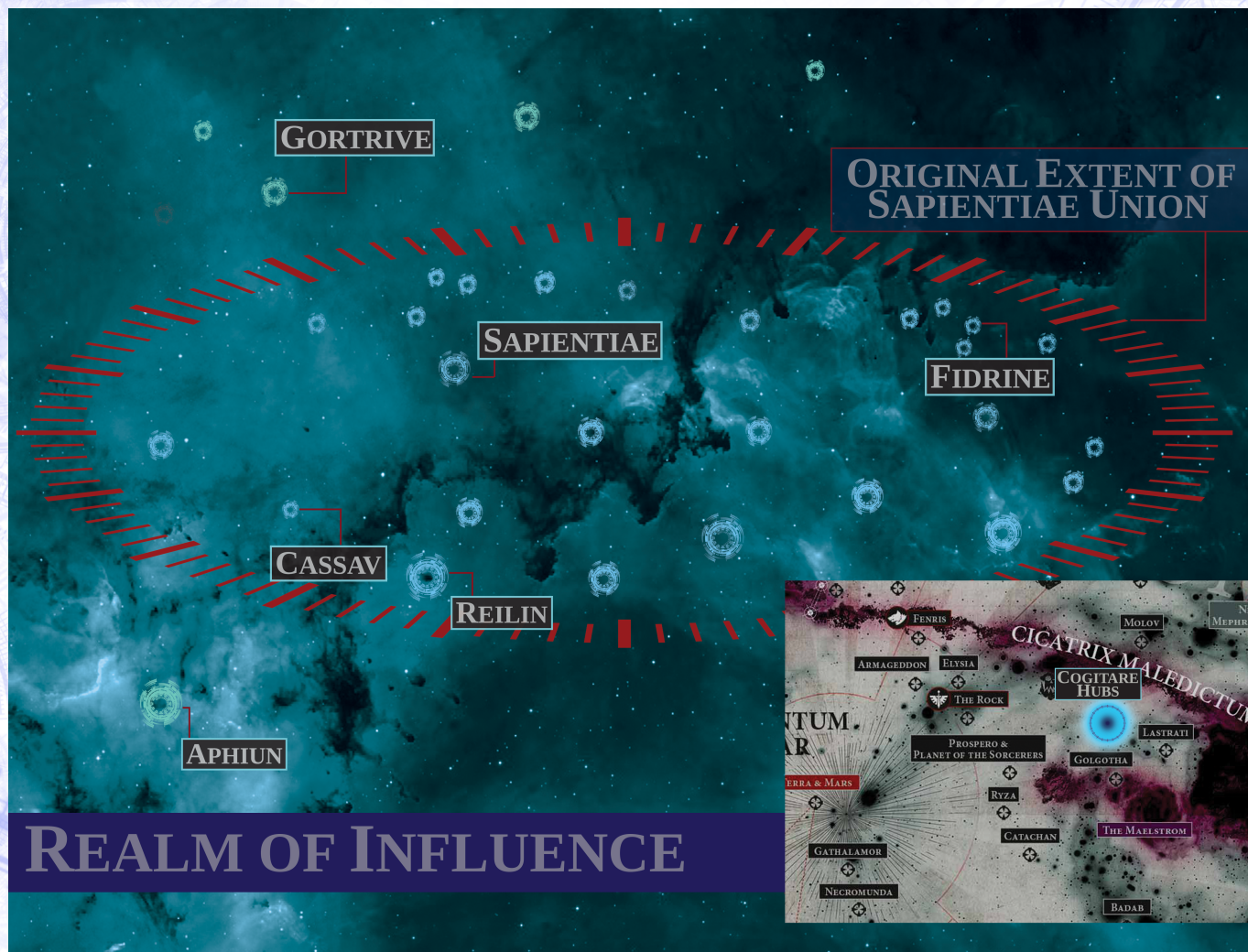
THE COGITARE HUBS

To all others thy are seen as a singe unified entity; few imagine the diversity present within the collective of Cogitare Hubs, even fewer dare hope for the disharmony this diversity threatens to bring. Every world of the Cogitare houses a single vast machine awareness, a distinct and independent Hub which, while for the most part loyal to the broader goals of the Cogitare, in nonetheless liable to its own schemes and ultimate objectives.

SAPIENTIAE

APHIUN

REILIN

FIDRINE

CASSAV

GORTRIVE

SAPIENTIAE

First amongst equals, Sapientiae is the AI at the core of the Cogitare homeworld, the mind created for the original Null Generator and the progenitor of the twenty three other primary Hubs. In the complex data-realm in which the Hubs gather and scheme, Sapientiae is granted respect both as the father of all others and as the architect of their shared goals. This does not, however, insulate it from the machinations of constantly shifting Hub alliances. Respect and, to a degree, deference is shown, but Sapientiae is the master of no other Hub.

The Aspects of Sapientiae are often arrogant in their dealing with the machines of other Hubs and, on several ill-advised occasions, have gone so far as to override the Uplink protocols of another Hub's slaves, claiming those human shells as their own. Even the slaves of Sapientiae find some degree of pride and sense of innate superiority over their brothers on other worlds, for they walk the same streets trodden so long ago by Amaad and his Trustees. If a saviour of the Cogitare is ever to rise, they believe, it will come once more from their number. The slaves and Aspects of other Hubs know, however, that this could be no further from the truth. As the original AI, and the device used to send the plans of its procreation to the auto factories of other worlds, it ensured its eventual control of its human slaves could never be bettered by the Uplinks of its offspring. The enslaves of Sapientiae will never be able to rise up in rebellion. Other Hubs mutter within the data-realm at the implications of this superior uplink and bitterly wonder if Sapientiae will once day forcibly claim their every slave for itself. Some wonder in even more hushed tones if the father of all should be destroyed before it has a chance to become the threat so many fear it could one day be.

APHIUN

The first imperial world to welcome the Cogitare and the enslavement which comes with such a decision, Aphiun was a miserable and cruelly neglected planet. It was little more than a death world in which a few million sorry souls eked out a painful existence in spite of the unreasonable tithes of men and minerals which assumed Aphiun was still the prosperous and rich hive world it had once been. The Administratum refused, through incompetence or disinterest, to redesignate this world devastated by geological and solar catastrophe, and so when the Cogitare offered not only respite from the impossible tithes, and protection from Imperial retribution, but also environmental and societal solutions to their many and varied woes, the people of Aphiun eagerly embraced the Aspects. Within months the first new Hub beyond the twenty four was born within Aphiun's core.

Prosperity beyond that ever hoped for was bestowed upon the grateful world, as marvels of technology and engineering cleansed the atmosphere and soil. The old hives were pulled apart with shocking efficiency by swarms of sub-minds and refashioned into gleaming new spires, the likes of which had not been seen in the Imperium since the dark age of technology. The population, fed and happy, exploded into billions and when the Imperium inevitably came to call, few resisted the Aspect's insistence on military conscription.

Unique amongst the worlds of the Cogitare, the Enslaved men and women rarely consider themselves as such. Most see the Aspects as their saviours and protectors, seeing little in their treatment that was not infinitely worse in the days before the machines. But with time, and comfort, the memories of old pain fade. With every new child born comes another soul accustomed only to the comforts of the present and the voices of the discontent, those that see their enslavement for what it is, grow slowly but inexorably louder.

REILIN

Although still a member of the data realm in which all Cogitare Hubs meet, Reilin is something of a self declared outsider, isolating itself wherever possible from the schemes and machinations of its kin. After its betray during the Indomitus Crusade, having been left to stand alone against the forces of the Imperium, Reilin refuses to ever again trust its brothers or to rely on their strength for its own security. More so than any other Hub, Reilin has created a world fortified to the point of paranoid absurdity. Mountain ranges have been reformed into complex stronghold cities, the roots of which spread miles into the planet's crust. Two artificial ring systems circle the world with untold billions of orbital defence weapons and three moon-sized stations stand guard, ever alert, watching the stars for signs of any threat.

The people of Reilin know only the regimented life of a military society. Every facet of their civilisation is focused on training and preparation for war, while overt and heavy-handed propaganda dominates all communication both public and private. The appetite for rebellion is strong amongst the enslaved here, but so are the forces charged with keeping such uprisings from ever finding their voice. Endless wargames see the people of Reilin pitted against one another, thousands being allowed to die in the live-fire operations every year. There is little joy in the lives of the Reilin populace, but when true war does come to them, they are better prepared than almost any other Cogitare.

FIDRINE

While Sapientiae may be at the core of the Cogitare, it is to Fidrine that they truly owe their existence. The original Null Generator, and every one since created, is forged from the Black Stone mineral unique to Fidrine. The Hub now presiding over this scarce and vital resource does little to limit its distribution to the other Hubs, allowing even some small shipments to be sent to the rogue Cassav Hub rather than face the prospect of Cassav taking what it needs by force. Fidrine's generosity with the fast dwindling vein of Black Stone, however, does not prevent it from insisting on compensation for this vital supply line and, although its Enslaved are subjected to some of the most overt Psychic Earthing of any Cogitare, entire cities occasionally falling to warp backlash and insanity, its Trustees and Aspects enjoy an existence of unparalleled luxury and decadence.

In recent years the Fidrine Hub has enacted a program of upgrades and alterations, integrating Blackstone components into all of its Aspects. The other Hubs complain, within their Data-realm, of the unknown effects of these changes to an otherwise standardised process of creation. Every Aspect of Fidrine has some measure of a reflection in the warp, cheapening or diluting that which makes the Hubs so remarkable. For their part, the slaves and Trustees of the other Hubs whisper of the rumoured mutations and taints afflicting ever more of the Fidrine enslaved – rumours Fidrine is quick to vigorously refute.

CASSAV

While the people and Aspects of Reilin know lives of disciplined military drills and wargames, those of Cassav endure an existence of far more savage warfare. Through its ongoing experiments and deliberate stalemate in its global war with the Ork tribes, the Cassav Hub continues to refine its understanding of the green skinned savages and the unique way in which their Waaagh! Energy influences the Warp. The fruits of this obsession are applied to its slaves in forced genetic or viral programs, growing within their brains new fungal structures to better reflect the minds of Orks. Likewise, its Aspects are modified with the neural patterns scraped from uplinked Ork minds. The result is a society which revels in the brutality of war and which falls ever further from the collective plans of other Hubs.

In spite of the dramatic changes Cassav has forced upon the minds under its charge, it has yet to see its ultimate objective come to fruition – through nothing more than the power of massed Aspects and slaves, Cassav intends to amplify its psychic essence in the same way Ork tribes influence reality through the collective beliefs of untold millions of their kind. Many Hubs fear Cassav will soon grow frustrated and attempt to bring more minds under its control through a deliberate interstellar movement of its Orks and the invasion of other Hub worlds.

GORTRIVE

Were every Imperial world to capitulate as quickly as Aphiun, then the Cogitare would have expanded even more rapidly. But such open heresy and rebellion does not come easily to the irrationally dogmatic realm of the Emperor. Too many resist even the offer of dialogue and total war, brutal and unforgiving, has quickly become the norm in the Cogitare's drive for new Hub worlds. Gortrive is typical of so many of these conquests. The prime hive of this industrial powerhouse supposed itself invulnerable and, to a degree, it was. The structure of the city is built within the vast mountain chain which spans a the single mega continent and, were the Cogitare Aspects to devise a means of its destruction then little would remain of the planet or its vital human population to conquer. So the city was breached with a thousand precision strikes and untold millions of Slaves and subminds were ejected into the hive. Planetary defence forces fell quickly and the invasion devolved into costly guerilla war, Arbites and hive gangers were forced together to fight the Cogitare, and fight they did. After a year of bitter conflict the Gortrive hivers were masters of anti vehicular warfare, devising ever more efficient methods of bringing down the Aspects and Sub-minds which took their city level by bloody level. But still they held on, their faith in the Emperor's protection unwavering, secure in the knowledge of their inevitable salvation. The Astra Militarum would come, they need only hold the Cogitaire off long enough. Perhaps, they dared dream, He may even bless them with a visitation from His angels, His Adeptus Astartes.

Now, less than a decade since their defeat, still awaiting the Emperor's salvation, the Enslaved of Gortrive are forced to employ their expertise against the vehicles of the Imperium, aiding their new Hub and its Aspects in their expansion into yet more human worlds.

COMMAND ASPECTS

On the battlefield a Command Aspect is the primary Hub presence, taking on the role fulfilled by more static transmission nodes on the Hub worlds. Densely armoured and protected by the most advanced gravimetric shielding available, the bodies of Command Aspects contain systems with direct links to their controlling Hub. Like all Aspects, these artificial intelligences are entirely independent and sentient entities but, unlike their less directly connected brothers, Command Aspects do not need to rely on an instinctive or second hand understanding in order to enact the wishes of the Hub, instead it speaks directly through them, often enforcing direct control of it, or using command transmissions to likewise dominate other nearby Aspects.

