

**MECHANICUM TAGHMATA ARMY LIST**

Mechanicum Taghmata armies have a strategy rating of 2. All Mechanicum Allies formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

TAGHMATA FORMATIONS				ORDINATUS MINORIS FORMATIONS * <i>(any one Ordinatus Minoris Formation may be fielded per each Taghmata Formation)</i>		
FORMATION	UNITS	UPGRADES	COST	FORMATION	UNITS	COST
Adsecularis Tech-Thrall Covenant	10 Tech Thralls units and 2 Tech Priest Auxilia units	Magos, Transport, Arlatax Battle-Automata Maniple, Vultarax Stratos-Automata Maniple, Domitar Battle-Automata Maniple, Thanatar Siege-Automata Maniple	175 points	0-1 Ordinatus Aktaeus	1 Ordinatus Aktaeus (Add 1 Ordinatus Aktaeus)	150 points (+150 points)
Thallax Cohort	4 Thallax units (Add 4 Thallax units)	All Taghmata Upgrades	175 points (+125 points)	Ordinatus Sagittar	1 Ordinatus Sagittar	175 points
Castellax Battle-Automata Maniple	6 Castellax Battle Automata units and 2 Tech Priest Auxilia units	Magos, Arlatax Battle-Automata Maniple, Vultarax Stratos-Automata Maniple, Domitar Battle-Automata Maniple, Thanatar Siege-Automata Maniple	250 points	Ordinatus Ulator	1 Ordinatus Ulator	150 points

TAGHMATA SUPPORT FORMATIONS <i>(any of up to three Taghmata Support Formations may be fielded per each Taghmata Formation)</i>			
FORMATION	UNITS	UPGRADES	COST
Myrmidon Sect	4 Myrmidon Destroyers units OR 4 Myrmidon Secutors units	Magos, Transport, Arlatax B.A.M., Vultarax S.A.M., Domitar B.A.M., Thanatar S.A.M.	275 points
Ursarax Cohort	4 Ursarax units	Magos, Tech Priest Auxilia, Transport	225 points
Vorax Battle-Automata Maniple	6 Vorax Battle-Automata	None	250 points
Krios Squadron	3 Krios Battle Tanks OR 3 Krios Irradiators OR 3 Krios Venators	None	175 points
Karacnos Assault Tank Squadron	2 Karacnos Assault Tanks	None	225 points
Mechanicum Avenger Strike Fighter Squadron	2 Avenger Strike Fighters	None	200 points
0-1 Orbital Support	Ark Mechanicus Battleship	None	200 points

TAGHMATA UPGRADES <i>(up to three Taghmata Upgrades may be taken once per each Formation)</i>		
UPGRADE	UNITS	COST
Magos	Upgrade 1 Tech Priest Auxilia unit, 1 Myrmidon Destructor unit, OR 1 Myrmidon Secutor unit in the formation to 1 Archmagos Prime OR 1 Magos Dominus	0-1 Archmagos Prime +75 points (OR on Abeyant +100 points) Magos Dominus +50 points
Tech Priest Auxilia	Add 1-2 Tech Priest Auxilia units	+50 points each
Transport	Add any number of Triaros Armoured Conveyors up to the number required to transport the Formation	+50 points each
Vultarax Stratos-Automata Maniple **	Add 2-4 Vultarax Stratos-Automata	+50 points each
Arlatax Battle-Automata Maniple **	Add 2-4 Arlatax Battle-Automata	+50 points each
Domitar Battle-Automata Maniple **	Add 2-4 Domitar Battle-Automata	+50 points each
Thanatar Siege-Automata Maniple **	Add 2-4 Thanatar-Calix Siege-Automata OR 2-4 Thanatar Cavas Siege-Automata	+75 points each

