

# ADEPTUS MECHANICUS – Explorator Fleet

Explorator Fleet armies have a strategy rating of 2. Formations have an initiative rating of 2+ unless otherwise noted.

Version 1.3 (Developmental)

## CORE FORMATIONS

TYPE	UNITS	UPGRADES	COST
Vanguard Maniple	Eight Skitarii Vanguard.	Commander, Skorpius Duneriders, Skorpius Disintegrator, Secutarii Hoplites, Secutarii Peltasts.	225 Points
Skorpius Cohort	Five Skorpius Disintegrators	Skorpius Disintegrator	200 Points

## SUPPORT FORMATIONS- 1 Support formation per 1 Vanguard Maniple

TYPE	UNITS	UPGRADES	COST
Ranger Centuria	Six Skitarii Rangers	None	200 Points
Ironstrider Cavaliers	Four Ironstrider Ballistarius	Add up to four Ironstriders for 25 points each	150 Points
Sydonian Dragoons	Four Sydonian Dragoons	Add up to four Dragoons for 25 points each	150 Points

## ELITE FORMATIONS- 2 Elite formations per 1 Vanguard Maniple

TYPE	UNITS	UPGRADES	COST
Ruststalker Killclade	Eight Sicarian Ruststalkers	Commander, Skorpius Duneriders, Skorpius Disintegrator, Archaeopters	250 Points
Infiltrator Killclade	Eight Sicarian Infiltrators	Commander, Skorpius Duneriders, Skorpius Disintegrator, Archaeopters	250 Points
Fulgurite Maniple	Six Fulgurite Electro-Priests	Commander, Skorpius Duneriders, Skorpius Disintegrator	200 Points
Hounds	Six Serberys Sulphurhounds	None	175 Points
Pteraxii Maniple	Six Pteraxii	None	225 Points
Dunecrawler Cohort	Five Dunecrawler Onagers or Dunecrawler Annihilator (Replace up to two Dunecrawlers with two Dunecrawler Icarians).	Add up to two Dunecrawler Onagers or Dunecrawler Annihilator for 50 points each	250 Points
Kastelan Maniple	Five Kastelan Robots and one Cybernetica Datasmith.	None	275 Points
Kataphron Maniple	Six Kataphrons	Commander	200 Points

## ALLIES/AIRCRAFT – 1/3 of the Army Maybe Spent on Allies

TYPE	UNITS	UPGRADES	COST
<b>Knight Support</b>			
Armigers	4 Knight-Warglaives or 4 Knight-Helverins		200 Points
Questoris Reliquae	3 Questoris Relic Knights (any combination of Relic Knight Styrix, Relic Knight Magaera).	0-1 Seneschal: 25 points Upgrade the Seneschal's Questoris Relic Knight to an Acastus Knight: 125 points	350 Points
Acastus Reliquae	2 Acastus Knights with Seneschal (any combination of Acastus Knight Porphyron and Acastus Knight Mechanicus).		450 Points
<b>Explorator Fleet Navy and Spacecraft</b>			
Avenger Strike Fighters	2 Avenger Strike Fighters	None	200 Points
Ark Mechanicus Battleship	1 Ark Mechanicus Battleship	None	200 Points

UPGRADES	UNITS (Each upgrade may be taken once per formation).	COST
Commander (Replace one infantry unit in the formation).	Explorator Archmagos (0-1 per army) Tech Priest Dominus Explorator Magos	75 Points 50 Points 50 Points
Skorpius Disintegrator	Add up to three Skorpius Disintegrators to a formation	35 points each
Secutarii Hoplites	Replace 4 Vanguard with Secutarii Hoplites	50 points
Secutarii Peltasts	Replace 4 Vanguard with Secutarii Peltasts	50 points
Skorpius Dunerider	Add enough Skorpius Duneriders to transport the entire formation	15 points each
Archaeopters	Transport the entire formation with Archaeopters. (May not be taken with Skorpius Disintegrators).	15 points each