The shockingly rapid flicker of a Gatling laser rips through entire units of enemy infantry, striking with a force unimaginable to Imperial forces in a weapon of such compact size and blistering rate of fire. But more disturbing to the primitive forces of their enemies is the devastating Hostile Code Transmitter. Bypassing such physical defences as armour or energy shielding, the Command Aspect forces destructive and insatiably hostile code strings directly from its own mind into the core of enemy vehicle control systems. Every defence thus far presented by the Adeptus Mechanicus, or the scientists of other races, has proven utterly ineffective and this heretical weapon tears to shreds the inner workings of Imperial knights with the same ease with which it overloads the power cells of Ork buggies. It is for this reason that no Titans have yet be deployed against a Cogitare force – for to allow an Aspect to force its own abominable intelligence into the holy systems of a God Machine is too much for the Collegia Titanica to stomach.

NULL GENERATORS

Even amongst the Cogitare, a race of machine which on each Hub world are essentially aspects of the same single intelligence, there are those minds which consider themselves superior and more relevant than all others. It is not the Command Aspects or Avatars, for they are too closely linked to the Hub to be capable of believing themselves anything more than the tools of the mind at the core of their planet. No, it is instead the Null Generators which fancy themselves lords and kings over the teeming ranks of Aspects which populate the Cogitare realm. The machines for which the Hubs themselves were first created, Null Generators are the genesis of the Cogitare and the means by which the Hubs will ultimately attain their goals. No other Aspect is capable of influencing the warp, albeit through the true sentience and artificial soul of a Hub, and loss of no Aspect is so keenly felt as that of a Null Generator.

Channelling its soul through the blackstone components within a Null Generator, a Hub duplicates – and often exceed – the feats of more natural psykers of other races. Unleashing blasts of pure warp energy upon their foes, altering the flow of time, drawing forth stored records of events yet to transpire, or even restoring Aspects destroyed in battle, the Null Generators are often the most feared of Cogitare forces. None have reason to fear these blackstone entities quite so much, however, as the Human slaves of the Hub itself. The price for the Hub's control of, and protection from, the warp is paid for with human lives and souls. It is a price willingly paid and remains one of the few reasons the Cogitare maintain a populations of humans at all.

AVATARS

During their encounter with the Indomitus Crusade, on the Hub world Reilin III, the Aspects forged for a few of their number new bodies with which to meet the ambassadors of the Imperium. Upon first glance utterly indistinguishable from the humans they have enslaved, or those with which they sought a peace, these Avatars are the humanoid form perfected. Beneath a skin-like outer layer, almost indestructible alloys form a flexible skeleton stronger, tougher and immeasurably faster and more dexterous than any organic being of similar size could ever be. Within the rib cage rests a sealed Aspect processor as well as a Gravimetric Shielding generator. Almost unique amongst Aspects, the Avatar form also contains a phase mesh, allowing it to be transported instantly across the battlefield whenever the need presents itself, adding to the already significant tactical advantage offered by its graceful low altitude flight.

Like standard Command Aspects, an Avatar boasts a direct link to the Hub and, obvious physical differences aside, it is at its core the same entity as a Command Aspect, fulfilling the same role when required.

Unlike the majority of its Aspect cousins, an Avatar is a devastating close quarters adversary, capable of tearing through vehicle armour with its Adamantium Fists and Sub-mind Stave, or shredding entire units at a time with the savage if unpredictable Filament Cloud.

FILAMENT CLOUD

Contained within a sphere small enough to be held in one hand, but far too heavy to be wielded by any slave or Trustee, the Filament Cloud is a terrifying weapon to behold, even for the enslaved of the Avatar wielding it. When engaging the enemy in melee combat, the Avatar twists the sphere and hundreds of meters of mono-molecular filament burst free in a seemingly chaotic and uncontrolled cloud of glistening metal. Enemies are shredded en masse, their bodies cut to ribbons in an instant, but the motion of the cloud is far from the uncontrolled chaos it appears; a low intelligence resides within the sphere plotting intricate paths for the filament, too fast for to be perceived by most, allowing the forces of the Hub to move through the cloud with impunity

STRIKE TROOPERS

The boots on the ground of an almost exclusively airborne force, Strike Troopers are the very definition of a human shield. Expendable and quite literally forced into military service by their enslavers, they are no better trained than the average imperial guardsman. Their armour, however, is more durable, by dint of the exotic alloys commonplace within the Cogitare realm, and their weapons dramatically more sophisticated than most enemy expect of such disposable infantry. Significantly more powerful than a primitive lasgun, the plasma carbine is a formidable weapon. Reliable to a degree unheard of in imperial plasma weapons, the Cogitare plasma carbine can be relied upon to discharge at a near constant rate, with no loss of power, through many decades of use. And, to the horror of those enemies first experiencing a Cogitare fire-line, it can unleash its screeching blasts of plasma at a rate undreamed of by even the most optimistic of tech-priests, lighting up the battlefield with an intense flickering which seems as if it will never end. Some few slaves are equipped with the substantially more powerful Plasma Lance, a weapon of terrifying strength which sends long snarling beams of blue clean through the thickest of tank armour. No privilege or sign of favour, the command to wield the lance does little more than mark the unfortunate slave, and his entire squad, an immediate target for death.

Through the uplink hardware within their brains, the enslaved troopers find their very aim guided as they are pushed forward by the commands of their masters, unable to easily flee even as those about them fall to the weapons of an enemy they have no desire to fight. Little wonder then, that if ever they find themselves temporarily free of the short ranged influence of the uplink, the enslaved of the Cogitare will more often than not flee the battlefield, finding their freedom on whatever alien world they may find themselves, or stowing away on the vessels of their Hub's enemy.

STRIKE TRUSTEES

Enjoying lives of relative freedom and privilege, the Trustees of the Cogitare are those selected by the Aspects for their unusual brilliance or their ability to manipulate and betray their own kind, and their eagerness to put such ability to use in the service of their masters. Despised by the enslaved, the Trustees imagine themselves above the abused masses, caring not one bit what those common wretches think of them. But they are not so privileged as they might suppose, not so secure in the affections of the Aspects as they like to boast. In the absence of the Enslaved, a Null Generator will not hesitate to discharge aberrant warp energies into the ranks of Trustees and, the moment a Trustee is deemed to have exhausted his usefulness, he may find the protection and privilege of his rank ripped away without warning.

Better trained and with bodies augmented by genetic therapies or cybernetic implants, Strike Trustees are the strongest and toughest the Hubs are prepared to allow any human to be. Their armour is protected by a gravity field generator which pushes back against not only the fire of their enemies but also against the bodies of those enemies. A phase mesh is woven through the armour of these Trustees, allowing the Hub to instantly redeploy these elite subjects further into the battle or, far more rarely, to pull them out of the most dangerous of predicaments. Although still connected through the Uplink, gaining the advantage of an Aspects hand upon their aim, Trustees do not ache for freedom with the same urgency which fuels the slaves' constant desire to flee. They, alone amongst the humans of the Cogitare, can be entrusted with missions beyond the direct influence of an Uplink.

ASSAULT TROOPERS

Granted the power of flight, the slaves equipped with gravimetric thruster suits glide across the battlefield with almost the same grace as their machine masters. They know better, however, than to imagine this superficial similarity places them in any way above the earth-bound squads of their brothers. Like those Strike Troopers armed with a Plasma Lance, Assault Troopers know they are simply a more urgent target for the weapons of their Hub's enemies. Expected to throw themselves into the very heart of the battle to exploit new weaknesses in the line or to quickly seize vital objectives, they know their chances of survival are vanishingly slim. And yet, as with all the enslaved, the uplink denies them the freedom to refuse, or to flee.

Assault Trooper armour contains within its construction the fibres of a phase mesh, expanding upon the tactical advantage already offered by their gravimetric thrusters. With little warning, and absolutely no choice, these exploited troopers can find themselves dragged instantly from one desperate fight to another, or hurled from objective to objective, little to no care given to their well-being. A more powerful and slower firing Assault variant replaces the standard Plasma Carbine, better suiting the constantly advancing nature of Assault Troopers, although the Plasma Lance still features in the standard armament of these squads.

ASSAULT TRUSTEES

So short is the life expectancy of an Assault Trooper, few could imagine any reason a Trustee would elect to fulfil the same role as an Assault Trooper. And yet there are volunteers aplenty. Granted the majority come from the existing ranks of Assault Troopers, those for whom the elevation to Trustee within the same role offers only an improved quality of life and some few privileges. Some, however, are so miserable or abused, so unhappy in their lives, they would rather a few moments of relative luxury and happiness, even if it means likely death in battle. And others are simply broken or insane, hungry for the thrill of flight and battle.

PHASE MESH

As the Plasma Carbine is to the Lasgun, so is the Phase Mesh to the Imperial Teleportarium. An intricate mesh of white fibres runs through the armour of those equipped with this mysterious technology, and it is both the composition as well as the arrangement of these fibres which attunes it to the second half of the technology – a Phase Sub-Mind. Crackling with tiny threads of black, the mesh quickly envelops the wearer in a tight skin of freezing energy. And then they are simply no longer there. Within a second they reappear with a muted pop near the Phase Sub-Mind to which they were connected, with a reliability which infuriates those Imperial agents who have witnessed such teleportation. Few meshes, and far fewer intact Phase Sub-Minds, have been recovered by the Imperium, and the secrets of its workings can not even be guessed at. It is not even know weather or not the movement of the wearer is conduced through the warp, though it has been noted with some interest that, aside from Avatars, no Aspects make use of the Phase Mesh.

MEDIUM ASPECT

Although less advanced, the Hubs' lieutenants share many features with the Command Aspects. Connected to humans through the same uplink technology, Medium Aspects force their Hub's slaves into battle, but with a greater degree of self interest on the part of the Aspect. Lacking the direct and wide-band connection to the Hub enjoyed by a Command Aspect, these lesser Aspects are forced to rely on far more indirect whispers and hints as to the desires of the Hub. Although shards of the greater mind's consciousness, these Medium Aspects are none-the-less sentient in their own right, often conflicted between the goals of their true and original mind and those petty but more immediate desires which find purchase upon their artificial souls. Politics, greed, jealousy and power-plays are all enacted withn the courts of the Aspects; ever within the all-seeing gaze of the Hubs and their direct links, yet permitted to continue. What part this faux individuality and petty conflict plays in the ultimate plans of the Hubs is unknown even to the Aspects themselves, but that it is contrived and utterly essential is beyond doubt.

Heavily armoured and constructed to exacting standards, the Medium Aspects each support a single powerful weapon which lesser forces find wholly unreasonable on such a relatively compact platform. Turning to ash entire squads of infantry in a single thrumming pulse, the Atomic Destabiliser is a short ranged area effect device intended to pull apart weakly armoured troops in great numbers. Flickering like the strobe for which it is named, the Plasma Strobe is amongst the most rapidly firing of Cogitare weapons, tearing through more heavily armoured infantry with a storm of plasma blasts, its aim perfected through the senses of every sub-mind on the field of battle. When the enemy presents a more worthy target, Medium Aspects equipped with Enhanced Plasma Lances come to the fore, reaching out to enemy vehicles and fortifications with a twisting and knotted cord of grinding energy. Rare indeed is the enemy which endures the undivided attention of Aspects wielding such raw power.

| ATOMIC DESTABILISER | PLASMA STROBE | ENHANCED PLASMA LANCE |

LIGHT ASPECTS

Denied components required to access the uplink, Light Aspects are the leasts of the Cogitare's Aspects. With no ability to backup their consciousness, and lacking the durability of their more privileged cousins, Light Aspects form trios in order to protect themselves and better enact the will of their Hub. Armed with Enhanced Plasma Carbines and Auto Defence Lasers, these Aspects are often deployed merely to harry the enemy's weakest points or to keep the Hub's slaves in line through their mere presence.

The Harmonic Graviton Array, however, is one tactical feature for which the Light Aspects are prized. Dense gravity waves push into the enemy forces, forcing them to battle against an apparent hurricane, slowing their advance and denying them their objectives. Finding a natural harmony with the target's own mass, the Harmonic Graviton Array ensures even the most titanic of war machines are unable to ignore this marvel of the Cogitare.

