



THE FORCES OF THE ADEPTUS MECHANICUS: THE COLLEGIA TITANICA & THE SKITARII LEGIONS

WAR GRIFFONS TITAN LEGION ARMY LIST: *version 3.25*

GRYPHONNE IV SKITARII LEGIONS ARMY LIST: *version 2.1*

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WAR GRIFFONS TITAN LEGION ARMY LIST

Titans have an initiative rating of 1+.
All other units types have an initiative rating of 2+.
Titan Legion armies have a strategy rating of 3.

Battle Titan Formations

Formation	Units	Cost
Emperor Battle Titan	One Emperor Titan (<i>Either Imperator or Warmonger configuration</i>)	1250 PTS.
Warlord Battle Titan	One Warlord Titan (<i>Select any four Scout or Battle Titan weapons</i>)	675 PTS.
Reaver Battle Titan	One Reaver Titan (<i>Select any three Scout or Battle Titan weapons</i>)	550 PTS.

Scout Titan Formations (*Two Scout Titan Formations may be selected for each Battle Titan formation in the army.*)

Formation	Units	Cost
Warhound Titan Pack	Two Warhound Titans (<i>Select any two Scout Titan Weapons per Warhound</i>)	500 PTS.
Warhound Scout Titan	One Warhound Titan (<i>Select any two Scout Titan Weapons</i>)	275 PTS.

Support Formations (*One Support Formation may be selected for each Titan formation in the army.*)

Formation	Units	Cost
Armiger Warglaive Maniple	Five Armiger Warglaives	250 PTS.
Skitarii Demi-Century	Eight Hypaspist units, plus two Secutor units.	250 PTS.
Crusader Scout Maniple	Four Crusader Robots	150 PTS.
Marauder Squadron	Two Marauder Bombers	250 PTS.
Thunderbolt Squadron	Two Thunderbolt Fighters	150 PTS.
Lysander Fighter	One Lysander Fighter (<i>0-1 per Warmonger Titan</i>)	75 PTS.
0-1 Orbital Support	One Ark Mechanicus battleship	200 PTS.

Scout and Battle Titan Upgrades (*May only be taken by Battle Titans unless otherwise noted.*)

Upgrade	Range	Firepower / Effect	Cost
0-1 Legate	—	Supreme Commander	50 PTS.
Veteran Princes	—	Commander, Leader (<i>0-1 per Scout or Battle Titan formation</i>)	25 PTS.
Sacred Icon	—	Inspiring	50 PTS.
Carapace Multi-Lasers	30CM	2X AP5+ / AT6+ / AA5+	50 PTS.

SPECIAL RULE : GOD MACHINES *The Mechanicus worship Titans as icons of the machine god and the loss of any Titan is devastating.*

If any Scout or Battle Titan formation is destroyed, then any friendly formations within line of sight receive one blast marker.

SPECIAL RULE : LIST CONSTRUCTION & TITAN WEAPONS

A Titan may not be upgraded with more or less weapons than its class allows and each Titan formation must select at least two different types of weapons. However, if the player wishes, a Titan formation may contain only one type of weapon, at the cost of +25 pts.

GRYPHONNE IV SKITARII LEGIONS ARMY LIST

Adeptus Mechanicus armies have a strategy rating of 2.
All formations have an initiative rating of 2+ unless otherwise noted.

Skitarii Core Formations

Formation	Units	Cost
Skitarii Demi-Century	Eight Hypaspist units, plus two Secutor units. <i>o-1 Replace 3x Hypaspist units with Secutor units</i> <i>o-1 Replace 5x Hypaspist units with Gun Servitor units</i>	225 PTS. +125PTS. <i>free</i>
Sagitarii Demi-Century	Five Sagitarii units plus five Gun Servitor units <i>Replace Gun Servitors with five Rapier Laser Destroyers units</i>	250 PTS. +25 PTS.

Centurio Ordinatus Formations *(One may be taken for each Core Formation present in the army)*

Formation	Units	Cost
Ordinatus Minorus	Two Ordinatus Minorus <i>(Select one Battle Titan Weapon for each Minorus)</i> <i>o-1 Add one Ordinatus Minorus</i>	250 PTS. +100 PTS.
Ordinatus Majoris	One Ordinatus Majoris <i>(Select one Ordinatus Weapon to arm the Majoris)</i>	350 PTS.

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

Formation	Units	Cost
Crusader Scout Maniple	Four Crusader Robots	125 PTS.
Colossus Assault Maniple	Four Colossus Robots	200 PTS.
Praetorian Servitor Maniple	Five Praetorian Combat Servitor units <i>(May add one Ordinatus Minorus upgrade)</i>	250 PTS.
Avenger Squadron	2x Avenger Strike Fighters	200 PTS.
o-1 Orbital Support	One Ark Mechanicus battleship	200 PTS.

Skitarii Core Formation Upgrades *(Each core formation may select up to three upgrades)*

Formation	Units	Cost
Flak	Add one Hydra	50 PTS.
Transportation	Enough Chimedons to carry the entire formation	175 PTS.
Ordinatus Minorus	One Ordinatus Minorus <i>(Select one Battle Titan weapon to arm the Minorus)</i>	100 PTS.
o-1 Magos	One Magos Character Upgrade <i>(May only be added to a Secutor unit)</i>	50 PTS.

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

Formation	Units	Cost
Cataphractii Support	Three Macharius tanks. Must take one Vulcan Megabolter or Vanquisher Cannon	350 PTS.
Collegia Titanica Support	Select one Scout or Battle Titan formation from the War Griffons list. <i>(Any weapons and upgrades except Legate may be taken. God Machines is not used.)</i>	—

SPECIAL RULE : AUTOMATON *Legio Cybernetica* are mechanical constructs. As such, a unit noted as **Automaton** gains the following rule:

All formations composed entirely of automaton units will not collect blast markers for casualties to the formation or for crossfire bonuses, but will collect blast markers for coming under fire and disrupt attacks.

A formation composed entirely of automaton units will not automatically take damage inflicted by blast markers when broken; a unit that is allocated a hit in this way may attempt to save it normally.