MECHANICUM ALLIES *			
FORMATION	UNITS	UPGRADES	COST
Knight-Moirax Talon (0-1 per full 1000 points)	3 Knight-Moirax	None	150 points
Questoris Knight Banner	2 Questoris Knight-Magaera OR 2 Questoris Knight-Styrix	Add 1 Preceptor character for +25 points	225 points
Cerastus Knight-Atropos Banner	2 Cerastus Knight-Atropos	Add 1 Preceptor character for +25 points	275 points
Acastus Knight-Asterius Banner	1-2 Acastus Knight-Asterius	Add 1 Preceptor character for +25 points	275 points each
Warhound	1 Warhound Class Titan	All Scout Titan Weapons, Veteran Princeps	275 points
Warhound Pack	2 Warhound Class Titans	All Scout Titan Weapons, Veteran Princeps	500 points
Dire Wolf	1 Dire Wolf Class Titan	Veteran Princeps	325 points
Reaver	1 Reaver Class Titan	All Titan Upgrades	550 points
Warbringer Nemesis	1 Warbringer Nemesis Class Titan	All Titan Upgrades	650 points
Warlord	1 Warlord Class Titan	All Titan Upgrades	675 points
0-1 Warmaster	Any 1 of the following: Warmaster Class Titan Warmaster Iconoclast Class Titan	All Titan Upgrades All Titan Upgrades	975 points 1000 points

BATTLE TITAN WEAPONS <i>(mount each weapon mount in the Formation with one of the following upgrades)</i>				SCOUT TITAN WEAPONS <i>(mount each weapon mount in the Formation with one of the following upgrades)</i>		SCOUT AND BATTLE TITAN UPGRADES <i>(add any of the following upgrades to a unit up to once per Formation)</i>	
UPGRADE	COST	UPGRADE	COST	UPGRADE	COST	UPGRADE	COST
Apocalypse Missile Launcher	+25 points each	Melta Cannon	+50 points each	Inferno Gun	Free	Carapace Multilasers ***	+50 points
Carapace Landing Pad ***	Free	Plasma Cannon	+25 points each	Plasma Blastgun	Free	Sacred Icon	+50 points
Close Combat Weapon	+25 points each	Plasma Destructor ***	+75 points each	Turbo-Laser Destructor	+25 points each	Veteran Princeps	+25 points
Gatling Blaster	+25 points each	Quake Cannon	+75 points each	Vulcan Mega-Bolter	Free		
Laser Blaster	+50 points each	Support Missile ***	+75 points each				
Laser Burner	Free	Volcano Cannon	+50 points each				

\* : Up to a third of the points available may be spent on these Formations | \*\* : These Taghmata Upgrades are separate Formations | \*\*\* : Carapace Weapon Mounts only