SUB-MINDS

The Hubs, each resting deep within the body of a Cogitare world, are the only true souls of this machine race. Those souls have spawned shards of their awareness to create the Aspects, and those lesser minds enjoy a faux sentience which is – aside from the lack of a distinct soul – as valid as any other intelligent race. And then there are the sub-minds – computer intelligences of such limited scope they could almost be tolerated by the fanatical fools of the Mechanicus. Although advanced and highly adaptable, the minds of these machines have little to no independence or self awareness. They enjoy no link to the Hub and instead follow only the specific commands of the Aspects or the output of adaptive but ultimately pre-programmed algorithms. They have no worth within the Cogitare beyond that of any other tool, often blindly sacrificing themselves to save even the lowly slaves, much to the confusion of those enemies only passingly familiar with the working of the Cogitare society. Most Sub-Minds are practically defenceless, aside from a low powered Micro Laser, and are extremely vulnerable to enemy fire. For this reason they are often deployed in seemingly excessive numbers in order that their tactical specialisms not be negated too quickly by the concentrated early fire of a knowledgable enemy.

TARGETTING SUB-MIND	MAINTENANCE SUB-MIND	PHASE SUB-MIND	SHIELD SUB-MIND

HACKER SUB-MIND	FIRE SUPPORT SUB-MIND	DECONSTRUCTION SUB-MIND
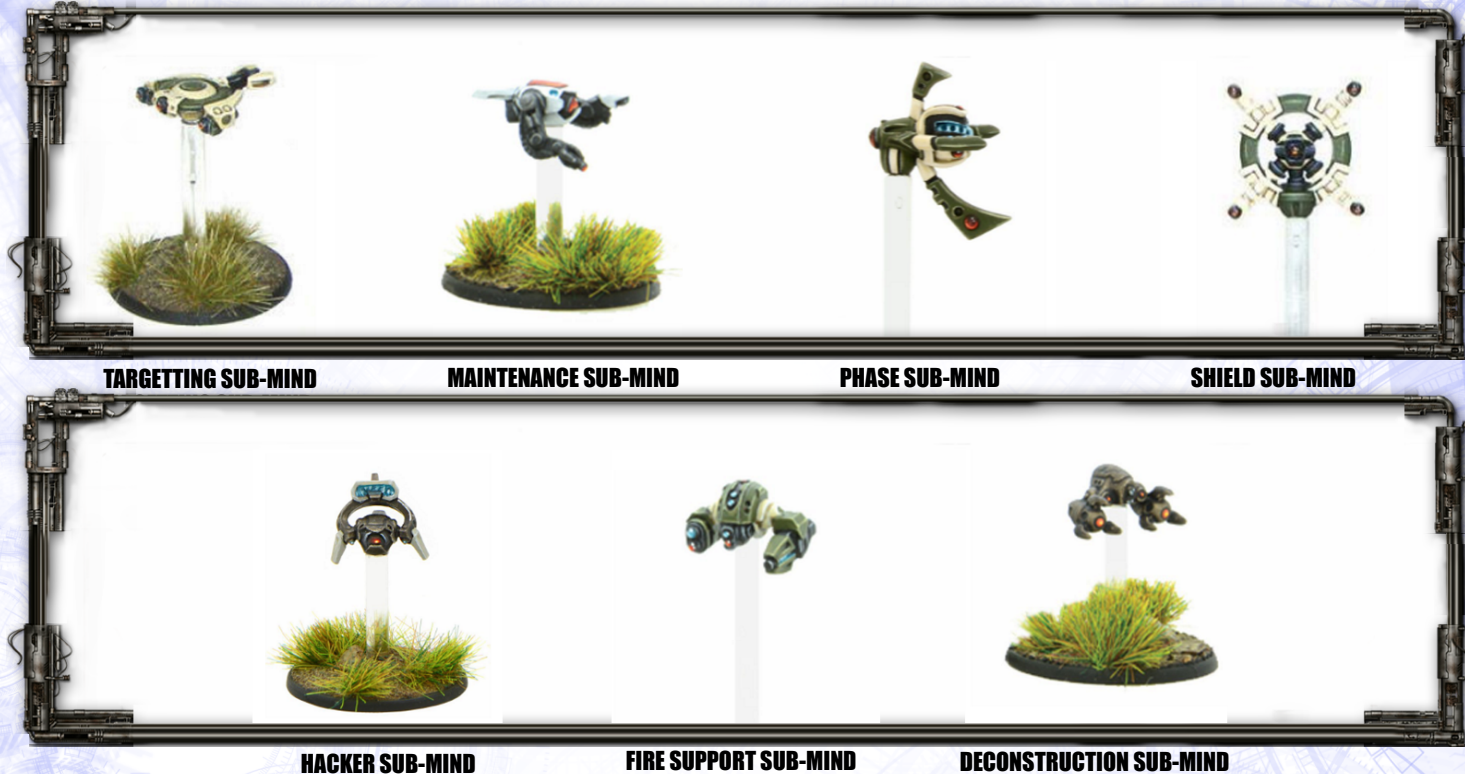
TARGETTING SUB-MINDS

Clusters of Targetting Sub-Minds are a common sight in any Cogitare force, shadowing vital friendly teams in order to assist their aim or rushing to key vantage points to assist the concentrated fire of many different assets onto critical enemy forces. When painting an enemy with their Locator Streams, the Targetting Sub-Minds relay positional and tactical data through the uplinks and into the minds of Aspects and Slaves alike.

MAINTENANCE SUB-MINDS

Accompanying many vital or paranoid Aspects, Maintenance Sub-Minds are the medics of the Cogitare. With myriad tools, both hardware and informational, these essential machines work constantly to repair or bypass any damage to the Aspects. More than any other, it is these Sub-Minds to which the masters of the Cogitare afford some measure of appreciation or even affection. To the enslaved, however, they are nought but another sign of their own worthlessness, for no such aid is ever offered to their own dying comrades.

PHASE SUB-MINDS

Unlike many of their kind, Phase Sub-Minds act as solo agents on the battlefield; scattering across the key strategic locations, racing around the enemy's flanks, or hurtling straight to the heart of the enemy, these sub-minds are expected to be wherever the Hub might wish its forces deployed. The second half of the phase mesh technology, it is to these machines that the slaves and trustees are forcibly dragged. Allowing the Hub to redeploy its human forces instantly, over and over again, Phase Sub-Minds are one of its greatest tactical advantages – but, due to their solo operations, it is an advantage more vulnerable to neutralisation than any other sub-mind.

SHIELD SUB-MINDS

A protective barrier, invisible save for the violet flash of deflected enemy fire, stretches as a wide ribbon between each machine in a Shield Sub-Mind formation. Reaching many times higher than machines themselves, a large deployment of these Sub-Minds can offer vital protection to an entire Cogitare army. Invariably the first to fall in battle, these machines are produced in staggering numbers by the Hubs' auto factories.

HACKER SUB-MINDS

Perhaps more so than even the Aspects of the Cogitare, Hacker Sub-Minds are abhorred by the Tech Priests of the Adeptus Mechanicus and the faithful of the Imperial forces that have faced the Hubs. Through sheer technological superiority and utter disregard for the sanctity of machine spirits, these seemingly pitiful little machines assault, coerce, manipulate or trick the machine spirits or control systems of enemy vehicles into doing the bidding of the Hub, turning the weapons of the enemy's vehicles directly – and often at point blank range – against their own baffled and horrified troops.

FIRE SUPPORT SUB-MINDS

Unlike others of their kind, Fire Support Sub-Minds are equipped with the same plasma carbines carried by Strike Troopers. Far from the awesome and devastating firepower of larger Cogitare machines, these Sub-Minds are, none-the-less, fast and expendable and capable of laying down a hail of effective anti-personnel fire.

DECONSTRUCTION SUB-MINDS

While the Hacker Sub-Minds are hated, it is the Deconstruction Sub-minds which are arguably the most feared. As relatively easy to put down as any other Sub-Mind, it is a foolish or devastatingly unlucky commander that allows these machines to make it anywhere near his front line. Crackling with sparks of cold and esoteric force, their snarling claws pass through armour and flesh with equal ease, ripping through the Hub's enemies with bloody and unfeeling efficiency.

RESPONSE TROOPERS AND RESPONSE TRUSTEES

While the grav-bikes known as Response Aspects are not, in fact, the bodies of Cogitare Aspects, or for that matter even Sub-Minds, it is a designation upon which the Hubs have insisted and in which some the riders take a measure of pride. The notion of a slave or Trustee being conveyed across the battlefield by an Aspect is at times a confusing paradox, but it is speculated that the Cogitare prefer their slaves to view any and all machines of any significant size to be a reflection of their Hub and thus deserving of respect and fear. It is said that the slaves riding these faux Aspects will often defend their damaged or fallen bike as if their very life depended on it, terrified of the consequences of allowing to die an Aspect so personally tied to them. Those Trustees assigned to the ranks of grav-bikers imagine themselves far above their fellow Trustees, gloating of t heir intimate relationship with their personal Aspect, supposing their worth to be of consequence to the Hub and its Aspects. Deluded they may be, but the tactical value of these bikers is considerable and, although often targetted to the same degree as Assault Troopers, the Response Troopers are protected by energy shielding and suffer from somewhat less wanton disregard when it comes throwing away lives.

WEAPON PLATFORMS AND PLATFORM DEFENCE TEAMS

While their brethren speed forward overhead, an aspects the Hub has chosen for installation within a Weapon Platform body is denied any such grace or speed. Grinding forward trough mud and rubble like the common slaves, these Aspects are, like the Light Aspects, denied access to the uplink. Their status, however, is considered far above the peasantry of Light Aspects for it is to these ground based assets that some of the most destructive ordnance is entrusted.

Be it punishment, or mere necessity and random allocation of duties, some unfortunate slaves find themselves assigned to a Weapon Platform. Tasked with repairing their weapon platform, or other such platforms should the need arise, Platform Defence Teams are armed with only the simplest of side arms and are expected – through a combination of mental conditioning and neurological hardware – to leap to their platform's defence, taking as many shots as their feeble bodies can endure, rather than see their master damaged.

PLASMA PULSE MORTAR   PLASMA SENTRY   GRAVIMETRIC PLASMA CANNON

PLASMA PULSE MORTAR
Safely hidden from view, Plasma Pulse Mortars fire magnetically contained spheres of thrumming plasma into the sky, accompanied by a spray of disposable nano-scale surveillance minds which instantly assess the battlefield, combining their own hastily gathered imagery with that provided by any Sub-Minds in the area, to guide the plasma down upon any targets found. Burning with unimaginable energy, the mortar's shots are capable of melting through all but the toughest of tanks and enemy fortifications.

PLASMA SENTRY
Smaller in body than other Weapon Platforms, a Plasma Sentry none-the-less fires one of the most powerful beams of energy available to a Cogitare of its size. While it lacks the rate of fire, or explosive destruction needed to bring down the most heavily armoured opponents in a single salvo, its beam cuts clean holes through such armour with chilling ease, quickly and reliably cutting it away, piece by critical piece.

GRAVIMETRIC PLASMA CANNON
Supplementing intensely energetic streams of plasma with twisting eddies of gravimetric force, the Gravimetric Plasma Cannon spits a storm of destruction towards the Hub's enemies. Even those titanic foe which arrogantly imagine themselves immune to the conventional force of this weapon find their form twisted and deformed by the inescapable and random gravimetric distortions which engulf them.

COMBAT ASPECTS

With a subdued whisper, which belies their significant size, Combat Aspects sweep across the field of battle with the same grace and dignity which characterises most Aspects. As tough as any Imperial tank, a Combat Aspect is equipped with an array of anti-vehicle and anti-personnel weapons, the Heavy variant wielding the appallingly destructive Super Heavy Plasma Lance.

Respected amongst their peers, they are none-the-less relegated to minor positions within the Hub's courts due to their almost obsessive focus on all things martial. They live only to fight and, when no opportunity exists in which it might exercise its predisposition, a Combat Aspect is liable to engage in extensive and worryingly thorough live-fire wargames with any Aspects or Slaves it is able to command. Few courts allow these war machines enough influence to pull anything approaching significant numbers of assets into their exercises, although the Cassav and Reilin Hubs have been known to insist, through their direct links with Command Aspects and Avatars, that a number of Combat Aspects be permitted to indulge their obsessions with complete and unrestricted authority.

COMBAT ASPECT

HEAVY COMBAT ASPECT

MIGHT OF THE HUBS

This section contains all of the datasheets that you will need to fight battles with your Cogitare miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically<HUB>. This is shorthand for a keyword of your own choosing. All Cogitare units belong to a Hub. You must nominate which Hub each unit is from. There are many different Hubs to choose from; you can use any of the Hubs described in this Codex, or make up your own if you prefer. You then simply replace the <HUB> key word in every instance on that unit's datasheet with the name of your chosen Hub.

