

## 1.4 ADEPTUS MECHANICUS

### 1.4.1 GENERAL ADEPTUS MECHANICUS SPECIAL RULES

#### 1.4.1.1 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored.

Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

#### 1.4.1.2 Imperial Allies

The Titans of the Adeptus Mechanicus are often assigned to assist other Imperial forces. Non-Adeptus Mechanicus forces may only select "Standard configuration" Titans.

### 1.4.2 GENERAL ADEPTUS MECHANICUS UNITS

#### 1.4.2.1 STANDARD CONFIGURATION ADEPTUS MECHANICUS WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Reaver Titan</b> (Standard configuration)	WE	20 cm	4+	3+	3+	2x Turbolaser Destructor Rocket Launcher	60 cm 60 cm	4x AP5+/AT3+, Fwd 3 BP, FxF
	NOTES	DC6, 4 Void Shields, Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a roll of 5+						
<b>Warhound Titan</b> (Standard configuration)	WE	30 cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45 cm	4x AP3+/AT5+, Fwd 2x MW2+, Slow-Firing, Fwd
	NOTES	DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. The Plasma Blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all. <u>Critical Hit Effect:</u> The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)						
<b>Warlord Titan</b> (Standard configuration)	WE	15 cm	4+	2+	3+	2x Turbolaser Destructor Gatling Blaster Volcano Cannon	60 cm 60 cm 90 cm	4x AP5+/AT3+, Fwd 4x AP4+/AT4+, Fwd MW2+, TK(D3), Fwd
	NOTES	DC8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Warlord will be hit on a roll of 4+						

### 1.4.3 EXPERIMENTAL ADEPTUS MECHANICUS UNITS

#### 1.4.3.1 EXPERIMENTAL ADEPTUS MECHANICUS CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Carapace Multi-lasers</b>	CH	n/a	n/a	n/a	n/a	Carapace Multi-lasers	30cm	2 x AP5+/AT6+/AA5+
	NOTES	--						
<b>Veteran Princeps Legate</b>	CH	n/a	n/a	n/a	n/a	None		
	NOTES	Commander, Leader						
	CH	n/a	n/a	n/a	n/a	None		
	NOTES	Supreme Commander						
<b>Tech Lord</b>	CH	n/a	n/a	n/a	n/a	Augmentations	(contact)	(Assault Weapon), EA (+1), MW
	NOTES	Supreme Commander, Fearless, Invulnerable Save.						

#### 1.4.3.2 EXPERIMENTAL ADEPTUS MECHANICUS INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Hypaspists</b>	INF	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+
	NOTES	--						
<b>Praetorian Combat Servitors</b>	INF	15 cm	4+	4+	4+	Autocannon Augmentations	45cm (contact)	AP5+ / AT6+, (Assault Weapon), EA (+1), MW
	NOTES	Fearless, Invulnerable Save. Counts as two units for transport purposes.						
<b>Skitarii Tech-Priest</b>	INF	15cm	3+	4+	5+	Heavy Bolter Augmentations	30cm (contact)	AP5+ (Assault Weapon), EA (+1), MW
	NOTES	Leader, Commander, Invulnerable Save.						
<b>Mole Mortar</b>	INF	10cm	n/a	n/a	6+	Mole Mortar	30cm	AP5+, Indirect Fire, Disrupt, Ignores Cover
	NOTES	--						

#### 1.4.3.3 EXPERIMENTAL ADEPTUS MECHANICUS ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Forge Knight</b>	AV	20cm	4+	4+	5+	Arc Lance Manipulators	30cm AND (contact)	AT4+ (Assault Weapon), EA (+1), MW
	NOTES	Reinforced Armour, Walker, Invulnerable Save, Infiltrator.						