TITAN AND ORDINATUS WEAPONS

Scout Titan Weapons List

Weapon	Range	Firepower / Effect	Cost, Titan	Cost, Ord.
Inferno Gun	30CM	3BP, <i>Ignores Cover</i>	FREE	N/A
Vulcan Megabolter	45CM	4X AP3+ / AT5+	FREE	N/A
Plasma Blastgun	45CM	2X MW2+, <i>Slow Firing</i>	FREE	N/A
Turbo-laser Destructor	60CM	4X AP5+ / AT3+	25 PTS.	N/A

Battle Titan Weapons List

Weapon	Range	Firepower / Effect	Cost, Titan	Cost, Ord.
Carapace Landing Pad	—	BP weapons in the same formation <i>do not</i> need LOF if the formation is on sustained fire, advance or double actions.	FREE	50 PTS.
Corvus Assault Pod	—	Transport (10 infantry, <i>Praetorian Combat Servitors take two slots, no infantry with 'mounted' allowed</i>)	FREE	FREE
Laser Burner	(15CM) OR Base Contact	Extra Attacks (+2), Small Arms Extra Attacks (+4), Assault Weapons	FREE	FREE
Close Combat Weapon	Base Contact	Extra Attacks (+3), <i>Titan Killer</i> (D3)	25 PTS.	25 PTS.
Apocalypse Missile Launcher	60CM	3BP, <i>Disrupt</i>	25 PTS.	25 PTS.
Gatling Blaster (Mars Pattern)	60CM	6X AP4+ / AT4+	25 PTS.	25 PTS.
Plasma Cannon	60CM	3X MW2+, <i>Slow Firing</i>	25 PTS.	25 PTS.
Melta Cannon	30CM AND (15CM)	MW2+, <i>Titan Killer</i> (D3) Extra Attacks (+1), <i>Titan Killer</i> (D6)	50 PTS.	50 PTS.
Laser Blaster	60CM	6X AP5+ / AT3+	50 PTS.	50 PTS.
Volcano Cannon	90CM	MW2+, <i>Titan Killer</i> (D3)	50 PTS.	50 PTS.
Plasma Destructor	75CM	5X MW2+, <i>Carapace only. Slow Firing</i>	75 PTS.	75 PTS.
Quake Cannon	90CM	3BP, <i>Macro-Weapon</i>	75 PTS.	100 PTS.
Support Missile, 0–2	Unlimited	<i>Carapace only. Indirect Fire, Warhead, One-Shot</i>	75 PTS.	75 PTS.
<i>warhead, select one:</i>				
Vortex	—	3BP, <i>Macro-Weapon, Titan Killer</i> (1), <i>Ignores Cover</i>		
Warp	—	MW2+, <i>Titan Killer</i> (D3), <i>Ignores Shields/Powerfields</i>		
Deathstrike	—	MW2+, <i>Titan Killer</i> (D6)		
Barrage	—	10BP, <i>Disrupt</i>		

Ordinatus Weapons List

Weapon	Range	Firepower / Effect	Cost, Titan	Cost, Ord.
Mars (<i>Sonic Disruptor</i>)	100CM	10BP, <i>Ignores Cover, Disrupt</i>	N/A	100 PTS.
Golgotha (<i>Hellfire Missiles</i>)	Unlimited	3BP, <i>Macro-Weapon, Slow Firing, Indirect Fire, Uses Orbital Bombardment Template</i>	N/A	200 PTS.
Armageddon (<i>Nova Cannon</i>)	100CM	4X MW3+, <i>Titan Killer</i> (D3)	N/A	150 PTS.

CRITICAL EFFECTS AND COLLECTOR'S ITEMS

Collector's Weapons *(These items are not for use in tournaments, but you may enjoy using them in friendly games.)*

Weapon	Range	Firepower / Effect	Cost
Centreline Quake Cannon <i>(Deathstrike Head)</i>	90CM	3BP, <i>Macro-Weapon</i> . Titan must also take a Carapace Landing Pad.	100 PTS.
Harpoon Missile	Unlimited	MW4+, <i>Single Shot</i> . A War Engine that takes damage joins your side!	FREE
Trident	30CM	MW3+, <i>Ignores shields, always causes critical hits</i>	50 PTS.
Weapon Head	N/A	+1 FF value, -1 CC value	FREE
Close Combat Head	N/A	+1 CC value, -1 FF value	FREE
Corvus Assault Head	N/A	As Corvus Assault Pod, but replaces the Titan's head.	50 PTS.
Battle Claw	Base Contact	Extra Attacks (+2), <i>Macro-Weapon</i> , <i>Titan Killer</i> (D3+1)	FREE
Chain Fist	Base Contact	Extra Attacks (+6), <i>Macro-Weapon</i>	25 PTS.
Power Fist	Base Contact	Extra Attack (1), <i>Titan Killer</i> (D6+2)	FREE
Power Ram	Base Contact	Extra Attack (1), <i>Macro-Weapon</i> . Units with "walker" damaged by this weapon are instantly destroyed.	25 PTS.
Power Saw	Base Contact	Extra Attacks (+6), <i>Macro-Weapon</i>	25 PTS.
Wrecker	Base Contact	Extra Attack (1), <i>Macro-Weapon</i> , <i>Titan Killer</i> (D3+1), <i>First Strike</i>	25 PTS.

Collector's Upgrades *(These items are not for use in tournaments, but you may enjoy using them in friendly games.)*

Weapon	Range	Firepower / Effect	Cost
Rubble Claws	N/A	-5CM Speed, may not undertake the March order. The Titan counts ruins and woods as open terrain.	-50 PTS.
Extra Shield Generator	N/A	+2 Void Shields, for the cost of -5CM Speed	25 PTS.
Overcharged Servos	N/A	+5CM Speed, for the cost of -2 Void Shields	FREE
Fire Control Center	N/A	Re-roll one failed to-hit roll on one of the Titan's weapon systems per turn.	FREE
Devotional Bell	45CM	Takes two carapace weapon slots. Each Daemonic unit <i>(Including Daemon Engines, Daemon Princes, and greater & lesser daemons)</i> that makes a move that passes within 45CM of the Devotional Bell will be hit on a 5+. Formations that are 'attacked' in this manner receive a blast marker for coming under fire. <i>Inspiring</i> .	FREE
Banner Pole	N/A	+5CM Speed, <i>Inspiring</i> . <i>Takes up a carapace slot</i> .	FREE

CRITICAL EFFECTS

Warhound Titan	The Warhound staggers D6CM in a random direction and takes an additional point of damage. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. Any units stumbled into or over take a hit on a 6+.
Reaver, Warlord, Imperator and Warmonger Titans	Roll a D6 in the end phase of every turn. On a roll of a 1 the Titan is destroyed and all units within 5CM of the Titan receive a hit on a 5+. On a 2-3 the Titan suffers an extra point of damage. On a 4-6 the Titan is repaired and the Critical Hit will cause no further trouble.
Macharius Heavy Tank	The Macharius is destroyed.
Ordinatus Minorus & Majois	The Ordinatus is destroyed. All units within 15CM suffer a hit on a 5+. If the Ordinatus was an Ordinatus Majoris, then all friendly formations within line of sight take a Blast Marker.