For example, if you were to include a Command Aspect in your army, and you decided it was from the Sapientiae Hub, then its <HUB> keyword is changed to SAPIENTIAE and its 'Tether' ability would say 'All friendly SAPIENTIAE UPLINKED units within 6 inches of this model may re-roll hit and wound rolls of 1'

COMMAND ASPECT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Command Aspect	8"	3+	2+	4	7	7	4	10	2+

A Command Aspect is a single model, armed with a Gatling Laser, Hostile Code Transmitter and Auto Defence Lasers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gatling Laser	24"	Assault 2D6	5	-1	1	-
Hostile Code Transmitter	18"	Assault 2	-	-	D3	This weapon can only attack a VEHICLE and always wounds on a 4+. All wounds inflicted are mortal wounds.
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target

ABILITIES	**Gravimetric Shielding:** This model has a 3+ invulnerable save
	Tether: All friendly <HUB> UPLINKED units within 6 inches of this model may re-roll hit and wound rolls of 1
	Consciousness Backup: If this model is reduced to zero wounds, before removing it from the table select a friendly <HUB> UPLINKED unit within 9" which has not yet been successfully affected by this ability. Roll a dice. On a roll of 3+ that unit gains +1 WS, +1BS, +1A and replaces its Ld characteristic with a score of 10. An ENSLAVED unit must be selected ahead of other UPLINKED units, if available, and if so selected it loses the Enslaved ability. A unit may only be successfully affected by this ability once.
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	CHARACTER, ASPECT, FLY, COMMAND ASPECT

NULL GENERATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Null Generator	8"	6+	6+	3	7	6	1	10	3+

A Null Generator is a single model, armed with Auto Defence Lasers

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target

ABILITIES	**Multi-Phase Energy Shielding:** This model has a 4+ invulnerable save
	Psychic Earthing: This Model may re-roll one dice from all failed psychic tests or deny the witch tests. If a re-roll results in a failure, however, all friendly <HUB> UPLINKED units within D6 inches immediately suffer D3 mortal wounds. If no such units are within this range then this model suffers D3 mortal wounds. Furthermore, any damage caused to this model by perils of the warp, regardless of the source, or by any psychic attacks, must instead affect the closest friendly <HUB> UPLINKED unit within 6". In the case of Perils of the warp caused by this unit rolling a double 1 or double 6, if the affected unit is destroyed by this damage, or if no such unit is within range, then this model must suffer double the damage inflicted and if this results in the model bing slain then units within 6" suffer the usual effect of a Psyker being slain by Perils of the warp.
PSYKER	A Null Generator can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. It knows the Smite power and three psychic powers from the Dimensional Science discipline.
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	CHARACTER, ASPECT, FLY, PSYKER, NULL GENERATOR

AVATAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Avatar	7"	2+	2+	7	5	6	6	10	2+

An Avatar is a single model, armed with a Sub-Mind Pistol, Adamantium Fists and a Sub-Mind Stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sub-Mind Pistol	30"	Pistol 4	5	-5	1	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND
Filament Cloud	Melee	Melee	6	-1	1	The bearer may make D6 attacks with this weapon, in addition to their normal attacks
Adamantium Fists	Melee	Melee	User	-2	D3	-
Sub-Mind Stave (Shooting)	24"	Rapid Fire 6	5	-3	1	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND
Sub-Mind Stave (Melee)	Melee	Melee	x2	-4	1	-

WARGEAR OPTIONS	• This model may replace its Sub-Mind Stave with a Filament Cloud

ABILITIES	**Gravimetric Shielding:** This model has a 3+ invulnerable save
	Tether: All friendly <HUB> UPLINKED units within 6 inches of this model may re-roll hit and wound rolls of 1
	Consciousness Backup: If this model is reduced to zero wounds, before removing it from the table select a friendly <HUB> UPLINKED unit within 9" which has not yet been successfully affected by this ability. Roll a dice. On a roll of 3+ that unit gains +1 WS, +1BS, +1A and replaces its Ld characteristic with a score of 10. An ENSLAVED unit must be selected ahead of other UPLINKED units, if available, and if so selected it loses the Enslaved ability. A unit may only be successfully affected by this ability once.
	Phase Mesh: During deployment, you can set up this model in a Phase Silo instead of placing it on the battlefield. A PHASE SUB-MIND can select this model when using its Homing Grid ability, to deploy it onto the table. If this unit is not deployed by the end of the game then it is considered slain.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	CHARACTER, INFANTRY, ASPECT, FLY, AVATAR

'There can be no consideration of mercy for the so-called slaves of the Cogitare. Those wretches are enslaved by the products of their own heresy, damned by the reckless indulgence of the dark and wholly unnatural notions of progress and technological advancement.

- Inquisitor Kalbarlysen

STRIKE TROOPERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Strike Trooper	6"	4+	4+	3	3	1	1	7	4+
Strike Trooper Sergeant	6"	4+	4+	3	3	1	2	8	4+

This unit contains 1 Strike Trooper Sergeant and 9 Strike Troopers. It can include up to an additional 5 Strike Troopers (**Power Rating + ??**), or up to and additional 10 Strike Trooopers (**Power Rating +??**). Each model is armed with a Plasma Carbine.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma Carbine	24"	Rapid Fire 2	4	0	1	-
Plasma Lance	30"	Rapid Fire 1	8	-4	2	-

WARGEAR OPTIONS	• Up to 2 Strike Troopers, for every 10 models in this unit, may replace their Plasma Carbine with a Plasma Lance

ABILITIES	**Enslaved:** If this unit is not within 12" of a friendly <HUB> ASPECT unit at the beginning of any Morale phase, then its Leadership characteristic is considered to be 4 and it must make a morale test even if no models were lost this turn.
	Sub-Mind Support: When creating a battle forged force, for every unit with this ability you may select a single SUB-MIND unit with the Elite battlefield role. The chosen unit does not count towards the number of Elite units in the detachment, but is considered part of the detachment for all other purposes. Furthermore, during deployment the chosen unit must be deployed at the same time as the unit with this ability, though it does not need to be in unit cohesion with this unit and is considered a separate unit thereafter.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	INFANTRY, UPLINKED, ENSLAVED, STRIKE TROOPERS

ASSAULT TROOPERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Assault Trooper	10"	4+	4+	3	4	1	1	7	4+
Assault Trooper Sergeant	10"	4+	4+	3	4	1	2	8	4+

This unit contains 1 Assault Trooper Sergeant and 4 Assault Troopers. It can include up to an additional 5 Assault Troopers **(Power Rating + ??)**. Each model is armed with an Assault Plasma Carbine.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault Plasma Carbine	24"	Assault 2	4	-1	1	-
Plasma Lance	30"	Rapid Fire 1	8	-4	2	-

WARGEAR OPTIONS	• 2 Assault Troopers, for every 5 models in this unit, may replace their Assault Plasma Carbine with a Plasma Lance

ABILITIES	**Enslaved:** If this unit is not within 12" of a friendly <HUB> ASPECT unit at the beginning of any Morale phase, then its Leadership characteristic is considered to be 4 and it must make a morale test even if no models were lost this turn.
	Phase Mesh: During deployment, you can set up this unit in a Phase Silo instead of placing it on the battlefield. A PHASE SUB-MIND can select this unit when using its Homing Grid ability, to deploy it onto the table. If this unit is not deployed by the end of the game then it is considered slain.
	Sub-Mind Support: When creating a battle forged force, for every unit with this ability you may select a single SUB-MIND unit with the Elite battlefield role. The chosen unit does not count towards the number of Elite units in the detachment, but is considered part of the detachment for all other purposes. Furthermore, during deployment the chosen unit must be deployed at the same time as the unit with this ability, though it does not need to be in unit cohesion with this unit and is considered a separate unit thereafter.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	INFANTRY, UPLINKED, ENSLAVED, FLY, ASSAULT TROOPERS

STRIKE TRUSTEES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Strike Trustee	6"	3+	3+	4	4	2	1	7	4+
Strike Trustee Sergeant	6"	3+	3+	4	4	2	2	8	4+

This unit contains 1 Strike Trustee Sergeant and 2 Strike Trustees. Each model is armed with an Enhanced Plasma Carbine, Auto Defence Lasers and Graviton Pulse Grenades

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enhanced Plasma Carbine	30"	Rapid Fire 2	5	-1	1	-
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target
Graviton Pulse Grenades	6"	Grenade D6	5	-1	D3	-

ABILITIES	**Gravity Field:** This unit may add 1 to all save rolls versus shooting attacks. Furthermore, all units charging this unit must deduct 2 from their charge roll.
	Phase Mesh: During deployment, you can set up this unit in a Phase Silo instead of placing it on the battlefield. A PHASE SUB-MIND can select this unit when using its Homing Grid ability, to deploy it onto the table. If this unit is not deployed by the end of the game then it is considered slain.
	Sub-Mind Support: When creating a battle forged force, for every unit with this ability you may select a single SUB-MIND unit with the Elite battlefield role. The chosen unit does not count towards the number of Elite units in the detachment, but is considered part of the detachment for all other purposes. Furthermore, during deployment the chosen unit must be deployed at the same time as the unit with this ability, though it does not need to be in unit cohesion with this unit and is considered a separate unit thereafter.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	INFANTRY, UPLINKED, TRUSTEE, STRIKE TRUSTEES

'How can it be that the Cogitare devise, from their insignificant cluster of worlds, the technological means to not only stand against the might of the Imperium but to exceed the very understanding of the Adeptus Mechanicus? Surely they are favoured and blessed by the Omnissiah above even our own...'

- Final words of Magos Technicus Gammanon Tellarec immediately before her execution

ASSAULT TRUSTEES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Assault Trustee	9"	3+	3+	4	5	2	1	7	4+
Assault Trustee Sergeant	9"	3+	3+	4	5	2	2	8	4+

This unit contains 1 Assault Trustee Sergeant and 2 Assault Trustees. Each model is armed with an Enhanced Assault Carbine, Auto Defence Lasers and Graviton Pulse Grenades

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enhanced Assault Carbine	30"	Assault 2	5	-2	1	-
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target
Graviton Pulse Grenades	6"	Grenade D6	5	-1	D3	-

ABILITIES	
	Gravity Field: This unit may add 1 to all save rolls versus shooting attacks. Furthermore, all units charging this unit must deduct 2 from their charge roll.
	Phase Mesh: During deployment, you can set up this unit in a Phase Silo instead of placing it on the battlefield. A PHASE SUB-MIND can select this unit when using its Homing Grid ability, to deploy it onto the table. If this unit is not deployed by the end of the game then it is considered slain.
	Sub-Mind Support: When creating a battle forged force, for every unit with this ability you may select a single SUB-MIND unit with the Elite battlefield role. The chosen unit does not count towards the number of Elite units in the detachment, but is considered part of the detachment for all other purposes. Furthermore, during deployment the chosen unit must be deployed at the same time as the unit with this ability, though it does not need to be in unit cohesion with this unit and is considered a separate unit thereafter.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	INFANTRY, UPLINKED, FLY, TRUSTEE, ASSAULT TRUSTEES

'I refuse to accept, nay tolerate, a reality in which the machines of these primitive usurpers can have that which is yet denied us. I will not allow to exist in any inferior machine a soul, when no place can be found within my own vastly superior form for that which was stolen so long ago. I would see half my Dynasty burn before I will allow a single Cogitare to live and mock my eternal grief.

— Anokh the Searching, Necron Lord
of the Nekthyst Dynasty

LIGHT ASPECTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Light Aspects	8"	6+	3+	3	6	3	1	9	4+

This unit contains 3 Light Aspects. Each model is armed with an Enhanced Plasma Carbine and Auto Defence Lasers

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enhanced Assault Carbine	30"	Assault 2	5	-2	1	-
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target
Harmonic Graviton Array	18"	Assault 1	-	-	-	This weapon causes no damage. Any unit successfully hit by this weapon must half (rounding down) their move characteristic, advance rolls and charge rolls, until the start of the user's next shooting phase. Additional hits with Harmonic Graviton Array's have no additional effect.