#### 1.4.3.4 EXPERIMENTAL ADEPTUS MECHANICUS AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Adeptus Mechanicus Gothic Class Cruiser	SC	n/a	n/a	n/a	n/a	2 x Pin-Point Attack	n/a	MW2+, TK (D3)
Arc Mechanicus	SC	n/a	n/a	n/a	n/a	2 x Pin-Point Attack Orbital Bombardment	n/a	MW2+, TK (D3) 6BP, MW
Lysander Fighter	F	Slow and Steady				Storm Bolters Heavy Bolter	15cm 30cm	AP4+/AA5+, FxF AP5+/AA6+, FxF
	NOTES	--						

#### 1.4.3.5 EXPERIMENTAL ADEPTUS MECHANICUS WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Imperator Titan	WE	15cm	4+	4+	5+	Plasma Annihilator Hellstorm Cannon Defence Laser 4 x Battle Cannon Quake Cannon Tertiary armament Leg Bastions	90cm 60cm 90cm 75cm 90cm (15cm) n/a	4x MW2+ TK(D3), Forward Arc, Slow Firing 10BP, Forward Arc MW2+/AA4+, TK (D3) AP4+/AT4+ 3BP, MW, FxF (Small Arms), EA (+2) Counts-as a Corvus Assault Pod
	NOTES	DC12, 8 Void Shields, Fearless, Reinforced Armour, Walker, Inspiring. The Imperator Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall. <u>Critical Hit Effect:</u> The Warmonger's plasma reactor has been damaged. Roll a D6 for the Imperator in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Titan, on a roll of 2-3 it suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Imperator will be hit on a roll of 4+.						
Ordinatus Majoris	WE					2 x Heavy Bolter 2 x Lascannon 1 x Ordinatus Weapon OR 2 x Battle Titan Weapon	30cm 45cm varies varies	AP5+ AT5+ FxF FxF
	NOTES	10cm	5+	6+	4+	DC4; 4 Void Shields; Reinforced Armour, Inspiring. Select two Battle Titan weapons (They must both be of the same type) or a single Ordinatus weapon; whichever weapon(s) is chosen, it is carried on a fixed forward arc. <u>Critical Hit Effect:</u> The Ordinatus's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+. Any friendly formations with line of sight to the explosion receive one Blast marker.		
Ordinatus Minoris	WE	10cm	5+	6+	5+	1 x Battle Titan Weapon 2 x Twin Heavy Bolter	varies 30cm	FxF AP4+
	NOTES	Damage Capacity 2, 2 Void Shields, Reinforced Armour. Select one Battle Titan weapon; the Ordinatus Minoris carries this weapon on a fixed forward arc. <u>Critical Hit Effect:</u> The Ordinatus's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+.						
Reaver Titan	WE	20 cm	4+	3+	3+	3 x Scout or Battle Titan Weapons	--	--
	NOTES	DC6, 4 Void Shields, Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a roll of 5+						
Warhound Titan	WE	30 cm	5+	4+	4+	2 x Scout Titan Weapons	--	--
	NOTES	DC 3, 2 Void Shields, Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)						
Warlord Titan	WE	15 cm	4+	2+	3+	4 x Scout or Battle Titan Weapons	--	--
	NOTES	DC 8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Titan, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Warlord will be hit on a roll of 4+						
Warmonger Titan	WE	15cm	4+	4+	5+	8x Doomstrike Missiles Vengeance Cannon 4 x Hydra Autocannon Fire Control Centre Head Gun Tertiary armament Leg Bastions	Unlimited 90cm 45cm n/a 45cm (15cm) n/a	Warhead(s), may fire only one missile per turn. 2 x MW2+, TK (D3), Forward Arc 2 x AP4+/AT5+/ AA5+ Re-roll one failed to-hit roll once per turn. AP4+/AT4+ Fixed Forward Arc (Small Arms), EA (+2) Counts-as a Corvus Assault Pod
	NOTES	DC12, 8 Void Shields, Fearless, Reinforced Armour, Walker, Inspiring. The Warmonger Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall. <u>Critical Hit Effect:</u> The Warmonger's plasma reactor has been damaged. Roll a D6 for the Warmonger in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Titan, on a roll of 2-3 it suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Warmonger will be hit on a roll of 4+.						