**MECHANICUM TAGHMATA FORCES**

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Archmagos Prime	CH	n/a	n/a	(3+)	(4+)	Conversion Beamer and Power Weapons	0-30cm 30-60cm (bc)	AP5+/AT5+ MW4+ Assault Weapons, EA(+1), MW	Supreme Commander, Invulnerable Save, Battlesmith, Cortex Controller. Formations attached to this unit gain Initiative 1+. A unit with this upgrade has CC and FF values no worse than 3+ and 4+ respectively.
Archmagos Prime on Abeyant	CH	n/a	(3+)	(3+)	(4+)	Conversion Beamer and Power Weapons	0-30cm 30-60cm (bc)	AP5+/AT5+ MW4+ Assault Weapons, EA(+1), MW	Supreme Commander, Reinforced Armour, Invulnerable Save, Walker, Battlesmith, Cortex Controller. Formations attached to this unit gain Initiative 1+. A unit with this upgrade has Armour, CC and FF values no worse than 3+, 3+, and 4+ respectively. A unit with this upgrade has its unit type changed to Armoured Vehicle.
Magos Dominus	CH	n/a	n/a	n/a	n/a	Power Weapons	(bc)	Assault Weapons, EA(+1), MW	Commander, Leader, Invulnerable Save, Battlesmith, Cortex Controller
Preceptor	CH	n/a	n/a	n/a	n/a	-			Commander, Leader
Veteran Princeps	CH	n/a	n/a	n/a	n/a	-			Commander, Leader
Myrmidon Destructors	INF	15cm	3+	5+	4+	Conversion Beamers and	(15cm) 0-30cm 30-60cm	Small Arms, EA(+1) AP5+/AT5+ MW4+	
Myrmidon Secutors	INF	15cm	3+	3+	4+	Myrmidon Axe	(bc)	Assault Weapons, EA(+1), MW	
Tech Priest Auxilia	INF	15cm	5+	5+	5+	Graviton Gun	15cm	AT5+, D	Leader, Battlesmith, Cortex Controller
Tech Thralls	INF	15cm	6+	6+	6+	Las-locks	(15cm)	Small Arms	Automaton, Expendable, Fearless
Thallax	INF	25cm	4+	5+	5+	Multi-melta and	15cm (15cm)	MW5+ Small Arms, MW	Jump Packs
Ursarax	INF	25cm	4+	4+	5+	Lightnings Claws	(bc)	Assault Weapons, EA(+1), Sniper	Jump Packs
Knight Moirax	LV	30cm	5+	6+ (4+)	5+	0-2x Lightning Lock 0-1x Volkite Veuglaire 0-1x Siege Claw	30cm (15cm) 15cm (bc)	MW5+ Small Arms, MW AP3+ Assault Weapons, EA(+1), MW	Knight Shield (5+), Scout, Walker. Armed with 2 Lightning Locks OR a Volkite Veuglaire and Siege Claw. If equipped with a Siege Claw, the unit has a close combat value of 4+.
Vorax Battle-Automata	LV	20cm	4+	4+	4+	Rotor Cannons Vorax Power Blade Arrays	15cm (bc)	AP5+ Assault Weapons, EA(+1), Sniper	Automaton, Cybernetica Cortex, Fearless, Walker
Arlatax Battle-Automata	AV	25cm	3+	3+	5+	Plasma Cannon Power Blade Arrays	30cm (bc)	AP5+/AT5+ Assault Weapons, EA(+1), MW	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Jump Packs, Walker
Castellax Battle-Automata	AV	15cm	3+	4+	4+	Mauler Bolt Cannon Maxima Bolters	30cm (15cm)	AP5+/AT6+ Small Arms, EA(+1)	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Walker
Domitar Battle-Automata	AV	15cm	3+	4+	5+	Missile Launcher Graviton Hammers	45cm 15cm (bc)	AP5+/AT5+/AA5+ AT4+, D, IC Assault Weapons, EA(+1), MW	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Walker
Karacnos Assault Tank	AV	25cm	4+	5+	5+	Karacnos Mortar Battery Lightning Lock Sponsons Shock Ram	45cm (15cm) (bc)	BP2, IC Small Arms, MW Assault Weapons, EA(+1)	Reinforced Armour, Walker
Krios Battle Tank	AV	25cm	4+	6+	5+	Lightning Cannon	45cm	MW5+	Walker
Krios Irradiator	AV	25cm	4+	6+	3+	Irradiation Blaster	15cm (15cm)	2x AP3+, D, IC 2x D, IC	Walker
Krios Venator	AV	25cm	4+	6+	5+	Pulsar-fusil	30cm	AP5+/AT3+	Walker
Thanatar-Calix Siege-Automata	AV	15cm	4+	5+	4+	Sollex Heavy-las Mauler Bolt Cannon Graviton Ram	60cm 30cm (bc)	AT4+, L AP5+/AT6+ Assault Weapons, EA(+1), MW	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Reinforced Armour, Walker.
Thanatar-Cavas Siege-Automata	AV	15cm	4+	5+	4+	Plasma Mortar Mauler Bolt Cannon Shock Chargers	45cm 30cm (bc)	BP1, IC, Ind AP5+/AT6+ Assault Weapons, EA(+1), MW	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Reinforced Armour, Walker.
Triaros Armoured Conveyor	AV	25cm	4+	5+	5+	Mauler Bolt Cannon Shock Ram	30cm (bc)	AP5+/AT6+ Assault Weapons, EA(+1)	Reinforced Armour, Transport, Walker. May transport 4 infantry units that do not have Jump Packs or Mounted. Thallax, Ursarax, and Myrmidon units may be transported, but count as 2 units each. May not transport an Archmagos Prime on Abeyant.
Vultarax Stratos-Automata	AV	35cm	3+	5+	5+	Arc Blaster 2x Havoc Launcher	15cm 30cm	AT5+, D AP5+	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Skimmer
Acastus Knight-Asterius	WE	20cm	4+	6+	5+	x2 Heavy Conversion Beam Cannon and Karacnos Mortar Battery x2 Volkite Culverin	0-30cm 30-60cm 60-90cm 45cm 15cm	AP4+/AT4+, FwA MW4+, FwA MW3+, TK, FwA BP2, IC AP4+, FwA	DC3, Knight Shield (4+), Reinforced Armour, Walker. Critical Hit Effect: Destroyed.
Cerastus Knight-Atropos	WE	30cm	4+	4+	4+	Singularity Cannon Atropos Phasecutter	30cm (15cm) (bc)	MW4+, TK Small Arms, EA(+1), TK Assault Weapons, EA(+1), TK	DC2, Knight Shield (4+), Reinforced Armour, Walker. Critical Hit Effect: Destroyed.
Dire Wolf Class Titan	WE	30cm	5+	4+	4+	Volcano Cannon Ardex Mega Bolters	90cm 45cm	MW2+, TK(D3), FxF 4x AP3+/AT5+, FwA	DC3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is