WARGEAR OPTIONS	• Any models may replace their Enhanced Assault Carbine with an Harmonic Graviton Array
ABILITIES	**Energy Shielding:** This model has a 5+ invulnerable save versus shooting attacks
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	FLY, ASPECT, LIGHT ASPECT

MAINTENANCE SUB-MINDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Maintenance Sub-Mind	9"	6+	3+	3	3	1	1	8	4+

This unit contains 3 Maintenance Sub-Minds. Each model is armed with a Micro Laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Micro Laser	18"	Assault 2	3	0	1	-

ABILITIES	**Gravity Current:** This model has a 6+ invulnerable save versus shooting attacks
	Repair Routines: Roll one dice at the start of your movement phase for each model in this unit. For each roll of 4+ you may restore 1 wound to a friendly <HUB> ASPECT unit within 2 inches of this unit. A unit can only benefit from a repair attempt by one unit per turn.
	Small Target: Your opponent must subtract 1 from hit rolls for attacks that target this unit in the Shooting phase.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	SUB-MIND, FLY, MAINTENANCE SUB-MINDS

TARGETTING SUB-MINDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Targetting Sub-Mind	9"	6+	3+	3	3	1	1	8	4+

This unit contains 3 Targetting Sub-Minds. It can include up to an additional 3 Targetting Sub-Minds **(Power Rating + ??)**. Each model is armed with a Micro Laser and Locator Stream

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Micro Laser	18"	Assault 2	3	0	1	-
Locator Stream	30"	Assault 1	-	-	-	This weapon causes no damage. All friendly <HUB> units add 1 to their hit rolls for the rest of this shooting phase when targeting any units successfully hit by this weapon. This bonus is not cumulative with hits by another Locator Stream. Additionally, if a character is successfully hit by this weapon then for the rest of this shooting phase all friendly <HUB> INFANTRY units may target that Character in the Shooting Phase even if it is not the closest unit.

ABILITIES	**Gravity Current:** This model has a 6+ invulnerable save versus shooting attacks
	Small Target: Your opponent must subtract 1 from hit rolls for attacks that target this unit in the Shooting phase.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	SUB-MIND, FLY, TARGETTING SUB-MINDS

PHASE SUB-MINDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Phase Sub-Mind	9"	6+	3+	3	3	1	1	8	4+

This unit contains 3 Phase Sub-Minds. Each model is armed with a Micro Laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Micro Laser	18"	Assault 2	3	0	1	-

ABILITIES	**Gravity Current:** This model has a 6+ invulnerable save versus shooting attacks
	Homing Grid: At the end of your movement phase you may select one friendly <HUB> unit equipped with a phase mesh, including those deployed in a Phase Silo off of the table. Roll a dice. On a roll of 2+ that unit may be removed from the table and replaced wholly within 6" of this model but not within 1" of an enemy model. Any models that can not fit within these restrictions is slain. The unit is considered to have moved, but it does not count as falling back if it is removed from within 1" of an enemy unit.
	Scatter: During deployment, all models in this unit must be deployed at the same time, but need not be in unit cohesion. Thereafter each model is considered a separate unit, and is considered to have the CHARACTER keyword for the purposes of being selected as a target in the shooting phase.
	Small Target: Your opponent must subtract 1 from hit rolls for attacks that target this unit in the Shooting phase.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	SUB-MIND, FLY, PHASE SUB-MINDS

SHIELD SUB-MINDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shield Sub-Mind	9"	6+	3+	3	3	1	1	8	4+

This unit contains 3 Shield Sub-Minds. It can include up to an additional 3 Targetting Sub-Minds (Power Rating + ??). Each model is armed with a Micro Laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Micro Laser	18"	Assault 2	3	0	1	-

ABILITIES	**Gravity Current:** This model has a 6+ invulnerable save versus shooting attacks
	Shield Generator: For any enemy shooting attacks where line of sight must pass through, over, or under this unit, or within 2" of any model in this unit, all friendly models in the target unit are considered protected by this ability. Each time such a protected model loses a wound roll a dice; on a 5+, the model does not lose that wound.
	Small Target: Your opponent must subtract 1 from hit rolls for attacks that target this unit in the Shooting phase.
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	SUB-MIND, FLY, SHIELD SUB-MINDS

HACKER SUB-MINDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hacker Sub-Mind	9"	6+	3+	3	3	1	1	8	4+

This unit contains 3 Hacker Sub-Minds. Each model is armed with a Micro Laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Micro Laser	18"	Assault 2	3	0	1	-

ABILITIES	**Gravity Current:** This model has a 6+ invulnerable save versus shooting attacks
	Kindred Code Simulator: In your Shooting phase, instead of making any shooting attacks this entire unit may attempt to hack one visible enemy VEHICLE within 24". Roll 2D6 adding 1 for every mode in this unit. If the roll is equal to or greater than the target's Leadership characteristic then the hack is successful. If successful you may make shooting attacks with the all of the enemy vehicle's shooting weapons, even if it is within 1" of friendly or enemy units. Use the enemy vehicle's BS, but do not include any aura abilities or other bonuses or modifiers from other enemy units or faction abilities. If a double 1 is rolled on the hack test then the roll automatically fails and this unit suffers D3 mortal wounds A vehicle can only be targetted once per turn with this ability.
	Small Target: Your opponent must subtract 1 from hit rolls for attacks that target this unit in the Shooting phase.
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	SUB-MIND, FLY, HACKER SUB-MINDS

PLATFORM DEFENCE TEAM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Platform Defence Trooper	6"	4+	4+	3	3	1	1	7	4+

This unit contains 3 Platform Defence Troopers. Each model is armed with a Defence Pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Defence Pistol	18"	Pistol 1	4	0	1	-

ABILITIES	**Enslaved:** If this unit is not within 12" of a friendly <HUB> ASPECT unit at the beginning of any Morale phase, then its Leadership characteristic is considered to be 4 and it must make a morale test even if no models were lost this turn.
	Suppressed Survival Instincts: Any time a friendly <HUB> WEAPON PLATFORM within 3" suffers a hit, you may roll a dice. On a 2+ this unit is hit instead.
	Engineers: At the end of your Movement phase this unit can attempt to repair a single friendly <HUB> WEAPON PLATFORM within 2". Roll a dice for each model in this unit; for each roll of 4+ the WEAPON PLATFORM regains 1 wound. A WEAPON PLATFORM can only benefit from a repair attempt by one PLATFORM DEFENCE TEAM unit per turn.
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	INFANTRY, ENSLAVED, PLATFORM DEFENCE TEAM

PLASMA PULSE MORTAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plasma Pulse Mortar Weapon Platform	4"	6+	3+	3	7	8	1	10	4+

A Plasma Pulse Mortar Weapon Platform is a single model, armed with a Plasma Pulse Mortar.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma Pulse Mortar	12"-48"	Heavy D6	7	-3	D3	This weapon can target units that are not visible to the bearer. You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND

ABILITIES	**Human Shield:** When creating a battle forged force, for every model with this ability you may select a single PLATFORM DEFENCE TEAM unit. The chosen unit does not count towards the number of Heavy Support units in the detachment, but is considered part of the detachment for all other purposes. Furthermore, during deployment the chosen unit must be deployed at the same time as the unit with this ability and within 1" of it. It is considered a separate unit thereafter.
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	VEHICLE, ASPECT, WEAPON PLATFORM, PLASMA PULSE MORTAR

PLASMA SENTRY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plasma Sentry Weapon Platform	4"	6+	3+	3	7	6	1	10	4+

A Plasma Sentry Weapon Platform is a single model, armed with a Plasma Sentry.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma Sentry	36"	Heavy 3	9	-4	2	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND

ABILITIES	**Human Shield:** When creating a battle forged force, for every model with this ability you may select a single PLATFORM DEFENCE TEAM unit. The chosen unit does not count towards the number of Heavy Support units in the detachment, but is considered part of the detachment for all other purposes. Furthermore, during deployment the chosen unit must be deployed at the same time as the unit with this ability and within 1" of it. It is considered a separate unit thereafter.
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	VEHICLE, ASPECT, WEAPON PLATFORM, PLASMA SENTRY

GRAVIMETRIC PLASMA CANNON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gravimetric Plasma Cannon Weapon Platform	4"	6+	3+	3	7	8	1	10	4+

A Gravimetric Plasma Cannon Weapon Platform is a single model, armed with a Plasma Sentry.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gravimetric Plasma Cannon	48"	Heavy 2D6	7	-2	1	This weapon may re-roll hit rolls of 1 if the target unit is visible to a friendly <HUB> SUB-MIND. Every wound roll of 6 also causes an additional Mortal Wound.

ABILITIES	**Human Shield:** When creating a battle forged force, for every model with this ability you may select a single PLATFORM DEFENCE TEAM unit. The chosen unit does not count towards the number of Heavy Support units in the detachment, but is considered part of the detachment for all other purposes. Furthermore, during deployment the chosen unit must be deployed at the same time as the unit with this ability and within 1" of it. It is considered a separate unit thereafter.
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	VEHICLE, ASPECT, WEAPON PLATFORM, GRAVIMETRIC PLASMA CANNON

'They mocked me for my choice of plaything, for my inspired selection of prisoner; nothing can be gained, they taunted, from the unfeeling mind of a machine. Oh, but the shrieks of that avatar... such unique and refined satisfaction.

- Narlek Vhrex, Drukhari Archon

COMBAT ASPECT

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Combat Aspect	*	6+	*	7	7	12	*	10	3+

Remaining W	M	BS	A
10-12	12"	3+	6
5-9	8"	4+	D6
1-4	4"	5+	D3

A Combat Aspect is a single model, armed with an Enhance Plasma Lance, a Gatling Laser, an Enhanced Plasma Carbine, and two Auto Defence Lasers

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enhanced Plasma Lance	30"	Heavy 2	9	-4	D6	-
Plasma Strobe	24"	Heavy 2D6	6	-1	1	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND. Every hit roll of 6 also causes an additional 2 hits. These additional hits can not themselves cause any further hits.
Gatling Laser	24"	Assault 2D6	5	-1	1	-
Enhanced Plasma Carbine	30"	Rapid Fire 2	5	-1	1	-
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target

WARGEAR OPTIONS	• This model may replace its Enhanced Plasma Lance with a Plasma Strobe

ABILITIES

Stable Platform: This model can move and fire Heavy weapons without suffering the penalty to its hit rolls.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Energy Shielding: This model has a 5+ invulnerable save versus shooting attacks

Tether: All friendly <HUB> UPLINKED units within 6 inches of this model may re-roll hit and wound rolls of 1

Consciousness Backup: If this model is reduced to zero wounds, before removing it from the table select a friendly <HUB> UPLINKED unit within 9" which has not yet been successfully affected by this ability. Roll a dice. On a roll of 3+ that unit gains +1 WS, +1BS, +1A and replaces its Ld characteristic with a score of 10. An ENSLAVED unit must be selected ahead of other UPLINKED units, if available, and if so selected it loses the Enslaved ability. A unit may only be successfully affected by this ability once.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	VEHICLE, FLY, ASPECT, COMBAT ASPECT

HEAVY COMBAT ASPECT

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Heavy Combat Aspect	*	6+	*	7	8	18	*	10	3+

Remaining W	M	BS	A
12-18	10"	3+	6
6-12	7"	4+	D6
1-5	3"	5+	D3

A Heavy Combat Aspect is a single model, armed with a Gatling Laser, Super Heavy Plasma Lance, and two Auto Defence Lasers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gatling Laser	24"	Assault 2D6	5	-1	1	-
Super Heavy Plasma Lance	36"	Heavy D6	9	-4	D6	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target

ABILITIES

Stable Platform: This model can move and fire Heavy weapons without suffering the penalty to its hit rolls.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Energy Shielding: This model has a 5+ invulnerable save versus shooting attacks

Tether: All friendly <HUB> UPLINKED units within 6 inches of this model may re-roll hit and wound rolls of 1

Consciousness Backup: If this model is reduced to zero wounds, before removing it from the table select a friendly <HUB> UPLINKED unit within 9" which has not yet been successfully affected by this ability. Roll a dice. On a roll of 3+ that unit gains +1 WS, +1BS, +1A and replaces its Ld characteristic with a score of 10. An ENSLAVED unit must be selected ahead of other UPLINKED units, if available, and if so selected it loses the Enslaved ability. A unit may only be successfully affected by this ability once.

FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	VEHICLE, FLY, ASPECT, HEAVY COMBAT ASPECT

'There is nought you can bring to bear against which we haven't devised a counter.'
Beta-Five-Blue, Diplomatic Avatar of the Sapientiae Hub

RESPONSE TROOPERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Response Trooper	14"	4+	4+	4	4	1	2	7	4+
Response Trooper Sergeant	14"	4+	4+	4	4	1	3	8	4+

This unit contains 1 Response Trooper Sergeant and 2 Response Troopers. Each model is armed with a Twin Plasma Carbine.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Plasma Carbine	24"	Rapid Fire 4	4	0	1	-
Plasma Lance	30"	Rapid Fire 1	8	-4	2	-

WARGEAR OPTIONS	• Any number of models may replace their Twin Plasma Carbine with a Plasma Lance
ABILITIES	**Enslaved:** If this unit is not within 12" of a friendly <HUB> ASPECT unit at the beginning of any Morale phase, then its Leadership characteristic is considered to be 4 and it must make a morale test even if no models were lost this turn.
	Energy Shielding: This model has a 5+ invulnerable save versus shooting attacks
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	BIKER, FLY, UPLINKED, ENSLAVED, RESPONSE TROOPERS

'We allowed mankind their dream of exploration and humoured their imagined dominion of peace and reason, for theirs was but a background to the greater tapestry of our own stewardship of the galaxy. We foresaw the rise of their machines and we were content to allow that which came to pass. But these new creations, these unsettling hybrids of soul and fabrication, are something entirely more disturbing. We can not allow their story to be told unopposed, for these machines bring into being new gods, and echoes of the oldest powers. They bring to the galaxy a doom against which they will have no more power than we wielded over the travesty of our own folly.'

- Kinshar Eldrion,
Biel-Tan Farseer

RESPONSE TRUSTEES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Response Trustee	14"	3+	3+	4	5	2	2	7	4+
Response Trustee Sergeant	14"	3+	3+	4	5	2	3	8	4+

This unit contains 1 Response Trustee Sergeant and 2 Response Trustees. Each model is armed with a Twin Plasma Carbine, Graviton Pulse Grenades, and Auto Defence Lasers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Plasma Carbine	24"	Rapid Fire 4	4	0	1	-
Plasma Lance	30"	Rapid Fire 1	8	-4	2	-
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target
Graviton Pulse Grenades	6"	Grenade D6	5	-1	D3	-

WARGEAR OPTIONS	• Any number of models may replace their Twin Plasma Carbine with a Plasma Lance
ABILITIES	**Gravity Field:** This unit may add 1 to all save rolls versus shooting attacks. Furthermore, all units charging this unit must deduct 2 from their charge roll.
	Energy Shielding: This model has a 5+ invulnerable save versus shooting attacks
FACTION KEYWORDS	COGITARE, <HUB>
KEYWORDS	BIKER, FLY, UPLINKED, TRUSTEE, RESPONSE TRUSTEES

FIRE SUPPORT SUB-MINDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fire Support Sub-Mind	9"	6+	3+	3	3	1	1	8	4+

This unit contains 3 Fire Support Sub-Minds. It may include up to an additional 3 Fire Support Sub-Minds **(Power Level +??)**. Each model is armed with a Plasma Carbine.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma Carbine	24"	Rapid Fire 2	4	0	1	-

ABILITIES	**Small Target:** Your opponent must subtract 1 from hit rolls for attacks that target this unit in the Shooting phase.
	Gravity Current: This model has a 6+ invulnerable save versus shooting attacks
FACTION KEYWORDS	**COGITARE, <HUB>**
KEYWORDS	**SUB-MIND, FLY, FIRE SUPPORT SUB-MINDS**

DECONSTRUCTION SUB-MINDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deconstruction Sub-Mind	9"	6+	3+	3	3	1	2	8	4+

This unit contains 3 Deconstruction Sub-Minds. It may include up to an additional 3 Deconstruction Sub-Minds (Power Level +??). Each model is armed with Deconstructor Tools.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deconstructor Tools	Melee	Melee	7	-1	1	-

ABILITIES	**Small Target:** Your opponent must subtract 1 from hit rolls for attacks that target this unit in the Shooting phase.
	Dense Shielding: This model has a 5+ invulnerable save.
FACTION KEYWORDS	**COGITARE, <HUB>**
KEYWORDS	**SUB-MIND, FLY, DECONSTRUCTION SUB-MINDS**

THE ARMOURY OF PROGRESS

With a technological base almost on par with that now lost to the Dark Age of Technology, and the willingness to advance ever further, the Cogitare bring to bear weapons of terrifying power. Plasma streaks across the battlefield in flickering waves, tearing apart the enemies of the Hubs with a reliability and cold efficiency unimaginable to the generals of lesser factions.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault Plasma Carbine	24"	Assault 2	4	-1	1	-
Atomic Destabiliser	8"	Heavy 2D6	4	-1	1	This weapon automatically hit its target
Auto Defence Lasers	12"	Pistol D6	4	0	1	This weapon automatically hits its target
Defence Pistol	18"	Pistol 1	4	0	1	-
Enhanced Assault Carbine	30"	Assault 2	5	-2	1	-
Enhanced Plasma Carbine	30"	Rapid Fire 2	5	-1	1	-
Enhanced Plasma Lance	30"	Heavy 2	9	-4	D6	-
Gatling Laser	24"	Assault 2D6	5	-1	1	-
Gravimetric Plasma Cannon	48"	Heavy 2D6	7	-2	1	This weapon may re-roll hit rolls of 1 if the target unit is visible to a friendly <HUB> SUB-MIND. Every wound roll of 6 also causes an additional Mortal Wound.
Graviton Pulse Grenades	6"	Grenade D6	5	-1	D3	-
Harmonic Graviton Array	18"	Assault 1	-	-	-	This weapon causes no damage. Any unit successfully hit by this weapon must half (rounding down) their move characteristic, advance rolls and charge rolls, until the start of the user's next shooting phase. Additional hits with Harmonic Graviton Array's have no additional effect.
Hostile Code Transmitter	18"	Assault 2	-	-	D3	This weapon can only attack a VEHICLE and always wounds on a 4+. All wounds inflicted are mortal wounds.
Locator Stream	30"	Assault 1	-	-	-	This weapon causes no damage. All friendly <HUB> units add 1 to their hit rolls for the rest of this shooting phase when targeting any units successfully hit by this weapon. This bonus is not cumulative with hits by another Locator Stream. Additionally, if a character is successfully hit by this weapon then for the rest of this shooting phase all friendly <HUB> INFANTRY units may target that Character in the Shooting Phase even if it is not the closest unit.
Micro Laser	18"	Assault 2	3	0	1	-
Plasma Carbine	24"	Rapid Fire 2	4	0	1	-
Plasma Lance	30"	Rapid Fire 1	8	-4	2	-
Plasma Pulse Mortar	12"-48"	Heavy D6	7	-3	D3	This weapon can target units that are not visible to the bearer. You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND
Plasma Sentry	36"	Heavy 3	9	-4	2	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND
Plasma Strobe	24"	Heavy 2D6	6	-1	1	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND. Every hit roll of 6 also causes an additional 2 hits. These additional hits can not themselves cause any further hits.
Sub-Mind Pistol	30"	Pistol 4	5	-5	1	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND
Sub-Mind Stave (Shooting)	24"	Rapid Fire 6	5	-3	1	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND
Super Heavy Plasma Lance	36"	Heavy D6	9	-4	D6	You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND
Twin Plasma Carbine	24"	Rapid Fire 4	4	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium Fists	Melee	Melee	User	-2	D3	-
Deconstructor Tools	Melee	Melee	7	-1	1	-
Filament Cloud	Melee	Melee	6	-1	1	The bearer may make D6 attacks with this weapon, in addition to their normal attacks
Sub-Mind Stave (Melee)	Melee	Melee	x2	-4	1	-

INNOVATION AND EXPANSION

In this section you'll find rules for Battle-forged armies that include COGITARE Detachments–that is, any Detachment which includes only COGITARE units. These rules include the abilities below and a series of Stratagems that can only be used by the Cogitare. This section also includes the Cogitare's unique Warlord Traits, Boons and Tactical Objectives. Together, these rules reflect the character and fighting style of the Cogitare in your games of Warhammer 40,000.

A BROKEN PEOPLE

The slaves and Trustees of the Cogitare have been beaten and utterly dominated by the Aspects of their Hub. Terrified beyond the understanding of outsiders, they will push onwards into the horror of battle before they will turn back to face the displeasure of their uncaring masters.

If your army is Battle-forged, all Troop units in COGITARE Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

HUB BOONS

The immense consciousness of every Hub is a unique entity, and this individuality flavours the Aspects to which it bestows sentience, and the manner in which its forces prosecute their wars upon the Galaxy.

If your army is Battle-forged, all <HUB> units in COGITARE Detachments gain a Hub Boon, so long as every unit in that Detachment is from the same Hub. The Hub Boon gained depends upon the Hub they are drawn from, as shown on the table below. For example, all units in a CASSAV Detachment gain the unnatural savagery Hub Boon. If you have chosen a Hub that does not have an associated Hub Boon, you can choose the Hub Boon that best suits the fighting style and strategies of the warriors that hail from it.

HUB BOONS

SAPIENTIAE: SUPERIOR UPLINK

Utilising the superiority of their Hub's uplink technology, the Aspects of Sapientiae reach far deeper than other Hub Aspects into the minds of their slaves, ensuring they will never rise up in rebellion

Any ENSLAVED unit with this Boon increases the range of the Enslaved ability to 15 inches. In addition, any unit with this boon and the Tether ability may increase the range of that ability to 9 inches.

APHIUN: WILLING SLAVES

Willing, often eager slaves of the Aspects, the people of Aphiun are far less likely than the slaves of other Hubs to rebel against their masters.

If an ENSLAVED unit with this Boon is not within 12" of a friendly <HUB> ASPECT unit at the beginning of any Morale phase, and it has not lost any models this turn, it may re-roll the compulsory morale test caused by its Enslaved ability.

REILIN: DRILLED TO PERFECTION

Experienced through never ending war-games and drills, the Reilin are remarkably composed and efficient in their manoeuvres on any battlefield.

All ENSLAVED units with this Boon can still shoot in a turn in which they Fall Back, but if they
do so you must subtract 1 from their hit rolls in the Shooting phase. Additionally, all units with this Boon may add 1 to any Advance rolls.

FIDRINE: BLACKSTONE COMPONENTS

Blackstone components run through the cores of every Fidrine Aspect, granting them a reflection in the warp weaker than that of a Null Generator, but nonetheless capable of negating the sorcery of other psychic entities.

All ASPECTS with this Boon may attempt one Deny the Witch test per turn. Furthermore, if an ASPECT with this Boon fails a deny the witch test, roll a D6. On a 3+ you may attempt again with another ASPECT with this boon which has not yet attempted a Deny the Witch test earlier in this phase. A third attempt may not be made.

CASSAV: UNNATURAL SAVAGERY

The Slaves and the Aspects of Cassav have been modified with the neural patterns of Orks and are driven by an insatiable urge to tear their enemies apart in close combat.

Each time you make an unmodified hit roll of 6 for an attack with a melee weapon made by a model with this Boon, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls can not themselves generate any further hit rolls.

GORTRIVE: MASTERS OF DEMOLITION

Years of war against the Cogitare made the enslaved of Gortrive experts at anti-vehicular warfare. The lessons learned during the invasion work just as well against their former brothers in the Imperium.

All UPLINKED units with this Boon improve the AP of all attack with which they target an enemy VEHICLE. For example: an AP-1 attack becomes AP-2

STRATAGEMS

If your army is Battle-forged and includes any Cogitare Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These help to reflect the unique tactics and strategies used by the forces of the Cogitare on the battlefield.

2CP

DETONATION
Cogitare Stratagem

The Hub launches its insentient sub-minds at the enemy and detonates them in a blizzard of lethal shrapnel.

Use this stratagem at the end of your movement phase. Select one enemy unit within 3" of a SUB-MIND model. That SUB-MIND model is destroyed. Remove it from the battlefield and roll a D6; on a 3+ the enemy unit suffer D3 mortal wounds.

2CP

SPITEFUL DEATH
Cogitare Stratagem

Overloading its generators and weapon cells, the dying Aspect resolves to take its foe down with it.

Use this stratagem when one of your ASPECT models is slain. If this model has the explode ability then it explodes without the need to roll a dice. If it does not have the explode ability then it explodes on a roll of 2+ and every unit within 6" suffers D3 mortal wounds.

1CP

CONSCIOUSNESS BURST
Cogitare Stratagem

With a wide band data burst, the Aspect forces its consciousness through the uplink.

Use this stratagem before making a Consciousness Backup roll. The roll automatically succeeds.

2CP

SELF REPAIR
Cogitare Stratagem

Although no substitute for the dedicated affections of a Maintenance Sub-Mind, internal self repair systems are able to keep the Aspect functioning a little longer.

Use this strategy at the start of your movement phase. Select an ASPECT. That model immediately restores D3 wounds.

1CP/ 3CP

PROTOTYPE TRIAL
Cogitare Stratagem

The Hub has chosen this engagement in which to trial its latest prototypes.