### 1.6.3.6 SCOUT TITAN WEAPONS

WEAPON	RANGE	FIREPOWER
Plasma Blastgun	45cm	2x MW2+, Slow Firing
Inferno Gun	30cm	BP3, Ignores Cover
Vulcan Megabolter	45cm	4x AP3+ / AT5+
Turbolaser Destructor	60cm	4x AP5+ / AT3+

### 1.6.3.7 BATTLE TITAN WEAPONS

WEAPON	RANGE	FIREPOWER
Carapace Landing Pad	--	Allows BP weapons to use the Indirect Fire ability
Corvus Assault Pod	--	Transport (10 infantry).
Close Combat Weapon (Arm Only)	(Contact)	EA (+3), TK(D3)
Laser Burner	(15cm) OR (Contact)	(Small Arms), EA(+2), (Assault Weapons), EA (+4)
Apocalypse Missile Launcher	60cm	BP3
Gatling Blaster	60cm	4x AP4+/AT4+
Plasma Cannon	60cm	3x MW2+, Slow Firing
Melta Cannon	30cm AND (15cm)	MW2+, TK(D3) (Small Arms), EA (+1), TK(D3)
Laser Blaster (Triple Turbolaser)	60cm	6x AP5+ / AT3+
Volcano Cannon	90cm	MW2+, TK(D3)
Plasma Destructor	75cm	4x MW2+, Slow Firing
Quake Cannon	90cm	BP3, MW

### 1.6.3.8 SUPPORT MISSILE WARHEADS

WEAPON	RANGE	FIREPOWER
Vortex	Unlimited	BP3, MW, TK(1), Indirect Fire, Warhead, One-Shot.
Warp	Unlimited	MW2+, TK(D3), Ignores Shields/Powerfields, Indirect Fire, Warhead, One-Shot.
Deathstrike	Unlimited	MW2+, TK(D6), Indirect Fire, Warhead, One-Shot.
Barrage	Unlimited	10BP, Disrupt, Indirect Fire, Warhead, One-Shot.

### 1.6.3.9 ORDINATUS WEAPONS

WEAPON	RANGE	FIREPOWER
Mars (1 x Sonic Disruptor)	100cm	10BP, Ignores Cover, Disrupt
Golgotha (6 x Hellfire Missiles)	Unlimited	2BP, MW, Single Shot, Indirect Fire
Armageddon (1x Nova Cannon)	100cm	4x MW3+, TK(D3)



# LEGIO GRYPHONICUS “WAR GRYPHONS”

## ADEPTUS MECHANICUS TITAN LEGION ARMY LIST

ARMY CHAMPION: Ben “Evil & Chaos” Skinner

Version: 3.16



*Titan formations have an initiative rating of 1+. All other formations have an initiative rating of 2+. Titan Legion armies have a strategy rating of 3.*

### TITAN LEGION BATTLE TITAN FORMATIONS

FORMATION	CORE UNITS	COST
Emperor Battle Titan	One Emperor Titan (Either Imperator or Warmonger configuration)	1250 Points
Warlord Battle Titan	One Warlord Titan	725 Points
Reaver Battle Titan	One Reaver Titan	575 Points

### TITAN LEGION SUPPORT FORMATIONS

Two Support Formations may be selected for each Titan formation in the army.

FORMATION	CORE UNITS	COST
Warhound Scout Titan	One Warhound Titan	275 Points
Warhound Titan Pack	Two Warhound Titans	500 Points
Forge Knights	Six Forge Knights	400 Points
Recon Platoon	Four Sentinels	100 Points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 Points
Marauder Squadron	Two Marauder Bombers	250 Points
0-1 Orbital Support	One Adeptus Mechanicus Gothic Class Cruiser OR one Arc Mechanicus	175 Points 300 Points
Skitarii Demi-Century (0-1 per Corvus Assault Pod)	Nine Hyaspist units, plus one Tech-Priest unit	300 Points
Lysander Fighter (0-1 per Warmonger Titan)	One Lysander Fighter	75 Points

### TITAN UPGRADES

A Titan formation may take one of each upgrade.