Warlord Class Titan	WE	15cm	4+	2+	3+	2x Carapace Weapon Mount 2x Arm Weapon Mount	- -	FxF, WM FwA, WM	DC8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.
Warmaster Class Titan	WE	15cm	4+	4+	3+	2x Lascannon 2x Suzerain Plasma Destructor 0-1x Anvilus Defence Batteries 0-1x Defensor Bombard Turrets 2x Mauler Bolt Cannon Revelator Missile Launcher 2x Arm Weapon Mount	45cm 45cm 30cm 30cm 30cm 30cm -	AT5+, FwA 6x MW2+, Slw, (TK), FwA 2x AA4+, FwA 2x AP3+/AT5+, FwA AP5+/AT6+, FwA 4BP, IC, MW, FxF	DC10, Fearless, Reinforced Armour, Thick Rear Armour, 7 Void Shields, Walker. Armed with 1 Anvilus Defence Batteries OR 1 Defensor Bombard Turrets. Shooting attacks from the Suzerain Plasma Destructor only get Titan Killer on unmodified to-hit rolls of 5 or 6. This unit may step over other units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. This unit's Arm Weapon Mounts may not be equipped with any of the following weapons: Close Combat Weapon, Plasma Cannon, Quake Cannon, Volcano Cannon. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.
Warmaster Iconoclast Class Titan	WE	15cm	4+	3+	3+ (2+)	Cruciator Gatling Array 2x Lascannon 0-1x Anvilus Defence Batteries 0-1x Defensor Bombard Turrets 2x Mauler Bolt Cannon 0-1x Kirus Grav Imploder  Desolator Chainsword 0-1x Kirus Siege Drill 2x Arm Weapon Mount	45cm 45cm 30cm 30cm 30cm 15cm (15cm) (bc) (bc) (bc) -	6x AP3+/AT3+, FxF AT5+, FwA 2x AA4+, FwA 2x AP3+/AT5+, FwA AP5+/AT6+, FwA MW2+, D, TK(3), FwA Small Arms, D, TK(3), FwA Assault Weapons, EA(+1), TK(3) Assault Weapons, EA(+5), TK(D3) Assault Weapons, EA(+1), TK(D3+3)	DC10, Fearless, Reinforced Armour, Thick Rear Armour, 7 Void Shields, Walker. Armed with 1 Anvilus Defence Batteries OR 1 Defensor Bombard Turrets. In addition, this unit is armed with 1 Kirus Grav Imploder OR 1 Kirus Siege Drill. The Firefight value of this unit improves to 2+ if the Kirus Grav Imploder is equipped. This unit may only use one weapon profile in any given Close Combat assault. This unit may step over other units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. This unit's Arm Weapon Mounts may not be equipped with any of the following weapons: Close Combat Weapon, Plasma Cannon, Quake Cannon, Volcano Cannon. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.
Avenger Strike Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Avenger Bolt Cannon 2x Lascannon Heavy Stubber	30cm 30cm 15cm	2x AP3+/AT5+, FxF AT5+/AA5+, FxF AA6+, RrA	
Ark Mechanicus Battleship	SC	n/a	n/a	n/a	n/a	0-1x Orbital Bombardment 0-1x Pin-point Attacks	n/a n/a	5BP, MW 2x MW2+, TK(D3)	Armed with either Orbital Bombardment or Pin-point Attacks