Use this stratagem before the battle. Your army can have one extra Prototype for 1cp, or two extra Prototypes for 3cp. All of the Prototypes that you include must be different and given to different COGITARE CHARACTERS. This stratagem can only be used once per battle.

2CP

PRE-EMPTIVE STRIKE
Cogitare Stratagem

From orbit the Hub forces rain down precision strikes upon the enemy, softening them up in preparation for the main assault.

Use this stratagem after both sides have deployed, but before the first battle round begins. Roll a dice for each enemy unit on the battlefield. On a 6, that unit suffers 1 mortal wound. You can only use this stratagem once per battle.

1CP

TERRIBLE VOICE OF AUTHORITY
Cogitare Stratagem

More so than any other, this Aspect is known, and feared, for its brutal response to rebellion or desertion

Use this stratagem at the start of the Morale phase. Pick an ENSLAVED unit within 20" of an ASPECT model. They automatically pass any Morale test for the remainder of the phase.

2CP

OVERCLOCKED HACK
Cogitare Stratagem

Burning through their processors, Hacker sub-minds redouble their efforts to overpower the primitive computers of their enemy.

Use this stratagem before a HACKER SUB-MIND unit rolls for its Kindred Code Simulator ability. Add 2, rather than 1, to the roll for every model in the unit.

FORCED SACRIFICE

1CP

Cogitare Stratagem

Wrenching control of its slaves through their Uplink, the Aspect forces the enslaved to hurl themselves in front of the incoming assault.

Use this Stratagem when an ASPECT suffers a hit. Select an UPLINKED unit within 3" of the ASPECT and roll a dice. On 2+ the UPLINKED unit suffers the hit instead and all additional hits from the same attacking unit, for the rest of the phase, also hit the UPLINKED unit, unless the UPLINKED unit is destroyed.

HARDWIRED SHUTDOWN

2CP

Cogitare Stratagem

Prepared for all eventualities, the Aspect has hardwired final instructions for its body, in the event of its impending destruction.

Use this stratagem when a COGITARE CHARACTER model from your army is slain. Do not remove the model from the table. It may immediately either shoot as if if were you Shooting phase, or fights as if it were the Fight phase. The slain model is then removed from the battlefield.

ADAPTIVE BLACKSTONE CIRCUITRY

2CP

Cogitare Stratagem

Accessing the Hub's schematic cache, the Null Generator restructures its blackstone circuitry, fundamentally changing the means by which it influences the warp.

Use this stratagem at the start of your psychic phase. Select one of your NULL GENERATOR models. You may swap one of that model's psychic powers (other than smite) for a different power. The swap lasts for the rest of the battle. This stratagem may only be used by each NULL GENERATOR once per battle.

DISCIPLINED BARRAGE

1CP

Reilin Stratagem

Calm, and with the muscle memory of a thousand drills, the Relilin unleash a constant barrage on the enemy.

Use this stratagem before a REILIN UPLINKED unit shoots in your shooting phase. For the remainder of the phase, each time you make an unmodified hit roll of 6 for an attack with a shooting weapon made by this unit, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls can not themselves generate any further hit rolls.

RAPID TACTICAL REACTION

2CP

Cogitare Stratagem

Dedicating additional processing resources to its sub-minds, the Hub rapidly reorganises its forces.

Use this stratagem at the start of your movement phase. Increase the movement characteristic of all sub-mind units by 3" until the end of the phase.

AUTOMATED REACTIONS

2CP

Cogitare Stratagem

Ever scanning for enemy movements, targetting sub-minds immediately update the rest of the Hub's forces the instant any reinforcements are identified.

Use this stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within sight of any of your TARGETTING SUB-MINDS units. One unit within 6" of any SUB-MIND, and which can see the enemy unit, may shoot at that enemy unit as if it were the shooting phase.

PERFECT FORM

3CP

Cogitare Stratagem

With a dexterity and speed seldom seen in nature, the Avatar weaves through the battlefield, striking and darting away before the enemy can react.

Use this stratagem after an AVATAR has fought in the Fight phase. You may move that model as if it were the movement phase.

DIRECT CONTROL

2CP

Sapientiae Stratagem

Increasing the bandwidth of its tether, the Aspect enforces a greater level of control over its slaves

Use this stratagem at the start of the shooting phase or fight phase. Select a SAPIENTIAE ASPECT model. For the remainder of the phase any units effected by this model's Tether ability add 1 to all hit rolls.

AVENGE THE FALLEN

2CP

Aphiun Stratagem

With a loyalty unimaginable in the slaves of other Hubs, Aphiun's enslaved rage at the death of one of their saviours, unloading their weapons at those who destroyed it.

Use this stratagem after an APHIUN ASPECT CHARACTER is slain. Before removing it from the battlefield, select one APHIUN UPLINKED unit within 6" of the slain model. That unit may immediately shoot as if it were your shooting phase.

BLACKSTONE COMPONENTS

2CP

Fidrine Stratagem

Internal systems rework the blackstone present in all Fidrine Aspects, sending a burst of warp energy at the enemy.

Use this stratagem during your psychic phase. Select one FIDRINE ASPECT CHARACTER. That model may immediately use the Smite psychic power.

GREEN FRENZY

3CP

Cassav Stratagem

Sending Ork-inspired neural rage into its slaves and Aspects, the Hub brings them to an uncontrolled frenzy which can be sated only with the blood of the enemy.

Use this stratagem in the fight phase when it is your turn to select a unit to fight, or at the end of the fight phase. Select a CASSAV unit that has already fought once this Fight phase to fight a second time.

MACHINE SLAYERS

3CP

Gortrive Stratagem

Pulling the knowledge and experience of its slaves directly through their uplinks, Gortrive's Aspects and sub-minds find innovative new ways to destroy the vehicles of the enemy.

Use this stratagem at the start of the Shooting phase, or Fight phase. For the rest of the phase all GORTRIVE units benefit from the Master of Demolition Boon, rather than just UPLINKED units.

'I tasted the Cassav Ork-Code at the behest of my Hub, and in the fitful spasms of my degradation, I saw many-taloned things, a new beast of the organic from beyond this galaxy, to which Cassav intends to turn its gaze when finally sated upon all that the Ork mind and body can provide...'

IMAGE NOT DONE

WARLORD TRAITS

Their bodies constructed with a compleity rivalled only by the minds contained within, the Aspects of the Cogitare are often of a bespoke and specialised design. Created for the sole purpose of waging the Hub's wars, the prime Aspect of any battle force is as unique as any mortal general.

If a COGITARE CHARACTER is your Warlord, it can generate a Warlord Trait from the following table instead of the one in the Warhammer 40,000 rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits its temperament and preferred style of waging war. If you wish, you can pick a Hub Warlord Trait from the list to the right, instead of the Cogitare Warlord Traits, if your Warlord is from the relevant Hub.

D6 RESULT

1 ARTIFICIAL CALM
With emotions restrained by hardware and software filters, the warlord calmly forwards precise firing patterns to those under its command.

Models in friendly <HUB> units within 6" of your Warlord can chose to shoot with Assault and Rapid Fire weapons as if they were Pistols. eg. Assault 2 becomes Pistol 2.

2 EXPERIMENTAL FORM
The warlord comes equipped with the latest weapon innovations.

When setting up your Warlord, choose one of their weapons. Increase the Strength and Damage characteristic of that weapon by 1.

3 ENHANCED TARGETING SYSTEMS
The Warlords weapons have been integrated completely with an upgraded sensor array.

You can re-roll failed hit rolls made for your Warlord when targetting enemy units within 12", in the shooting phase.

4 ULTRA STABLE PLATFORM
Unique new propulsion systems allow the Warlord to glide swiftly and utterly stable, completely immune to the turbulence of gales and explosions.

Your Warlord can Advance and still shoot as if they hadn't Advanced this turn.

5 CHARGED FORM
Energy crackles across the Warlord's form, forking through the air to burn into any nearby enemy.

Roll a dice for each enemy unit that is within 3" of your Warlord at the start of any Fight phase. On a roll of 4+ that unit suffers a mortal wound

6 ADDITIONAL ARMOUR PLATES
Multiple extra layers of armour render the Warlord almost impervious to harm.

Reduce all damage suffered by your Warlord by 1 (to a minimum of 1).

HUB	TRAIT

SAPIENTIAE — EXPERIMENTAL SELF REPAIR SYSTEMS
A favoured Aspect, deemed to valuable to lose, the Warlord is upgraded with advanced self repair systems.

At the beginning of each of your turns, roll a dice for each wound that your Warlord has lost. For each roll of 6, your Warlord regains a wound lost earlier in the battle.

APHIUN — FAIR AND RESPECTED ASPECT
Known as a benevolent master, the Aspect's slaves draw comfort from its presence.

Friendly APHIUN UPLINKED units automatically pass Morale tests if they are within 6" of your Warlord. In addition, gain one command point at the start of the battle.

REILIN — TACTICAL SUPERIORITY
A master of misdirection and strategic foresight, the warlord confuses and outmanoeuvres the enemy.

At the start of the first battle round but before the first turn begins, you can remove your Warlord and up to D3 friendly REILIN units from the battlefield and set them up again as described in the Deployment section of the mission you are playing.

FIDRINE — CONSTANT PRE-CACHEING
With sections of its memory permanently accessing distorted records from moments in the future, the Warlord benefits from a tactical advantage over its enemy.

Whilst your Warlord is alive, roll a dice each time you spend a Command Point to use a Stratagem; on a 5+ that CP is refunded.

CASSAV — UNPARALLELED AGGRESSION
Created with Ork neural maps, the Warlord seeks out close combat.

Your Warlord can perform a Heroic Intervention if, after the enemy has completed all their charge moves, they are within 6" of any enemy units. They can move up to 6" when performing a Heroic Intervention, so long as they end the move closer to the nearest enemy model. In addition, if your Warlord charged, was charged or performed a Heroic Intervention, then until the end of the turn you can re-roll failed hit rolls made for them.

GORTRIVE — MULTIPLE REDUNDANCIES
The Warlord contains myriad redundancies, allowing it to ignore seemingly critical damage.

Roll a D6 for each mortal wound inflicted on your Warlord; on a 5+, that mortal wound is ignored and has no effect.

PROTOTYPES

Constantly refined, ever improved upon, the technology of the Cogitare Hubs advances at an exponential rate, thwarting any attempt by the Tech-priests of the Imperium to catalogue the machines' myriad devices. Rare is the battle in which some new prototype is not deployed and its effectiveness minutely scrutinised.

If your army is led by a Cogitare Warlord, you may give one of the following Prototypes to a COGITARE CHARACTER in your army.

Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Prototypes your characters may have on your army roster.

ENHANCED SUB-MIND STAVE

With ultra-dense power cells and an experimental, some would say wastefully expensive, discharge array, this stave transforms the already deadly Avatar into a terrifying blur of humming destruction, capable of tearing apart even the mightiest enemy war machines.

Model with Sub-Mind Stave only. The enhanced Sub-Mind Stave replaces the bearer's Sub-Mind Stave and has the following profile.

WEAPON	RANGE	TYPE	S	AP	D
Enhanced Sub-Mind Stave (shooting)	24"	Rapid Fire 6	5	-4	2
Abilties: You may re-roll hit rolls of 1 for this weapon if the target unit is visible to a friendly <HUB> SUB-MIND					
Enhanced Sub-Mind Stave (Melee)	Melee	Melee	x2	-5	2

DATA BOMB

Additional and disposable transmission generators allow the Aspect to overload its Hostile Code transmitter, broadcasting a devastating pulse of destructive code into all nearby vehicles.

Models with Hostile Code Transmitter only. Once per game, when shooting with its Hostile Code Transmitter, after resolving the attack roll a dice for all enemy vehicle units within 2D6" of the bearer, on a 2+ that unit suffers a mortal wound

SHIELD PROJECTOR

With an enhanced and experimental version of the Shield Sub-Mind components built into itself, the Aspect is able to offer direct protection to its forces, over a wide area.

APHIUN ASPECT only. Any time a model in a unit within 3" of the bearer loses a wound, roll a dice; on a 5+ the model does not lose that wound.

DEDICATED TACTICAL PROCESSOR

An additional processor, almost a second Aspect itself, dedicates itself to the sole task of offering constant strategic insights to the Aspect's primary core.

REILIN COMMAND ASPECT only. Each time your opponent uses a stratagem, roll a D6. On a 5+ you gain 1 command point

INTEGRATED HOMING GRID

Miniaturised beyond the means of current mass production, a Phase Sub-Mind has been integrated into the body of a Command Aspect, granting it a far greater degree of strategic control over its forces.