UPGRADE	UNITS	COST
0-1 Legate	Add a Legate to one Battle Titan in the formation	+50 points
Veteran Princesps	Add a Veteran Princeps to one Titan in the formation	+25 points
Carapace Multi-Lasers	Add Carapace Multi-Lasers to one Battle Titan in the formation	+50 points
Sacred Icon	Add a Sacred Icon to one Battle Titan in the formation	+50 points

### TITAN WEAPONS

A Titan must select the number of weapons indicated on its datasheet.

#### BATTLE TITAN WEAPONS

WEAPON	COST
Laser Burner, Corvus Assault Pod, Carapace Landing Pad	Free
Plasma Cannon, Gatling Blaster, Apocalypse Rocket Launcher, Titan Close Combat Weapon	+25 Points
Melta Cannon, Laser Blaster (Triple-Turbolaser), Volcano Cannon	+50 Points
Plasma Destructor, Support Missile, Quake Cannon	+75 Points

#### SCOUT TITAN WEAPON

WEAPON	COST
Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destructor	+25 Points

**Note:** Any Warhound Titan that selects two of the same weapon must pay a +25 point optimization surcharge.

**Note:** A Reaver Titan may select a maximum of one 'Free' weapon, and a Warlord Titan may select a maximum of two 'Free' weapons. If either Titan takes more than this limit of 'Free' weapons, each weapon over the limit costs +25points instead of being 'Free'.

#### SPECIAL RULE – God Machines

The Adeptus Mechanicus worships their Titans as icons of the Deus Mechanicus, avatars that rule battlefields with awesome firepower; the loss of even one large Titan is enough to shake the heart of any Adept of the Mechanicus.

If any Battle class Titan is destroyed, the enemy counts as having achieved the 'Break Their Spirit' Victory Condition. This condition replaces the usual goal of wiping out the army's most expensive formation.



# ADEPTUS MECHANICUS PLANETARY DEFENCE FORCE ARMY LIST

ARMY CHAMPION: Ben "Evil & Chaos" Skinner

Version: 1.11



*Titan formations have an initiative rating of 1+, all formations have an initiative rating of 2+. Adeptus Mechanicus Planetary Defence Force armies have a strategy rating of 2.*

## MECHANICUS CORE FORMATIONS

FORMATION	CORE UNITS	COST
<b>Skitarii Demi-Century</b>	Nine Hypaspist units, plus one Tech Priest unit.	300 points
<b>Ordinatus Minoris Company</b>	Three Ordinatus Minoris	450 points
<b>Ordinatus Majoris</b>	One Ordinatus Majoris	400 points
<b>Cataphract Tank Company</b>	Ten Leman Russ Tanks (May replace one Leman Russ with a Vanquisher or Executioner for +25 Points OR a Super-Heavy Tank for +150 Points)	625 points (+25 points) (+150 points)
<b>Super-Heavy Tank Company</b>	Three Super-Heavy Tanks (Baneblade, Shadowsword, Stormblade & Stormsword, in any combination)	500 points

## MECHANICUS CORE FORMATION UPGRADES

*(Each core formation may select up to three Upgrades)*

UPGRADE	UNITS	COST
<b>Light Transportation</b>	Add enough Chimeras to carry the entire formation (including any upgrades)	+25 points each
<b>Heavy Transportation</b>	Add one to three Gorgons	+75 points each
<b>Anti-Aircraft</b>	Add one to three Hydras	+50 points each
<b>Anti-Infantry</b>	Add three Hellhounds	+150 points
<b>Anti-Tank</b>	Add three Leman Russ <b>OR</b> Leman Russ Demolishers	+200 points
<b>Prætorians</b>	Add two <b>OR</b> four Prætorian Combat Servitor units	+50 points each
<b>Fire Support</b>	Add four Rapier Laser Destroyer units <b>OR</b> four Mole Mortar units.	+100 points
<b>Infantry Support</b>	Add five Hypaspist units	+100 points
<b>0-1 Tech-Lord</b>	Add one Tech Lord Character to a Tech Priest unit	+100 points

