

ADEPTUS MECHANICUS PLANETARY DEFENCE FORCE ARMY LIST

All formations have an initiative rating of 2+, except Titans which have an initiative rating of 1+. Adeptus Mechanicus armies have a strategy rating of 2.

MECHANICUS CORE FORMATIONS

Formation	Units	Cost
Skitarii Demi-Century	Nine Hypaspist units, plus one Tech Priest unit	275 Points
Mobile Skitarii Demi-Century	Nine Hypaspist units, plus one Tech Priest unit, and 10 Chimedons	475 Points
Ordinatus Minoris Century	Three Ordinatus Minoris (select types from below)	50 Points + Cost Below
Ordinatus Majoris	One Ordinatus Majoris (select type from below)	See Below

MECHANICUS SUPPORT FORMATIONS

Two support formations may be selected for each core formation in the army.

Formation	Units	Cost
Forge Knight Squadron	Five Forge Knights	325 Points
Praetorians	Five Praetorian Combat Servitor units (May add one Ordinatus Minoris)	250 Points (+ Cost Below)
Orbital Support	One Mechanicus Gothic Class Cruiser or One Ark Mechanicus	150 Points 150 Points
Fire Support	Five Rapier Laser Destroyer units or Five Mole Mortar units (May add one Ordinatus Minoris)	125 Points (+ Cost Below)
Imperial Robots	Five Imperial Robots (May add one Ordinatus Minoris)	150 Points (+ Cost Below)
Sagittarii	Five Sagittarii units (May add one Ordinatus Minoris)	175 Points (+ Cost Below)
Defence Laser	One Defence Laser	150 Points

MECHANICUS CORE FORMATION UPGRADES

Each Core Formation may take up to one of each Upgrade option.

Formation	Units	Cost
Infantry Support	Add five Hypaspist units Add five Hypaspist units and five Mechanicus Chimedons	+100 Points +200 Points
0-1 Tech Lord	Add one Tech-Lord Character Upgrade (may only be added to a Tech-Priest unit)	+100 Points
Ordinatus Minoris	Add one Ordinatus Minoris (select type from below)	+See Below

ORDINATUS MINORIS CHOICES

Cost

Close Combat	75 Points
Transport	100 Points
Inferno Gun or Plasma Blastgun	125 Points
Apocalypse Missile Launcher	150 Points
Laser Blaster or Quake Cannon	175 Points

ORDINATUS MAJORIS CHOICES

Cost

Priam (Tunneler)	250pts
Mars (Sonic Disruptor)	500pts
Cadia (2x Plasma Destructors)	500pts
Gehenna (Apocalypse Cannon)	500pts
Golgotha (6x Hellfire Missiles)	550pts
Armageddon (Nova Cannon)	650pts

DEFENCES

Cost

Twenty sections of Curtain Walls	50 points
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ALLIES

(Up to 33% of your list may be taken from the Allied units below)

IMPERIAL NAVY ALLIES

FORMATION

COST

Two Thunderbolt Fighters	150 Points
One Marauder Heavy Bomber	150 Points

TITAN LEGION ALLIES

FORMATION

COST

One Battle Configuration Warhound Titan	275 Points
One Tankhunter Configuration Warhound Titan	300 Points
One Battle Configuration Reaver Titan	650 Points
One Battle Configuration Warlord Titan	850 Points

CURTAIN WALLS - ACCATRAN PATTERN

Type	Length	Armour	Cover Save for Infantry
Scenery	4cm	4+	4+

Notes: Reinforced Armour. Blocks Line of Sight. 1 Infantry unit may take cover inside each 4cm length of Curtain Wall. Impassable for Armoured Vehicles and War Engines.

Although Curtain Walls are not units, they may be targeted by ranged fire as if they were a unit. In addition, they may be assaulted in an Engagement as if they were a unit. If they are destroyed, replace them with a ruins terrain piece of the same size.