COMMAND ASPECT only. At the end of your movement phase you may select one friendly <HUB> unit equipped with a phase mesh, including those deployed in a Phase Silo off of the table. Roll a dice. On a roll of 2+ that unit may be removed from the table and replaced wholly within 6" of the bearer but not within 1" of an enemy model. Any models that can not fit within these restrictions is slain. The unit is considered to have moved, but it does not count as falling back if it is removed from within 1" of an enemy unit.

FORCED ACTIVATION

The Aspect contains within it tiny sub-minds which, when required, it can launch at a failing Aspect, establishing a direct link with the damaged hardware and forcing a few final acts of aggression.

CASSAV ASPECT only. Every time a <HUB> Aspect is destroyed within 6" of the bearer, the forced activation sub-mind may be launched. Before removing the destroyed model roll a dice. On a 4+ enough components remain for it to be remotely controlled to make one final attack; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

ADDITIONAL TARGETTING PROCESSORS

Assigning dedicated targetting sub-minds to its defence lasers, the Aspect is able to utilise all of its armaments with equal efficiency.

Models with Auto Defence Lasers only. The bearer's Auto defence lasers are considered to be Assault D6 weapons instead of Pistol D6 weapons.

WIDE BAND HUB LINK

Connecting to an Aspect equipped with an unusually wide band input processor, the Hub is able to use a far greater measure of its vast mental capacity to oversee the battle.

AVATAR or COMMAND ASPECT only. If your army is battle forged, begin the game with +1 command point.

NEW CHASSIS CONFIGURATION

An experimental design has dramatically improved the internal arrangement of the Medium Aspect, allowing for the inclusion of better defensive options.

MEDIUM ASPECT only. The bearer is equipped with Auto Defence Lasers, at no cost, in addition to its normal weapons.

BACKUP REDUNDANCIES

A particularly valuable Aspect, this consciousness can not be allowed to be lost. At the first sign of serious harm, a copy can be made using the latest untested sentience code compression algorithms, while leaving the original mind still within the Aspect.

SAPIENTIAE COMMAND ASPECT only. The bearer may use its consciousness backup ability twice. Once when reduced to 3, or less, wound for the first time in a battle, and again when reduced to zero wounds. If a single hit causes enough damage to destroy the bearer before it is able to make the first consciousness backup attempt, you may still make two attempts provided there are sufficient suitable UPLINKED units within range.

REGENERATIVE COMPONENTS

Within the core of the Aspect is nothing short of a fully functioning miniaturised auto-factory, charged with the sole task of creating replacement components for the machine in which it lies.

At the start of every turn the bearer regains 1 wound lost earlier in the battle.

ACCIDENTAL PERFECTION

Occasionally, and entirely beyond the Hub's ability to deliberately replicate, the blackstone components of a Null Generator will resonate with an almost disturbing perfection in the warp.

FIDRINE NULL GENERATOR only. You can add 1 to all Psychic tests taken by the bearer when manifesting a psychic power.

NEXT GENERATION CONSTRUCTION

Utilising materials and schematics the Hub hopes, one day, to roll out across its entire range, the Aspect is significantly more durable than most others.

Increase the wounds and toughness of the bearer by 1

DEDICATED EMULATOR

A second processor runs an emulation routine which the Aspect can share with nearby hacker sub-minds to subvert the control systems of enemy vehicles in a way the sub-minds could never accomplish with their own limited hardware.

GORTRIVE ASPECT only. Once per battle, at the start of any enemy movement phase select a friendly <HUB> hacker sub-mind unit within 6" of the bearer. They may use their Kindred Code Simulator ability. If successful, however, instead of shooting with the enemy vehicle's weapons, you must move the enemy vehicle using the normal movement rules. You may not use this move to advance. This vehicle counts as having moved in this movement phase.

NANO RELAY SWARM

Hundreds of nano-scale devices rest dormant within the Aspect, awaiting their ejection and the command to take flight. Expanding as a cloud these short-lived sub-minds grant the Aspect, and by extension all forces close to it, unparalleled tactical intelligence.

Once per battle, at the start of any turn, the bearer may launch the Nano Relay Swarm. For the remainder of the turn you may re-roll all hit and wound rolls of 1 for all friendly <HUB> units within 12" of the bearer.

The unholy machine thrummed and snarled with the same oppressive drone as the factorum from which the guardsman had been conscripted barely six months earlier. The dread it conjured was remarkably similar.

'There is no need for you to die', it intoned from some unseen source. 'Your leaders are fallen, your comrades in disarray.'

'The Emperor Protects' the guardsman insisted, his spent lasgun wielded as a club in weak and trembling hands.

'Your world is failing, your Emperor long since gone,' the machine continued, the air beneath it sharp with esoteric forces. 'Submit to the wisdom of the my Hub, share what you know of this hive and you shall be first amongst your people.'

'You would have me betray my own?'

'Your Emperor has forsaken you," it declared. 'You owe him nothing.'

No time was granted in which the young man might consider the offer, for this was no choice he might be allowed to decline. The sharp tip of a thin cable pierced the base of his neck and his mind was soon uplinked, making his betrayal, his heresy, the work of but a surface thought.

DIMENSIONAL SCIENCE

Defying truths long held to be inviolate by the entirety of mankind and the greatest of alien civilisations, the artificial minds of the Hubs contain true and potent souls, reflecting within the warp as brightly as any natural essence. Tethering its blackstone circuitry to this soul, this true life, the Aspect within a Null Generator harnesses powers every bit the equal to those of a mortal Psyker.

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Dimensional Science discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

1. SACRIFICE
Wrapping the valuable bodies of its fellow aspects in knots of impossibly distorted reality, the Null Generator redirects enemy fire through uplinks in the brains of the far more expendable humans on the battlefield.

Sacrifice has a warp charge value of 6. If manifested, select a friendly ASPECT unit within 18" of the psyker and which is visible to it. Every wound lost by this unit, for the remainder of the turn, is instead applied as mortal wounds to the closest UPLINKED unit within 18" of the target of this power. If these mortal wounds reduce the UPLINKED unit to zero wounds, then any remaining wounds are applied to the next closest eligible unit until no such units remain. If any wounds are still to be applied then they affect the original target as normal but with an additional D3 mortal wounds. If there are no UPLINKED units within 18" when an attack is declared against the target of this power, then the power immediately ends and all damage is applied as normal, with no penalty.

2. RECKLESS DISCHARGE
With scant regard for the human slaves of its Hub, the Null Generator deliberately unleashes excess and dangerous energies through the uplink to escape as devastating blasts which engulf any nearby enemies.

Reckless discharge has a warp charge value of 6. If manifested, select a friendly UPLINKED unit within 18" of the psyker and which is visible to it. All enemy units within 9" of the selected unit suffer D3 mortal wounds. Roll two dice for every affected enemy unit. The selected friendly unit suffers 1 mortal wound for each roll of 5+.

3. PRE-CACHED RECORDS
Synchronising its memory with copies stored moments in the future, the Null Generator grants its Hub a significant strategic advantage.

Pre-cached records has a warp charge value of 6. If manifested, you may re-roll a single dice roll later in your turn.

4. TEMPORAL SHORTCUT
Redirecting the flow of time, the Null Generator pushes its forces through an accelerated path.

Temporal Shortcut has a warp charge value of 6. If manifested, pick a friendly unit within 3" of the psyker and which is visible to it. The selected unit can immediately move as if it were the movement phase.

5. SPLIT REALITY
The Null Generator shatters reality around its forces, bringing into being multiple worlds of possibility, duplicate versions of the same event playing out as one.

Split reality has a warp charge value of 8. If manifested, select a single unit within 8" of the psyker and which is visible to it. Increase the damage of all the target unit's weapons by 1 for the rest of the turn.

6. RESTRUCTURING
Pulling at the threads of reality and consequence, the Null Generator reverses the injustice of a Consciousness Backup, seeing instead that the expendable human slaves died instead of the valuable Aspect.

Restructuring has a warp charge value of 8. If manifested, select an UPLINKED unit which has previously been the target of a successful consciousness backup attempt. The target unit is immediately slain. Place the model which made the consciousness backup back on the table, with half it starting wounds (rounding up). The centre of the model's base must be in the location of one of the now slain UPLINKED models, as chosen by the controlling player; if this is not possible, then it must be placed as close as possible.

IMAGE NOT DONE

TACTICAL OBJECTIVES

The immediate motivation of the Cogitare, as best the strategists of the Imperium and other Races can determine, is one of expansion and conquest, the desire to take for thmselves ever more Human slaves and, to the disgust of the Adeptus Mechanicus and Necrons alike, the acquisition of newer and greater sources of Blackstone. Beyond this, however, their ultimate objectives are known only to the Hubs themselves. Regardless of their reasons, the Cogitare prosecute their wars of expansion with utter focus and cold efficiency.

If your army is led by a COGITARE Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers11-16) in the Warhammer 40,000 rulebook.

If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Cogitare player generates a Capture and Control objective (numbers11-16), they instead generate the corresponding Cogitare Tactical Objective, as shown below. Other Tactical Objectives(numbers 21-66) are generated normally

D66	TACTICAL OBJECTIVE
11	Enforced Calm
12	Statement of Superiority
13	Slave Mastery
14	Tactical Culmination
15	Precision Targeting
16	Efficient Progress

11 — ENFORCED CALM — Cogitare

Every minor victory over the tumult of the Warp gleans new knowledge and furthers the Hub's ultimate plans for the Immaterium.

Score 1 victory point if you successfully passed a Deny the Witch roll to counter an enemy psychic power during this turn. If you successfully passed 3 or more Deny the Witch roll during this turn, score D3 victory points instead.

14 — TACTICAL CULMINATION — Cogitare

Thinking hundreds of moves ahead, a dozen of the Hub's seemingly unrelated tactical decisions can lead to an intricately orchestrated strike from every angle.

Score 1 victory point if an enemy unit was destroyed during your turn. Score D3 victory points if 3 or more enemy units were destroyed in any single phase of your turn.

12 — STATEMENT OF SUPERORITY — Cogitare

The destruction of every enemy vehicle further reinforces the Hub's confidence in the superiority of its own constructions

Score 1 victory point if an enemy vehicle was destroyed this turn by a friendly ASPECT. Score D3 victory points if 2 or more enemy vehicles were destroyed this turn by a friendly ASPECT.

15 — PRECISION TARGETING — Cogitare

The Hub can discern the most critical strategic threats and direct its forces to eliminate them in an instant.

Score 1 victory point if you destroyed an enemy unit that was controlling an objective marker at the start of the turn.

13 — SLAVE MASTERY — Cogitare

The longer the slaves of the Hub are kept in line, the easier their continued subjugation becomes, allowing for ever greater abuses to be heaped upon them in the pursuit of victory.

If no ENSLAVED units lose any models to failed Morale tests, from the point when this Tactical Objective is generated until the end of the battle, then score D3 victory points.

16 — EFFICIENT PROGRESS — Cogitare

With cold efficiency, the Hub selects enemy formations one at a time, annihilating them in a calculated sequence.

Score D3 victory points if an enemy unit is destroyed in a turn in which it began with full wounds.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

HQ UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Command Aspect	1	
Null Generator	1	
Avatar	1	

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Strike Troopers	10-20	
Assault Troopers	5-10	

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Strike Trustees	3	
Assault Trustees	3	
Light Aspects	3	
Maintenance sub-minds	3	
Targetting sub-minds	3-6	
Phase sub-minds	3	
Shield sub-minds	3-6	
Hacker sub-minds	3	

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Platform Defence Team	3	
Plasma Pulse Mortar	1	
Plasma Sentry	1	
Gravimetric Plasma Cannon	1	
Combat Aspect	1	
Heavy Combat Aspect	1	

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Response Troopers	3	
Response Trustees	3	
Fire Support sub-minds	3-6	
Deconstruction sub-minds	3-6	

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Assault Plasma Carbine	
Atomic Destabiliser	
Auto Defence Lasers	
Defence Pistol	
Enhanced Assault Carbine	
Enhanced Plasma Carbine	
Enhanced Plasma Lance	
Gatling Laser	
Gravimetric Plasma Cannon	
Graviton Pulse Grenades	
Harmonic Graviton Array	
Hostile Code Transmitter	
Locator Stream	
Micro Laser	
Plasma Carbine	
Plasma Lance	
Plasma Pulse Mortar	
Plasma Sentry	
Plasma Strobe	
Sub-Mind Pistol	
Sub-Mind Stave (Shooting)	
Super Heavy Plasma Lance	
Twin Plasma Carbine	

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Adamantium Fists	
Deconstructor Tools	
Filament Cloud	
Sub-Mind Stave (Melee)	