ADEPTUS MECHANICUS TITAN LEGIONS AND SKITARII REFERENCE SHEET

Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower / Effect	Notes
Hypaspists	Infantry	15CM	5+	5+	5+	Mauler Bolt Cannon	30CM	AP5+	—
Secutor	Infantry	15CM	4+	3+	3+	2x Multi-Melta Augmentations	15CM Base Contact	MW5+ AND Small Arms, Macro-Weapon Macro-Weapon, Extra Attack (1)	Reinforced Armour, Commander
Adeptus Mechanicus Magos	Character	—	—	—	—	Augmentations	Base Contact	Macro-Weapon, Extra Attack (1)	Supreme Commander, Fearless, Invulnerable Save
Sagittarii	Infantry	15CM	5+	6+	4+	2x Phased Plasma Fusil	30CM	AP5+ / AT5+	—
Gun Servitor	Infantry	15CM	5+	6+	5+	Heavy Bolter	30CM	AP5+	Invulnerable Save
Rapier	Infantry	10CM	6+	—	4+	Rapier Laser Destroyer	45CM	AP6+ / AT4+	—
Praetorian Combat Servitor	Infantry	15CM	3+	4+	5+	Autocannon Augmentations	45CM Base Contact	AP5+ / AT6+ Macro-Weapon, Extra Attack (1)	Fearless, Invulnerable Save
Crusader Robot	LV	25CM	6+	4+	6+	Multi-Melta Heavy Bolter Power Weapons	15CM 30CM Base Contact	MW5+ AND Small Arms, Macro-Weapon AP5+ Macro-Weapon, Extra Attack (1)	Walker, Scout, Automaton
Colossus Robot	AV	15CM	3+	6+	4+	Lascannon 2x Autocannon	45CM 45CM 30CM	AT5+ AP5+ / AT6+ AND AA6+	Walker, Automaton
Chimedon	AV	30CM	5+	6+	5+	Conqueror Cannon Heavy Bolter	45CM 30CM	AP5+ / AT5+ AP5+	Transport (1 Infantry. No Praetorian Combat Servitors or Rapiers allowed)
Macharius Heavy Tank	WE	15CM	4+	6+	4+	2x Battlecannons OR 2x Vanquisher Cannon OR Vulcan Megabolter 2x Heavy Bolters Twin Heavy Stubber	75CM 75CM 45CM 30CM 30CM	AP4+ / AT4+ AP4+ / AT2+ 4X AP3+ / AT5+ AP5+ AP5+	DC2 Reinforced Armour
Ordinatus Minorus (with Coreus Pod)	WE	15CM 25CM	5+	6+	5+	Battle Titan Weapon 2x Heavy Bolter	VARIES 30CM	VARIES, Fixed Forward AP5+ / AA6+	DC2, 2 Void Shields Reinforced Armour, Fearless
Ordinatus Majoris	WE	10CM	5+	6+	4+	Ordinatus Weapon 2x Heavy Bolter 2x Lascannon	VARIES 30CM 45CM	VARIES, Fixed Forward AP5+ / AA6+ AT5+	DC4, 4 Void Shields Reinforced Armour, Inspiring, Fearless
Avenger Strike Fighter	Aircraft	Fighter Bomber	6+	—	—	Avenger Bolt Cannon 2x Lascannon Heavy Stubber	30CM 30CM 15CM	2X AP3+ / AT5+, Fixed Forward AT5+ / AA5+, Fixed Forward AA6+, Rear Arc	—

ADEPTUS MECHANICUS TITAN LEGIONS AND SKITARII REFERENCE SHEET, CTD.

Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower / Effect	Notes
Lysander Fighter	Aircraft	Fighter	6+	—	—	Storm Bolters Heavy Bolter	15CM 30CM	AP4+ / AA5+, <i>Fixed Forward</i> AP5+ / AA6+, <i>Fixed Forward</i>	—
Thunderbolt Fighter	Aircraft	Fighter Bomber	6+	—	—	Stormbolters Multilaser Underwing Rockets	15CM 30CM 30CM	AP4+ / AA5+, <i>Fixed Forward</i> AP5+ / AT6+ / AA5+, <i>Fixed Forward</i> AT4+, <i>Fixed Forward</i>	—
Marauder Bomber	Aircraft	Bomber	4+	—	—	2x Twin Heavy Bolters Twin Lascannon Bomb racks	15CM 45CM 15CM	AA5+ AA4+ / AT4+, <i>Fixed Forward</i> 3BP, <i>Fixed Forward</i>	—
Ark Mechanicus Battleship	Space Craft	—	—	—	—	2x Pin-Point Attack OR Orbital Bombardment	N/A N/A	MW2+, <i>Titan Killer</i> (D3) 5BP, <i>Macro-Weapon</i>	Transport (40 Infantry or LV AND 20 AV or War Engines plus 4 Tetrarch Landers. <i>Practorians and Rapiers take two slots per unit, War Engines require one slot per DC.</i>)
Armiger Warglaive	AV	20CM	4+	4+	5+	Thermal Spear Chain-cleaver	30CM Base Contact	AT4+ <i>Macro-Weapon, Extra Attack</i> (1)	<i>Walker, Reinforced Armor, Invulnerable Save, Infiltrator.</i>
Warhound Titan	WE	30CM	5+	4+	4+	2x Scout Titan Weapons	—	2X ARM, <i>Forward Arc</i>	DC3, 2 Void Shields, <i>Walker, Fearless, Reinforced Armor,</i>
Reaver Titan	WE	20CM	4+	3+	3+	3x Scout or Battle Titan Weapons	—	1X CARAPACE, <i>Fixed Forward</i> 2X ARM, <i>Forward Arc</i>	DC6, 4 Void Shields, <i>Walker, Fearless, Reinforced Armor</i>
Warlord Titan	WE	15CM	4+	2+	3+	4x Scout or Battle Titan Weapons	—	2X CARAPACE, <i>Fixed Forward</i> 2X ARM, <i>Forward Arc</i>	DC8, 6 Void Shields, <i>Walker, Fearless, Reinforced Armor, Thick Rear Armor</i>
Imperator Titan	WE	15CM	4+	4+	3+	Plasma Annihilator Hellstorm Cannon Defense Laser Quake Cannon 4x Battle Cannon Tertiary Arms Leg Bastions	90CM 60CM 90CM 90CM 75CM (15CM) —	4X MW2+, <i>Titan Killer</i> (D3), <i>Forward Arc, Slow Firing</i> 10BP, <i>Forward Arc</i> AA4+ / MW2+, <i>Titan Killer</i> (D3) 3BP, <i>Macro-Weapon, Fixed Forward</i> AP4+ / AT4+ <i>Extra Attacks</i> (+2) counts as Corvus Assault Pod	DC12, 8 Void Shields, <i>Walker, Fearless, Reinforced Armor, Inspiring</i>
Warmonger Titan	WE	15CM	4+	4+	5+	Vengeance Cannon 8x Doomstrike Missiles 4x Hydra Autocannon Head Gun Tertiary Arms Leg Bastions	90CM Unlimited 45CM 45CM (15CM) —	2X MW2+, <i>Titan Killer</i> (D3), <i>Forward Arc</i> <i>Warheads, May fire one per turn</i> 2X AP4+ / AT5+ / AA5+ AP4+ / AT4+, <i>Fixed Forward</i> <i>Extra Attacks</i> (+2) counts as Corvus Assault Pod	DC12, 8 Void Shields, <i>Walker, Fearless, Reinforced Armor, Inspiring</i> Fire Control Center. <i>Re-roll one failed to-hit roll on one of the Warmonger Titan's weapon systems per turn.</i>

COLLEGIA TITANICA UNIT DATA SHEETS

Armiger Warglaive

The Armiger Warglaives of Gryphon IV were a lightweight assault walker used heavily by the knight houses to hunt and destroy vehicles, monsters and any other large target threatening their larger kin. Pilots are drawn from the lesser nobility of a Knight world.