## Explorator Fleet - Unit Stats

### EXPLORATOR FLEET SKITARII UNITS

NAME	TYPE	SPEED	AMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Explorator Archmagos	INF	15cm	3+	3+	4+	Solar atomiser Ommissian axe	15cm (BC)	MW4+ (small arms), MW (assault weapons), MW	Supreme Commander, Invulnerable Save, Inspiring, MoM (3)
Explorator Magos	INF	15cm	4+	4+	4+	Eradication ray Ommissian axe	15cm (BC)	MW5+ (small arms), MW (assault weapons), MW	Commander, Leader, Invulnerable Save, MoM (1)
Tech-Priest Dominus	INF	15cm	4+	4+	4+	Eradication ray Ommissian axe	15cm (BC)	MW5+ (small arms), MW (assault weapons), MW	Invulnerable Save, MoM (2)
Cybernetica Datasmith	INF	15cm	5+	4+	4+	Power Fist	(BC)	(assault weapons), MW	Invulnerable Save, MoM (1)
Skitarii Vanguard	INF	15cm	5+	6+	5+	Radium Carbine Ark Rifle	(15cm) 30cm	(small arms), AP5+/AT6+	
Secutarii Peltasts	INF	15cm	5+	6+	4+	Gavanic Caster	30cm	AP4+/AT5+	
Secutarii Hoplite	INF	15cm	4+	4+	-	Arc Lance	(BC)	(assault weapons)	
Skitarii Rangers	INF	15cm	5+	6+	5+	Galvanic Rifle Transuranic Arquebus*	30cm 30cm (60cm)	AP5+/AT5+ AP5+/AT5+ Lance	*Every third Ranger (rounded up) carries a Transuranic Arquebus, when taking a "sustained fire" action or firing from "overwatch" units using this weapon increase range to 60cm), Scouts
Electro-Priests	INF	15cm	5+	4+	6+	Electroech stave Electro charges	(BC) (15cm)	(assault weapons) (small arms)	Fearless, Invulnerable Save
Sicarian Infiltrators	INF	20cm	4+	5+	4+	Stubcarbine Taser Goad	15cm (BC)	2xAP5+ (assault weapons)	
Sicarian Ruststalkers	INF	20cm	4+	4+	-	Transonic Blades	(BC)	(assault weapons), EA+1	Infiltrator
Serberys Sulphurhounds	INF	20cm	4+	5+	5+	Radium Carbine	(15cm)	(small arms),	Scout, Infiltrator
Pteraxii	INF	30cm	4+	6+	4+	Heavy Flamer	15cm (15cm)	AP3+, IC (small arms), IC	Jump Packs, Teleport.
Kastelan Robots	LV	15cm	4+	4+	4+	Heavy phosphor blaster Incendine combustor Kastelan fists	30cm (15cm) (BC)	AP4+/AT4+ IC (small arms), IC MW	Repairable (1), Walker
Kataphron	LV	20cm	4+	4+	5+	Heavy arc rifle Hydraulic claw	45cm (BC)	AP5+/AT5+ (assault weapons)	Repairable (1)
Ironstrider Ballistarius	LV	20cm	5+	5+	5+	0-1x Twin Cognis Autocannon OR 0-1x Twin Cognis Lascannon	45cm 45cm	AP4+/AT5+ AT4+	Repairable (1), Scout, Walker
Sydonian Dragoon	LV	20cm	5+	5+	5+	Radium Jezzail Taser lance	30cm (BC)	AP5+/AT6+ D (assault weapons), EA(+1) FS	Repairable (1), Infiltrator, Walker
Archaeopter	LV	35cm	5+	6+	5+	Twin Linked Heavy Stubbers	30cm	AP5+	Repairable (1), Skimmer, Transport: May transport one infantry unit without Jump Packs or Mounted.
Dunecrawler Onager	AV	20cm	4+	6+	4+	Eradication Beamer	30cm AND (15cm)	AP4+/AT4+, IC (small arms), IC	Repairable (2), Walker, Invulnerable Save
Dunecrawler Annihilator	AV	20cm	4+	6+	5+	Neutron Beam Laser	60cm	MW3+, Disrupt	Repairable (2), Walker, Invulnerable Save
Dunecrawler Icarian	AV	20cm	4+	6+	5+	Icarus array	45cm	2x AP4+/AT5+/AA5+	Repairable (2), Walker, Invulnerable Save
Skorpius Dunerider	AV	30cm	5+	6+	5+	Twin Heavy Stubber	30cm	AP5+	Repairable (1), Walker, Transport: May transport two infantry units without Jump Packs or Mounted.
Skorpius Disintegrator	AV	30cm	4+	6+	5+	Disruptor Missiles Belleros Energy Cannon	30cm 30cm OR 45cm	AP5+ AP5+/AT5+ Ind AP4+/AT4+	Repairable (1), Walker
Avenger Strike Fighters	AC	Fighter- Bomber	5+	-	-	Avenger Bolt Cannon TL Lascannon Heavy Stubber	30cm 30cm 15cm	2x AP3+/AT5+ Fx F AT4+/AA5+ Fx F AA6+ Rear Arc	
Ark Mechanicus Battleship	SC	-	-	-	-	0-1 2x Pinpoint or 0-1 Orbital Bombardment	-	MW2+, TK(D3)  5BP MW	