TECH LORD				
Type	Speed	Armour	Close Combat	Firefight
Character	—	—	—	—
Weapon	Range		Firepower	Notes
2x Conversion Beamer	30cm		MW5+	<i>Extra Attacks (+1), Macro Weapon</i>
	30cm - 45cm		MW3+	
Augmentations	(Base Contact)		Assault Weapons	
Notes: Supreme Commander, Fearless, Invulnerable Save				

SAGETARII				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	3+
Weapon	Range	Firepower		Notes
2x Plasma Cannons	30cm	AP4+ / AT4+		<i>Slow Firing</i>
Notes: None				

DEFENCE LASER - LUCIUS PATTERN				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	5+	-	6+
Weapon	Range	Firepower		Notes
Defence Laser	90cm	MW2+ / AA4+		<i>Titan-Killer (D3)</i>
Damage Capacity 3. Critical Hit Effect: The Defence Laser's energy coils are struck and the resulting explosion destroys the laser, and inflicts an MW5 + attack on every unit within 10cm.				
Notes: Reinforced Armour.				

Imperial

Icon

Ordinatus Minoris

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ORDINATUS MINORIS - CLOSE COMBAT				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	3+	6+
Weapon		Range	Firepower	Notes
2x Mars Heavy Bolter		30cm	AP5+ / AA6+	Extra Attacks (+3), Titan Killer (D3)
Titan Close Combat Weapon		(Base Contact)	Assault Weapons	
Critical Hit Effect: 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+.				
Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour.				

ORDINATUS MINORIS - TRANSPORT					
Type	Speed	Armour	Close Combat	Firefight	
War Engine	25cm	4+	6+	5+	
Weapon	Range	Firepower		Notes	
2x Mars Heavy Bolter	30cm	AP5+ / AA6+		<i>Ignores Cover</i>	
Critical Hit Effect: 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+. All units transported aboard must take an armour save or be destroyed.					
Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour. Transport (10 from the following list: Hypaspist, Tech Priest, Praetorian Combat Servitors, Rapier Laser Destroyer, Mole Mortar, Imperial Robot - Imperial Robots take up two slots each)					

ORDINATUS MINORIS - ATTACK				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	5+	6+	4+
Weapon		Range	Firepower	Notes
2x Mars Heavy Bolter		30cm	AP5+ / AA6+	Ignores Cover
0-1 Inferno Gun		30cm	3BP	
0-1 Apocalypse Missile Launcher		60cm	3BP	Macro-Weapon
0-1 Laser Blaster		60cm	6x AP5+ / AT3+	
0-1 Quake Cannon		90cm	3BP	
Critical Hit Effect: 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+.				
Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour.				
An Ordinatus Minoris may be armed with a total of one of the 0-1 limited weaponry, not one of each weapon!				

Imperial

Icon

Ordinatus Majoris

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ORDINATUS MAJORIS - PRIAM				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	None	None
Weapon	Range		Firepower	Notes
Titan Close Combat Weapon (Base Contact)		Assault Weapons		Extra Attacks (+3), Titan Killer (D3)
Critical Hit Effect: 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 4+.				
Notes: Damage Capacity 5, 2 Void Shields, Reinforced Armour. Transport (30 from the following list: Hypaspist, Tech Priest, Praetorian Combat Servitors, Rapier Laser Destroyer, Mole Mortar, Imperial Robot - Imperial Robots take up two slots each). Tunneler.				

ORDINATUS MAJORIS - MARS, CADIA, GEHENNA, GOLGOTHA & ARMAGEDDON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	6+	5+
Weapon	Range		Firepower	Notes
2x Mars Heavy Bolter	30cm		AP5+ / AA6+	<i>Ignores Cover, Disrupt, Fixed Forwards</i> <i>Slow Firing, Fixed Forwards</i> <i>Ignores Cover, Macro Weapon, Indirect, Fxd Fwd</i> <i>Macro-Weapon, Single Shot, Indirect, Fxd Fwd</i> <i>Titan-Killer (D3), Fixed Forwards</i>
2x Lascannon	45cm		AT5+	
0-1 Sonic Disruptor	100cm		10BP	
0-1 2x Plasma Destructors	75cm		4x MW2+	
0-1 Apocalypse Cannon	60cm		3BP	
0-1 6x Hellfire Missiles	Unlimited		2BP	
0-1 Nova Cannon	100cm		4x MW3+	
Critical Hit Effect: 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+.				
Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour.				
An Ordinatus Majoris may be armed with a total of one of the 0-1 limited weaponry, not one of each weapon!				