## MECHANICUS SUPPORT FORMATIONS

*(Two may be taken for each Core Formation present in the army)*

FORMATION	CORE UNITS	COST
<b>Forge Knights</b>	Six Forge Knights	400 Points
<b>Artillery Battery</b>	Three artillery units (Basilisk, Manticore, Bombard)	250 Points
<b>Artillery Company</b>	Nine artillery units (Basilisk, Manticore, Bombard)	650 Points
<b>Ordinatus Minoris</b>	One Ordinatus Minoris	200 Points
<b>Prætorians</b>	Five Prætorian Combat Servitor units	250 Points
<b>Sentinel Squadron</b>	Four Sentinels	100 Points
<b>0-1 Deathstrike Missile Battery</b>	Two Deathstrike Missile Launchers	200 Points
<b>Orbital Support</b>	One Adeptus Mechanicus Gothic Class Cruiser OR one Arc Mechanicus	175 Points 300 Points
<b>Flak</b>	Three Hydras	150 Points
<b>Super-Heavy Tank</b>	One Super-Heavy Tank (Baneblade, Shadowsword, Stormblade or Stormsword)	200 Points

## ORDINATUS AND TITAN WEAPONS

An Ordinatus or Titan must select the number of weapons indicated on its datasheet.

BATTLE TITAN WEAPONS		SCOUT TITAN WEAPONS		ORDINATUS WEAPONS	
WEAPON	COST	WEAPON	COST	WEAPON	COST
Laser Burner, Corvus Assault Pod, Carapace Landing Pad	Free	Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free	Armageddon (Nova Cannon)	+150
Plasma Cannon, Gatling Blaster, Apocalypse Rocket Launcher, Titan Close Combat Weapon	+25	Turbolaser Destructor	+25	Golgotha (Hellfire Missiles)	+150
Melta Cannon, Laser Blaster (Triple-Turbolaser), Volcano Cannon	+50	<b>Note:</b> Any Warhound Titan that selects two of the same weapon must pay a +25 point optimization surcharge.		Mars (Sonic Disruptor)	+100
Plasma Destructor, Support Missile, Quake Cannon	+75				

**Note:** A Reaver Titan may select a maximum of one 'Free' weapon, and a Warlord Titan may select a maximum of two 'Free' weapons. If either Titan takes more than this limit of 'Free' weapons, each weapon over the limit costs +25 points instead of being 'Free'.

## IMPERIAL ALLIES

*(Up to one half of the army's points may be spent on Imperial Navy, and Titan Legion Battlegroups, including upgrades and weapons.)*

### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
<b>Two Thunderbolt Fighters</b>	150 points
<b>Two Marauder Bombers</b>	250 points

### TITAN LEGION BATTLEGROUPS

FORMATION	COST
<b>One Warlord Battle Titan</b>	725 Points
<b>One Reaver Battle Titan</b>	575 Points
<b>One Warhound Scout Titan</b>	275 points
<b>Two Warhound Scout Titans</b>	500 points

### TITAN UPGRADES

*(A Titan formation may take one of each upgrade.)*

UPGRADE	UNITS	COST
<b>Veteran Princesps</b>	Add a Veteran Princesps to one Titan in the formation	+25 points
<b>Carapace Multi-Lasers</b>	Add Carapace Multi-Lasers to one Battle Titan in the formation	+50 points
<b>Sacred Icon</b>	Add a Sacred Icon to one Battle Titan in the formation	+50 points