Armigers harken back to an ancient martial tradition – that of a mounted lord hunting with his loyal bondsmen. In the final days of Gryphon IV, packs of these small knights could be seen stalking through the broken wastelands of the forgeworld seeking revenge on the invaders that had slain the Knight lords they were sworn to protect with their deadly thermal spears and chain-cleavers.

Armiger Warglaive (Gryphon Pattern)

Type	Speed	Armor	CC	FF
AV	20CM	4+	4+	5+

Weapon	Range	Firepower/Effect
Thermal Spear	30CM	AT4+
Chain-cleaver	Base Contact	Extra Attack (1), Macro-Weapon

Notes: Reinforced Armour, Walker, Invulnerable Save, Infiltrator

Warhound Titan

The Warhound Titan is not the mainstay of the War Griffons Titan Legion, but they are still common enough that almost all Titan Battle-groups will include several Warhound Titans.

Some Legions such as the Legio Ignatum and the Legio Tempestor are known to make much more extensive use of Warhound class Titans, but even they will rarely take to the field in open

battle without support of their Battle class brethren. It is only in relatively small scale wars like the Taros Campaign or the Keeler Intervention where Warhound class Titans will be the largest Mechanicus Engines.

During the Keeler Intervention, the War Griffons Titan Legion fielded a force of nineteen Warhound class Titans, and while each Engine was generally seconded to assist other Imperial forces, on day 113 of the Intervention twelve Warhound Titans were brought together to act as the spearhead for an armoured push that ultimately broke the back of the rebel forces.



Warhound Titan (Gryphon Pattern)

Type	Speed	Armor	CC	FF
War Engine	30CM	5+	4+	4+

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: *Staggering blow. The Warhound immediately staggers a full D6 CM in a random direction and takes an extra point of damage. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. Any units moved over or contacted take a hit on a D6 roll of 6+ (make saving throws for the units normally).*

Notes: Fearless, Reinforced Armour, Walker, the Warhound Titan may step over units, impassable or dangerous terrain that is up to 2CM wide and less than 1.5CM tall. Warhound Titans select may select any two weapons from the 'scout titan' weapons list. When fired, both arm weapons have a forward arc.

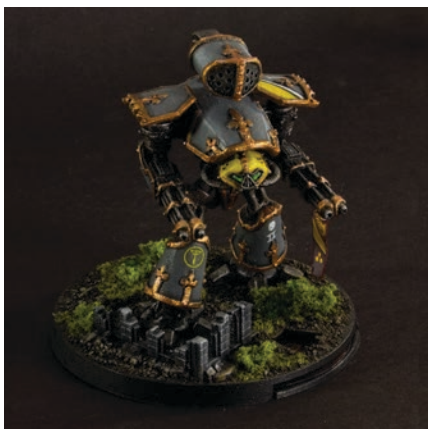
Reaver Titan

The Reaver Titan is the oldest design of Titan (Perhaps even the oldest class of machine) currently in regular and widespread military service within the Imperium.

The arcane construction techniques necessary for its creation mean that it takes considerably more time to construct a Reaver class Titan than either a Warhound or a Warlord Titan. As a result, the Reaver has fallen out of favour with many of the younger Legions, which have relegated the

Reaver into mostly supporting roles, where each ancient relic-machine is generally safe from reprisal attacks. Understandably, such younger Legions treat their Reaver Titans more as mobile shrines than pure war engines.

The War Griffons Legion was a long-established Titan Legion however, and as a consequence had a good number of Reaver Titans before the catastrophic final days of their parent Forgeworld; At least twenty five Reaver Titans are known to have been on the planet at the time of the Tyranid invasion, and data packets indicate that the Reaver class Titan *Rex Imperatus* that was the last remaining active Gryphon Engine to fall in combat with the Tyranid menace, on the twentieth day of the war.



Reaver Titan (Gryphon Pattern)

Type	Speed	Armor	CC	FF
War Engine	20CM	4+	3+	3+

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: *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 5cms of the Reaver will be hit on a roll of 5+.*

Notes: *Fearless, Reinforced Armour, Walker*, the Reaver Titan may step over units, impassable or dangerous terrain that is up to 2CM wide and less than 2CM tall. Reaver Titans select may select any three weapons from the 'scout titan' and 'battle titan' weapons lists. When fired, the Carapace weapon has a fixed forward arc, whilst both arm weapons have a forward arc.

Warlord Titan

Warlord Titans are the most common Titan in most Titan Legions. Striding across the battlefields from a height of more than thirty metres, the Warlord Titan is the ultimate icon of the Imperial Titan Legions, instantly recognizable to the foes of the Imperium galaxy-wide. It is able to mount a vast variety of heavy weaponry to suit any kind of battle engagement, the Warlord

Titan can be custom-armed to fight any foe.

The War for Gryphon IV saw the full might of the Warlord Titans of the Legio Gryphonnicus deployed to fight the Tyranid menace; More than forty Warlord class Titans stepped from their cathedral-hangers on the first day of the conflict, and from then on did not rest until they were all laid low by the rampaging Xenos.

Deus Ferrusi, a Warlord Titan armed entirely with Plasma weaponry, was the last Warlord class Titan to fall, locked in battle with five Hierophant Bio Titans.



Warlord Titan (Gryphon Pattern)

Type	Speed	Armor	CC	FF
War Engine	15CM	4+	2+	3+

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: *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 5CMS of the Warlord will be hit on a roll of 4+.*

Notes: *Fearless, Reinforced Armour, Walker, Thick Rear Armour*, the Warlord Titan may step over units, impassable or dangerous terrain that is up to 2CM wide and less than 2.5CM tall. Warlord Titans may select any four weapons from the 'scout titan' and 'battle titan' weapons lists. When fired, both Carapace weapons have a fixed forward arc, whilst both arm weapons have a forward arc.

Warmonger Configuration Emperor Titan



Warmonger Titan (<i>Gryphon Pattern</i>)				
Type	Speed	Armor	CC	FF
War Engine	15CM	4+	4+	5+

Weapon	Range	Firepower/Effect
Vengeance Cannon	90CM	2X MW2+, Titan Killer (D3), Forward Arc
8x Doomstrike Missiles	Unlimited	Warheads, May fire one per turn
4x Hydra Autocannon	45CM	2X AP4+ / AT5+ / AA5+
Head Gun	45CM	AP4+ / AT4+, Fixed Forward
Tertiary Arms	(15CM)	Extra Attacks (+2)
Leg Bastions	—	counts as Corvus Assault Pod

Damage Capacity 12. 8 Void Shields. Critical Hit Effect: *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 Warmonger, on a roll of 2-3 the Warmonger 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 5CMS of the Warmonger will be hit on a roll of 4+.*

Notes: *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.