**TITAN EQUIPMENT AND WEAPONS**

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Apocalypse Missile Launcher	CH	n/a	n/a	n/a	n/a	Apocalypse Missile Launcher	60cm	3BP, D	
Carapace Landing Pad	CH	n/a	n/a	n/a	n/a	-			All weapons with a BP firepower in the formation do not need a line of fire when shooting as part of a sustained fire, advance or double action.
Carapace Multilasers	CH	n/a	n/a	n/a	n/a	2x Multilaser	30cm	AP5+/AT6+/AA5+	
Close Combat Weapon	CH	n/a	n/a	n/a	n/a	Close Combat Weapon	(bc)	Assault Weapons, EA(+3), TK(D3)	
Gatling Blaster	CH	n/a	n/a	n/a	n/a	Gatling Blaster	60cm	6x AP4+/AT4+	
Inferno Gun	CH	n/a	n/a	n/a	n/a	Inferno Gun	30cm	3BP, IC	
Laser Blaster	CH	n/a	n/a	n/a	n/a	Laser Blaster	60cm	6x AP5+/AT3+	
Laser Burner	CH	n/a	n/a	n/a	n/a	Laser Burner	and (15cm) (bc)	Small Arms, EA(+2) Assault Weapons, EA(+4)	
Melta Cannon	CH	n/a	n/a	n/a	n/a	Melta Cannon	and 30cm (15cm)	MW2+, TK(D3) Small Arms, EA(+1), TK(D6)	
Plasma Blastgun	CH	n/a	n/a	n/a	n/a	Plasma Blastgun	45cm	2x MW2+, Slw	
Plasma Cannon	CH	n/a	n/a	n/a	n/a	Plasma Cannon	60cm	3x MW2+, Slw	
Plasma Destructor	CH	n/a	n/a	n/a	n/a	Plasma Destructor	75cm	5x MW2+, Slw	
Quake Cannon	CH	n/a	n/a	n/a	n/a	Quake Cannon	90cm	3BP, MW	
Sacred Icon	CH	n/a	n/a	n/a	n/a	-			Inspiring
Support Missile	CH	n/a	n/a	n/a	n/a	0-1x Barrage Missile 0-1x Deathstrike Missile 0-1x Vortex Missile 0-1x Warp Missile	Unlimited Unlimited Unlimited Unlimited	10BP, D, Ind, SS MW2+, Ind, SS, TK(D6) 3BP, IC, Ind, SS, TK MW2+, Ind, SS, TK(D3)	Can be armed with one of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. A Warp Missile ignores Imperial Void Shields and Power Fields.
Turbo-Laser Destructor	CH	n/a	n/a	n/a	n/a	Turbo-Laser Destructor	60cm	4x AP5+/AT3+	
Volcano Cannon	CH	n/a	n/a	n/a	n/a	Volcano Cannon	90cm	MW2+, TK(D3)	
Vulcan Mega-Bolter	CH	n/a	n/a	n/a	n/a	Vulcan Mega-Bolter	45cm	4x AP3+/AT5+	

## SPECIAL RULES

**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 then it may attempt to save normally. Automaton units killed in an assault count for the purposes of working out its result.

**Battlesmith:** During the Strategy Phase and after any and all friendly and opposing units arriving from reserves or "off the table" this turn arrive, a non-broken formation containing a unit with the Battlesmith special rule may remove a Blast marker from a friendly unit with the Light Vehicle, Armoured Vehicle, or War Engine unit type; this unit must be within 15cm of a unit with the Battlesmith special rule inside the original formation. The Battlesmith special rule counts as an ability in circumstances when the controlling player and an opposing player intend to use it in the same turn. A unit may not use the Battlesmith special rule on itself.

**Cortex Controller:** A unit with the Cortex Controller special rule allows any formation containing units with the Cybernetica Cortex rule to operate normally—for the purpose of selecting an action and activating—as long as that formation has a unit within 15cm of a unit with this special rule, regardless of whether the latter unit is embarked in a vehicle.

**Cybernetica Cortex:** If, at the start of its activation, a formation containing units with the Cybernetica Cortex special rule does not have at least one of its units within 15cm of a friendly unit with the Cortex Controller special rule, the formation cannot perform the March nor Overwatch actions and suffers a -1 modifier to their action test.

**Knight Shield (X+):** Units with a Knight Shield may make a saving throw on a roll of X+ when they are hit 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. Finally, none of these benefits apply to units in a crossfire or to hits from supporting fire.

**Weapon Mount:** *Weapon Mounts* are areas on a unit that may be fitted with Weapon Systems. When a Weapon Mount is mounted with a weapon (a "character" unit) it gains all the abilities and special rules of the weapon while retaining any of its own. A weapon mount may only be mounted with one weapon.