### QUESTORIS KNIGHT SUPPORT

NAME	TYPE	SPEED	AMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Seneschal	CH	N/A	N/A	N/A	N/A				Commander, Leader
Armiger Warglaive	AV	30cm	5+	5+	5+	Thermal Spear (and) Reaper Chain-Cleaver Heavy Stubber	15cm (15cm) (BC) 30cm	MW4+ (small arms), MW (assault weapons), EA(+1)MW AP6+	Walker, Scout, Ion Shield (5+)
Armiger Helverin	AV	30cm	5+	5+	5+	2 x Autocannons Heavy Stubber	45cm 30cm	AP5+/AT6+ AP6+	Walker, Scout, Ion Shield (5+)
Relic Knight Styrix	WE	20cm	4+	4+	4+	Volkite Chieorovile Twin Rad Cleanser (and) Hekaton Siege Claw	45cm 15cm (15cm) (BC)	3 x AP3+/AT4+ IC, D FwA AP3+, Ignore cover FwA (small arms), EA +1, IC (assault weapons), EA +1, TK(D2)	DC 2, Reinforced Armour, Walker, Ion Shield (4+) Crit Destroyed.
Relic Knight Magaera	WE	20cm	4+	4+	4+	Lightning Cannon Twin Rad Cleanser (and) Hekaton Siege Claw Ionic Flare Shield	45cm 15cm (15cm) (BC) spec	MW3+ FwA AP3+, Ignore cover FwA (small arms), EA +1, IC (assault weapons), EA +1, TK(D2) Ionic Flare Shield increases the Ion Shield Save to 3+	DC 2, Reinforced Armour, Walker, Ion Shield (4+) Crit Destroyed.
Acastus Knight Porphyryon	WE	15cm	4+	5+	4+	2 x Twin Magna Lascannon 2 x Autocannons Helios Defense Missiles	75cm 45cm 45cm	AT2+, Lance Fx F AP5+/AT6+ Fx F 2 x AP5+/AT6+/AA5+	DC:3, Reinforced Armour, Walker, Ion Shield (4+) Crit: Takes 1 extra damage.
Acastus Knight Mechanicus	WE	15cm	4+	5+	4+	2x Conversion Beamer Twin Rad Cleanser (and) Ionic Flare Shield	90cm 15cm (15cm) spec	MW3+ Fx F AP3+, Ignore cover Fx F (small arms), EA +1, IC Ionic Flare Shield increases the Ion Shield Save to 3+	DC:3, Reinforced Armour, Walker, Ion Shield (4+) Crit: Takes 1 extra damage.

## Explorator Fleet - Special Rules

### **Master of the Machine**

Master of the Machine allows Explorator Fleet armies to repair vehicles on the battlefield. To represent this, unit that can be 'repaired' are noted on the units datasheet and units that can repair units are noted as a MoM(x) value on the on the units datasheet.

In the end phase add up your total unbroken MoM values that remain on the battlefield after rallying. You may add this amount of previously lost repairable units back to formations. Some units are mark as Repairable (2). It costs 2 MoM values to return 1 of these units. Formations may not grow beyond their starting size. If a formation is destroyed it may not return units.

### **Automaton**

A formation does not receive a Blast marker when a unit with automaton is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Automaton units hit by a weapon with disrupt **do** take a Blast marker however.

If a hit is inflicted on an automaton unit because it is in a broken formation which is receiving a Blast marker (see [Blast Markers and Broken Formations](#)) then it may attempt to save normally.

Automaton units killed in an assault count for the purposes of working out its result (see [Work Out Result](#)).

### **Bravery**

Knight Household and Support Household formations receive a +1 modifier to their action test when carrying out an engage action, and a +1 modifier to their rally test.

### **Knight Technology**

**Ion Shield (X):** Knights make use of Ion Shields to deflect shooting attacks. This allows them to make a saving throw on the number within brackets when they are hit by ranged fire instead of using their armour value.

No modifiers ever apply to this saving throw and it is unaffected by Macro-Weapon, Lance and Titan Killer hits (However, each point of damage from a Titan Killer hit must be saved separately) If the unit has reinforced armour as well then it is allowed to re-roll a failed save using its armour value unless the hit was a Macro-Weapon, Lance or Titan killer.

None of these benefits apply to units in a crossfire, hits from supporting fire, or CC attacks (the Ion Shield save can still be used against FF attacks. If relevant, roll CC and FF dice separately when attacking units equipped with Ion Shields).

**Lance:** A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