Fire Control Center: *Re-roll one failed to-hit roll on one of the Warmonger Titan's weapon systems per turn.*

Imperator Configuration Emperor Titan



Imperator Titan (<i>Gryphon Pattern</i>)				
Type	Speed	Armor	CC	FF
War Engine	15CM	4+	4+	3+

Weapon	Range	Firepower/Effect
Plasma Annihilator	90CM	4X MW2+, Titan Killer (D3), Forward Arc, Slow Firing
Hellstorm Cannon	60CM	10BP, Forward Arc
Defense Laser	90CM	AA4+ / MW2+, Titan Killer (D3)
Quake Cannon	90CM	3BP, Macro-Weapon, Fixed Forward
4x Battle Cannon	75CM	AP4+ / AT4+
Tertiary Arms	(15CM)	Extra Attacks (+2)
Leg Bastions	—	counts as Corvus Assault Pod

Damage Capacity 12. 8 Void Shields. Critical Hit Effect: *The Imperator'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 Warmonger, on a roll of 2-3 the Imperator 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 5CMS of the Imperator will be hit on a roll of 4+.*

Notes: *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.

SKITARII LEGIONS DATA SHEETS

Adeptus Mechanicus Magos

The Magi of the Adeptus Mechanicus are high ranking members of the priesthood of Mars. They are individuals that have perfected and re-

finied their craft and are masters of their chosen dicipline. These individuals are heavily augmented to better emulate the machine god. They are often seen as leaders of explorator fleets seeking lost technologies in the Quest for Knowledge.



Adeptus Mechanicus Magos

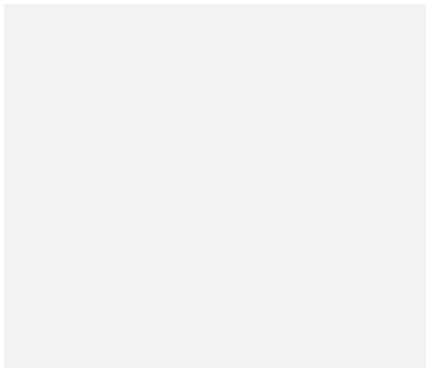
Type	Speed	Armor	cc	FF
Character	—	—	—	—
Weapon	Range	Firepower/Effect		
Augmentations	Base Contact	Macro-Weapon, Extra Attack (1)		

Notes: *Supreme Commander, Fearless, Invulnerable Save*

Secutor

Secutors are part of the military orders of the Adeptus Mechanicus that devote themselves to battle to a degree if rivels the devotion shown by

tech-priests to ancient technologies of mankind's golden age. They are towering figures enhanced with grafts of siege weapons and other arcane mechanisms of war and often sent on explorator missions because of their fearsome combat skills.



Secutor

Type	Speed	Armor	cc	FF
Infantry	15CM	4+	3+	3+
Weapon	Range	Firepower/Effect		
2x Multi-Melta	15CM	MW5+ AND Small Arms, Macro-Weapon		
Augmentations	Base Contact	Macro-Weapon, Extra Attack (1)		

Notes: *Reinforced Armour, Leader, Commander.*

Hypaspists

Hypaspists are the genetically enhanced combat infantry of the Adeptus Mechanicus. The Hypaspists's outlandish, almost barbaric appearance is a deliberate affectation intended to fill the hearts of their enemies with dread.

Hypaspists are generally better equipped than their Imperial Guard counterparts, being issued with high quality carapace armour and potent combat weapons. In the battle for Gryphon IV, two hundred million Hypaspists were deployed to fight the Tyranid invasion force.



Hypaspists

Type	Speed	Armor	cc	FF
Infantry	15CM	5+	5+	5+
Weapon	Range	Firepower/Effect		
Mauler Bolt Cannon	30CM	AP5+		

Notes: *none.*

Sagitarii

Sagitarii are the heavy weapons specialists of the Skitarii. These individuals are modified to better interface with their weapons and provide dev-



astating firepower as dedicated Adeptus Mechanicus heavy weapons teams. Sagitarii do not just operate on their own, but are most commonly found as part of Hypaspist squads where they are simply referred to as Hypaspists rather than Sagitarii.

Sagitarii				
Type	Speed	Armor	CC	FF
Infantry	15CM	5+	6+	4+

Weapon	Range	Firepower/Effect
2x Phased Plasma Fusil	30CM	AP5+ / AT5+

Notes: *none.*

Rapier

Rapier Laser Destroyers were once deployed regularly with the armies of the Imperium but over the millennia much of the knowledge needed



to build and maintain these weapons was lost and they are now used primarily by the Adeptus Mechanicus. The Rapier is a tracked unit that is semi-autonomous with the crew needed mostly for movement and operating mode selection.

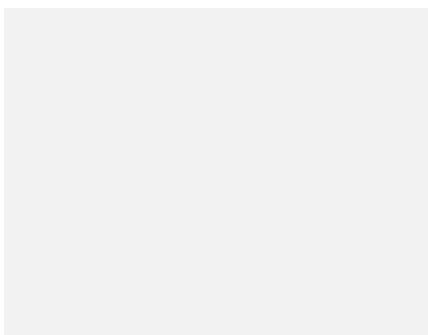
Rapier				
Type	Speed	Armor	CC	FF
Infantry	10CM	6+	—	4+

Weapon	Range	Firepower/Effect
Rapier Laser Destroyer	45CM	AP6+ / AT4+

Notes: *none.*

Gun Servitor

Servitors are vat grown organic robots that are heavily augmented and programmed to perform specific functions. They are found throughout the



Imperium and are varied in their appearance and capabilities. Gun servitors have their limbs replaced with a variety of heavy weapons and ammo feed systems in order to lay down devastating and continuous fire.

Gun Servitor				
Type	Speed	Armor	CC	FF
Infantry	15CM	5+	6+	5+

Weapon	Range	Firepower/Effect
Heavy Bolter	30CM	AP5+

Notes: *Invulnerable Save.*

Praetorian Combat Servitor

Combat Servitors are extensively rebuilt individuals, most often criminals or repentant heretics, custom-remade into bio-mechanical instruments



of war. Tens of thousands of Combat Servitors fought in defence of their planet during the fall of Gryphon IV. Unheeding as to its personal danger, unquestionably loyal, Combat Servitors are the finest soldiers available to the Adeptus Mechanicus.

Praetorian Combat Servitor				
Type	Speed	Armor	CC	FF
Infantry	15CM	3+	4+	5+
Weapon	Range	Firepower/Effect		
Autocannon	45CM	AP5+ / AT6+		
Augmentations	Base Contact	Macro-Weapon, Extra Attack (1)		

Notes: Fearless, Invulnerable Save.

Crusader Robot

The Legio Cybernetica deploys a variety of robotic constructs across the Imperium. The robots are programmed before battle and are incapable



of adjusting to situations as a human would. The Crusader is a class of robot that is quick but lightly armored for use as a scout platform. Despite this, it is capably armed to fight enemy infantry and is equipped with power weapons for close combat.

Crusader Robot				
Type	Speed	Armor	CC	FF
LV	25CM	6+	4+	6+
Weapon	Range	Firepower/Effect		
Multi-Melta	15CM	MW5+ AND Small Arms, Macro-Weapon		
Heavy Bolter	30CM	AP5+		
Power Weapon	Base Contact	Macro-Weapon, Extra Attack (1)		

Notes: Walker, Scout, Automaton.

Colossus Robot

The Colossus is a class of robot and has much in common with the Marine Dreadnought. It falls into a heavier class of siege robots designed to



take down enemy fortifications or armor and is heavily armored and equipped with a variety of anti-armor weapons. While not designed to attack enemy infantry, it is capable of supporting friendly units and can provide limited defence against enemy aircraft.

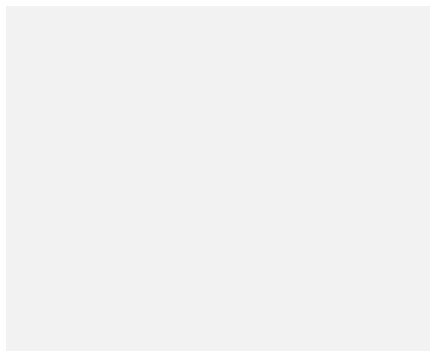
Colossus Robot				
Type	Speed	Armor	CC	FF
AV	15CM	3+	6+	4+
Weapon	Range	Firepower/Effect		
Lascannon	45CM	AT5+		
2x Autocannons	45CM 30CM	AP5+ / AT6+ AND AA6+		

Notes: Walker, Automaton.

Chimedon

The Chimedon is a rare variant of the Chimera that deployed with Tech Guard units. Essentially the Chimedon is a light tank that trades half

of the Chimera's transport capacity and turret mounted Multi-laser for a Conqueror cannon in order to boost the vehicles offensive capabilities.



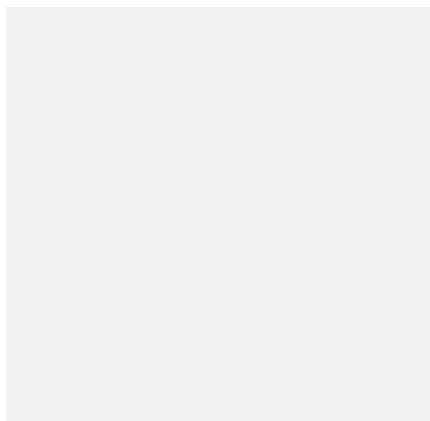
Chimedon				
Type	Speed	Armor	CC	FF
AV	30CM	5+	6+	5+
Weapon	Range	Firepower/Effect		
Conqueror Cannon	45CM	AP5+ / AT5+		
Heavy Bolter	30CM	AP5+		

Notes: Transport (1 Infantry. *No Praetorian Combat Servitors or Rapiers allowed*).

Avenger Strike Fighter

The Avenger Strike Fighter forms the backbone of Adeptus Mechanicus air power. It is more heavily armed than most Imperial aircraft and is

primarily used to hit ground targets in support of Mechanicus troops. The Avenger is an ancient design thought to date from Age of Strife. It holds a high reputation with Imperial forces and is often requested by the Adeptus Sororitas.



Avenger Strike Fighter				
Type	Speed	Armor	CC	FF
Aircraft	Fighter Bomber	6+	—	—
Weapon	Range	Firepower/Effect		
Avenger Bolt Cannon	30CM	2X AP3+ / AT5+, <i>Fixed Forward</i>		
2x Lascannon	30CM	AT5+ / AA5+, <i>Fixed Forward</i>		
Heavy Stubber	15CM	AA6+, <i>Rear Arc</i>		

Notes: *none.*

Ark Mechanicus Battleship

The Ark Mechanicus classification refers to an almost mythical assortment of ancient vessels that bear the insignia of the Mechanicum. It is

said that some even predate the founding of the Imperium itself. They are armed with a wide assortment of weapons from heavy lances to macro-cannon batteries capable of leveling massive tracts of land from orbit.



Ark Mechanicus Battleship				
Type	Speed	Armor	CC	FF
Space Craft	—	—	—	—
Weapon	Range	Firepower/Effect		
2x Pin-Point Attack OR	N/A	MW2+, <i>Titan Killer</i> (D3)		
Orbital Bombardment	N/A	5BP, <i>Macro-Weapon</i>		

Notes: Transport (40 Infantry or LV AND 20 AV or War Engines PLUS 4 Tetrarch Landers. *Praetorians and Rapiers take two slots per unit, War Engines require one slot per DC.*)

CENTURIO ORDINATUS DATA SHEETS

Ordinatus Minorus

'*Ordinatus Minorus*' is a label that covers many different and powerful designs of war engines, and each might come from a different origin to the next. Some are ancient machines from the dawn of the Imperium, carefully preserved through litanies and maintenance for ten thousand years, whilst other *Ordinatus Minorii* represent a lifetime of toil, the culmination of careful archae-

ological research of a Tech-Priest obsessed with uncovering the secrets of the past.

Still other *Ordinaus Minorii* are the consequences of mere expediency, a Forgeworld that comes under severe enough attack will militarise all conceivably available assets, which often necessitates affixing Titan-class weapons to non-optimum carriage vehicles, protecting them with void shields, and sending these jury rigged Engines to war.

Whatever their origins and armaments, *Ordinatus Minorii* are invariably powerful machines, feared and respected by enemies, and jealously protected by the Mechanicus.



Ordinatus Minorus (*Gryphonne Pattern*)

Type	Speed	Armor	CC	FF
War Engine	15CM	5+	6+	5+

Weapon	Range	Firepower/Effect
2x Heavy Bolter	30CM	AP5+ / AA6+

Damage Capacity 2, 2 Void Shields. 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: *Reinforced Armor, Fearless.* Select one Battle Titan weapon; the *Ordinatus Minoris* carries this weapon on a *fixed forward arc*. If a Close Combat Weapon or Laser Burner is selected, change the *Ordinatus'* Close Combat rating to 3+. If a *Corvus Assault Pod* is selected, increase the *Ordinatus'* speed to 25CM.

Ordinatus Majoris

To most ordinary members of the Imperium, the name *Adeptus Mechanicus* conjures up images of great Titans striding over battlefields, or endless ranks of *Skitarii* infantry. However, the Forgeworlds possess an even more powerful implement of war, the *Ordinatus Engines*.

Incredibly rare, no Forgeworld in the Imperium, including Mars itself, can call upon more

than a handful of these destructive war machines. Unweildy and ancient, it is almost unheard of for an *Ordinatus* to be deployed from a Forgeworld to an active war zone. Even the third war for Armageddon, the greatest conflict of recent times, only saw the deployment of four *Ordinatus Majoris* class vehicles.

Most *Ordinatus* are constructed for specific campaigns, but there are also some rare, renowned *Ordinatus engines* which have seen battle time and time again. Some may even date back to pre-Imperial days.

Ordinatus Majoris (*Gryphonne Pattern*)

Type	Speed	Armor	CC	FF
War Engine	10CM	5+	6+	4+

Weapon	Range	Firepower/Effect
2x Heavy Bolter	30CM	AP5+ / AA6+
2x Lascannon	45CM	AT5+

Damage Capacity 4, 4 Void Shields. 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+. Any friendly formations with line of sight to the explosion receive one Blast marker.*

Notes: *Reinforced Armor, Inspiring, Fearless.* Select a single *Ordinatus* weapon; it is carried on a *fixed forward arc*.

ADEPTUS MECHANICUS CHANGELOG

Titan Legion Changelog

V3.0.1	Ordinatus Minoris changed from 150 to 175pts Ordinatus Minoris lost inspiring (It shouldn't have had it in the first place).	V3.10	Increased lasburner CC attacks to +4 Corrected Warlord's points cost to 725 Split warlord and reaver's carapace landing pad costs. Added leg bastions (Corvus pod) to Emperor titans Added +2FF attacks on the Warmonger to match the Emperor Allowed a Legate to be taken on an Emperor Titan Added the Hydra Turret weapon Reduced the cost of carapace multi-lasers to +25pts Restricted Ordinatus Minoris to one per 1500pts rather than one per 1000 Ordinatus Minoris restricted to battle-titan weapons. 'Special Character' Ordinatus Majorae re-introduced. Skitarii changed to 0-1 per Corvus Assault Pod. Melta Cannon changed to D3 damage at range. Added the 'collector's' weapons / upgrades. Increased Support Formations to 3 per Battle Titan. Changed Quattro-Century back to Demi-Century	V3.16	Made the Lysander fighter cost 75pts Changed CCW to +25pts Restricted Reavers to 1 free weapon Restricted Warlords to 2 free weapons Created the God Machines special rule
V3.0.2	Ordinatus go from initiative 1+ to 2+ Skitarii added to allies section.			V3.17	Turbolaser Destructor goes from 25 to 35 pts. Warhound Weapons special rule deleted, general weapons rule modified. New army list structure adopted in order to allow a few more activations into the list
V3.0.3	Ordinatus Majoris limited to 0-1 Ordinatus Minoris set to 0-1 per 1000pts			V3.18	Turbolaser returns to 25pts God Machines rule modified Forge Knights now allowed in 6's or 3's. Melta Cannon FF stat upgraded from TKd3 to TKd6
V3.0.4	Gave Lasburners a CC mode Allowed Ordinatus to take Carapace Multilasers Moved orbital support to support formations			V3.19	Made Skitarii Demi Century 100pts, and 0-1 per Corvus Assault Pod. Dropped Ark Mechanicus to 150pts, upgraded its guns.
V3.0.5	Added arcs to titan weapon mounts. Renamed carapace landing pad to fire control centre. Added 'slow and steady' to the Battleship.			V3.2 A	God Machines rule modified to allow trigger by both Scout and Battle titan formations
V3.0.6	Added Mechanicus army list. Changed demi-century to 9 units + 1 commander instead of 10+1 Set new stats for the Ad-Mech ships (Simply based on the weapons fit of the example ships on the online store)			V3.21	Fixed Warhound critical effect rules Deleted Gothic Cruiser Ark Mechanicus gains <i>Transport</i> , loses <i>Slow and Steady</i> CLP: One BP weapon in the same formation as the CLP gains <i>Indirect Fire</i> . Apocalypse Launcher: 3bp Disrupt, 25 points Gatling Blaster: 6x shots, 25 points
V3.0.7	Added the Corvus Assault Pod Plasma Destructor goes up to 75pts Plasma Destructor goes up to 75cm range	V3.11	Both Ordinatus moved to the Skitarii army list only. Apocalypse Rocket Launcher changed to +25pts Carapace Landing pad made Free for both Titans. ForgeKnight added +25pts for dual-fit Warhounds Two support formations per Titan, restrictions on support formation types scrapped. Set supreme commander to 0-1, and allowed him on Reavers. Added Banner Pole to the Collector's section.	V3.22	Forge Knight Squadron changed to 5 Forge Knights for 225 points CLP: BP weapons in the same formation as the CLP do not require LOF. <i>May only be used on Sustained Fire, Advance or Double actions</i> .
V3.0.8	Demi-Century allied formation dropped in size to Quattro-Century. Warlord Titan increased to 750pts Gatling Blaster made a Free weapon system Changed Melta Cannon to be more powerful in firefights than at range.	V3.12	Mostly typo corrections.	V3.23	Forge Knight Squadron renamed Forge Knight Maniple, cost increased to 250 points. Skitarii Demi-Century increased to 200 points Recon Platoon renamed Recon Cohort Ark Mechanicus increased to 200 points, must choose either pinpoint attacks or bombardment. Plasma Destructor: 6x MW2+, Slow firing 75cm, 75 points. Errata: Thunderbolt: weapons entry fixed.
V3.0.9	Support Missile changed to 75pts Gatling Blaster returns to being a +25pt weapon Ordinatus Majoris base cost reduced to 300pts Reduced Lasburners to +2 attacks instead of +3. Moved most of the allies into the Support Formations section. Quake Cannon loses ignore cover. Quake cannon reduced to 75pts Vortex missile reduced from TKD3 to TK1 Renamed Fire control centre to CLP Carapace Landing Pad dropped from +150 to +100pts Veteran Princes added. Fixed CCW stat. Added Emperor class titans! :-)	V3.13	Plasma Cannon increases range from 45cm to 60cm.	V3.23.1	Maintenance release Imperator Quake cannon should read Fixed Forward Warmonger head gun should read Fixed Forward Support missile fixed to read capace only again.
		V3.14	Increased cost of Cruiser from 150 to 200pts Restricted the Veteran Princes Upgrade to 0-1 per formation (prevents Warhound Pairs both being Veterans). Removed the ground-targeting shots from the Carapace Multilasers. Made the document more printer-friendly.		
		V3.15	Decreased cruiser cost to 175pts		

ADEPTUS MECHANICUS CHANGELOG

Titan Legion Changelog, continued

- V3.24 Plasma Destructor loses a shot and becomes carapace only
Sentinels replaced with Crusader Robots.
Cosmetic reordering of the AMTL list to group options better.
- V3.25 Warlord Hull reduced to 675 points
Reaver Hull reduced to 550 points.
Skitarii Corvus restriction removed, points increased to 250.
- V3.25.1 Forge Knight renamed Armiger Warglaive.
Arc Lance renamed Thermal Spear.
Manipulators renamed Chain-cleaver.

ADEPTUS MECHANICUS CHANGELOG

Skitarii Changelog

V1.0 1	Added the list.	V1.13	Removed standard Leman Russ (Not high tech enough for a dedicated Ad-Mech force) Forge Knights allowed to be selected in 6's as well as 3's. Changed Ordinatii's CC value to 4+ if fitted with CC weapons.	V2.0 2 D	Secutors given multi-meltas to better define their role Praetorians AA shot removed and save reverted to 3+ Robot special rule added Crusader reverted to LV Colossus loses fearless Crusader and Colossus gain "Robot" special rule Sagitarrii Mole Mortar option upgraded to 2x mortars. Majoris Moved to support to prevent use of CLP minorus upgrade Heavy Tank Cataphract moved to allies Leman Russ Executioners removed
V1.0 2	Gorgon changed to 75pts each.	V2.0 0	(The great cull) Removed all four SHT's. Removed Chimeras and Hydras (Replaced with Rhinos and Hunters) Removed Russ Vanquishers Increased extra infantry upgrade cost from 75 to 100pts.	V2.0 2 E	Per crossover discussions robot rule has been replaced with Automaton rule. Robots return to 2+ activation Crusader speed increased to 25cm to help emphasize the scout nature. Secutors dropped to 75 points. Rapier range reduced to 30cm and the AP value changed to 5+
V1.0 3	Changed mole mortar upgrade from 3 to 4 mortars. Restricted Tech Lords so that they can only join Tech Priest units.	V2.0 1	Added AA shots to Ordinati Moved Rapiers and Mole Mortars from Upgrades to Support Dropped Ark Mechanicus to 150pts, upgraded its guns. CC Ordinati go to CC3+ Transport Ordinati go to 25cm and 30cm speed	V2.0 2 F	Tech-Priest removed, Allies removed. Demi-century: tech priest replaced with secutor Secutor gains Commander Tech-lord renamed Magos Colossus autocannon gains 30cm AA6+ Sagitarrii restructured: Plasma changed to Assault Cannon (same stats) Mole Mortar removed Added Gun Servitor Rapier changed to FF4+ and gains 6+ save Rapier AP value increased to 6+ Praetorians become separate detachment again. List restructured: Infantry core with ordinatus separate from support.
V1.0 4	Skitarii given Heavy Bolters instead of Auto-cannons	V2.0 2 A	Removed Sentinels Removed Flak Support detachment Removed Praetorian Support detachment Removed Fire Support detachment Modified Infantry Support Upgrade Modified Praetorians to 4+ armor and an AA shot Added Secutors Added Sagitarrii Maniple Added Crusader Scout Robot Maniple Added Colossus Assault Robot Maniple		
V1.0 5	Allowed tank companies to take SHT command tanks. Allowed Demolishers as an Upgrade Deleted the Fire Support unit Ordinatus Minoris restricted to battle-titan weapons Moved several support formations to become core formations	V2.0 2 B	Skitarii changes: Removed the 3 forge knight option Removed Rapiers from Infantry Support Removed Mole Mortars from Infantry Support Secutors secondary fire mode changed to MW5+ Colossus armor changed 3+ to match Marine dreadnoughts Sagitarrii gain the option to swap plasma cannons for mole mortars. Sagitarrii may add rapiers Sagitarrii gain access to the minorus Ordinatus Minorus increased to 15cm Corvus pods only grant 10cm movement bonus to Ordinatus		
V1.0 6	Tech Lords lose Inspiring. Ordinatus Minoris Company introduced.				
V1.0 7	Ordinatus Minoris Company increased to 450pts. Ordinatus Minoris goes from 175 to 200pts. Introduced the Forge Knight Allowed 50% points to be spent on Titans Gorgon critical hit made simpler.				
V1.0 8	Changed Praetorian formation size from 10 to 5.				
V1.0 9	Fixed typo in cost of Praetorian upgrade. Matched Gorgon stats from the Death Korps of Krieg list. Added Executioner, Stormblade & Stormsword stats.				
V1.10	Increased cost of Cruiser from 150 to 200pts Denied the list access to the Legate upgrade on a Titan. Reduced the speed of the Mole Mortar to 10cm. Removed mounted note from Mole Mortar. Expanded the reference sheet	V2.0 2 C	(internal) Crusader gains AV armor type Colossus give fearless Ordinatus Majoris limited to only ordinatus weapons list		
V1.11	Decreased cruiser cost to 175pts Renamed Skitarii to Hypaspists				
V1.12	Removed Super-Heavy Tank Company Moved Tank Company to Support Choices, Moved single Ordinatus Minoris from Support to Upgrades. Deleted Deathstrike Launchers. Added Macharius Heavy Tank Company. Deleted Hydra, Hellhound and Leman Russ Upgrades. Restricted Allies to 33% of the list.				
				V2.0 3	Demi-Century composition changed to 2 Secutor stands and 8 Hypaspist stands Crusader Robot cc value returns to 4+ Avenger Fighter added. Majoris Datasheet corrected to read 4+ FF

ADEPTUS MECHANICUS CHANGELOG

Skitarii Changelog, continued

- V2.0.4** Sagitarii renamed Sagitarii Demi-Century
Ordinatus Minorus Company renamed Ordinatus Minorus.
Ark Mechanicus increased to 200 points, must choose either pinpoint attacks or bombardment.
Plasma Destructor: 6x MW2+, Slow firing 75cm, 75 points.
- V2.0.4.1** Hypasist given Mauler Bolt Cannon, no stat change from Heavy Bolter
Majoris speed corrected to read 10cm in datasheet
Avenger incorrectly had two lascannon shots. Now only has a single lascannon shot.
Sagitarii given Phased Plasma Fusil, no stat change from Assault Cannon
- V2.0.4.2** Added the Avenger Strike Fighter to the reference sheet.
Fixed typos.
Reworded the Mahcarius entry and removed the command version of the tank (unnecessary and removal allows the Avenger to fit on the reference sheet)
- V2.0.5** Support Missiles limited to 0-2.
- V2.1** Minorus chassis dropped by 25 points.
Minorus coy can add an additional minorus for 100 points.
Majoris chassis dropped by 50 points.
Ordinatus gain Fearless
Crusaders, Avengers, Chimedons, Demi-century, Sagitarii, and Secutor upgrade dropped by 25 point
Colossus and Magos drop by 50 points
Carapace Landing Pad to 50 points
Quake Cannons +25 points to 100 points.
Support Missile +25 points to 75 points
Avengers gain +1 Lascannon per unit.
Ordinatus Golgotha (hellfire missiles) stats replaced with 3bp MW, Slow Firing, Indirect, Uses Orbital Bombardment Template. Cost increases +50 points to 200 points