

Adeptus Mechanicus

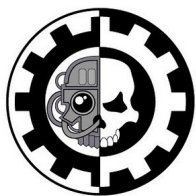
Forge World Stenberg

The Adeptus Mechanicus / Forge World Stenberg army list portrays the Mechanicum proper at war. The War Engines of the Adeptus Titanicus are not always available, and sometimes the Forge World itself comes under attack. Sometimes, the augmented humans of the Adeptus Mechanicus must do their fighting on their own.

The *Planetary Defence Force* list represents a Forge World under attack: Enemies have breached the Mechanicus Fleet lines and landed on a Forge World, where the home defence Skitarii are waiting in their myriad bastions and bunkers, ready to repulse the invaders and recapture their beachhead.

The *Explorator Mission* list represents the Mechanicus on their sacred Quest for Knowledge, encountering armed and hostile forces. It can be used to represent a planetstrike on a defended world (take no installations, embarking the army on sturdy Mechanicus Orbiters) or it can represent a small Explorator base coming under sudden attack (take a Landing field). In either case, the Mechanicus Fleet is present in force, lending powerful orbital support.

The *Reductor Regiment* list represents the Mechanicus on a full war footing, performing offensive operations against enemies in hardened positions.



Adeptus Mechanicus Special Rules

Critical Infrastructure: A unit with this rule is deployed after objectives are placed, before garrisons are deployed. The unit replaces one of the objectives on the players own half of the table, and any other units in its formation along with it, using the garrison deployment rules.

If the unit is destroyed, replace it with the objective counter again (or a suitable rubble counter, which then counts as an objective). An army may not have more *Critical Infrastructure* units than it has objectives (normally 3), and an army may not have duplicate *Critical Infrastructure* units.

God Machines: The Adeptus Mechanicus worships their great Engines as incarnations of the Machine God, and the loss of one of these venerable machines will shake the morale of the entire army. When a war engine with this rule is destroyed, all formations with a line of sight to it receives a Blast marker.

Robot: The Robots of the Divisio Cybernetica can be weaponized in times of need, and becomes fearsome, implacable war machines. They do, however, need constant supervision, since their programming rarely covers all the exigencies of the battlefield.

Formations that contain *Robots* suffer a -1 modifier to their activation roll, unless the formation contains a Tech-Priest. Formations that contain only *Robots* do not get a blast marker if they fail their activation roll. All *Robots* are *Fearless*.

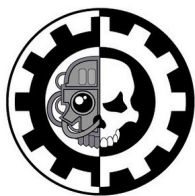
Tunneller: A unit with *Tunneller* deploys loaded on a dedicated carrier unit. When activating a formation with loaded Tunnellers, it can take the special action **Dig**: The carrier does not move or fire. Remove all tunneller units from the carriers, and secretly write down an emergence coordinate anywhere on the table within 180cm of the carrier. Also write down the turn of emergence: If the point is within 60cm of the carrier, it emerges the following turn, if within 120cm it emerges 2 turns later, otherwise it emerges 3 turns later.

The carriers function as a separate formation after the tunnellers are removed.

On the turn where it emerges, before the strategy roll, place the tunneller at its emergence point, scattering as per Planetfall rules. Any units transported by the tunneller must disembark immediately. Both the tunneller and the disembarked units may activate normally that turn.

The tunneller unit(s) function as a separate formation after emergence.

If a carrier unit is destroyed, any carried tunnellers are also destroyed with no save. Units embarked on the tunneller gets saves as normal.



Adeptus Mechanicus units

Adeptus Mechanicus Characters

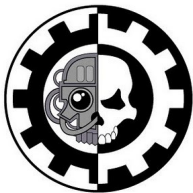
UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Tech Lord	CH	n/a	n/a	n/a	n/a	Augmentations	(base)	EA +1, MW
Notes: <i>Supreme Commander, fearless, Inv. Save</i>								

Adeptus Mechanicus Infantry

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Hypaspists	I	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+
Notes: <i>None</i>								
Skitarii Tech-Priest	I	15cm	4+	4+	4+	Heavy Bolter Augmentations	30cm (base)	AP5+ EA+1, MW
Notes: <i>Leader, Commander, Inv. Save</i>								
Praetorian Combat Servitors	I	15cm	3+	4+	5+	Autocannon Augmentations	45cm (base)	AP5+/AT6+ EA+1, MW
Notes: <i>Fearless, Inv. Save</i>								
Mole Mortar	I	10cm	-	-	6+	Mole Mortar	30cm	AP5+ <i>Indirect, Disrupt, Ignore cover</i>
Notes: <i>None</i>								
Rapier	I	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+
Notes: <i>None</i>								
Interceptor Gun	I	10cm	-	-	6+	Interceptor Gun	45cm 30cm	AP5+/AT6+ AA5+
Notes: <i>None</i>								
Thunderfire Cannon	I	10cm	-	-	6+	Thunderfire Cannon	60cm	2x AP4+/AT6+, <i>Disrupt OR Ignore Cover</i>
Notes: <i>None</i>								
Myrmidons	I	15cm	4+	4+	4+	Flamers Augmentations Plasma Guns	(base) (15cm) 30cm	EA+1, <i>Ignore Cover</i> EA+1, MW MW6+
Notes: <i>None</i>								

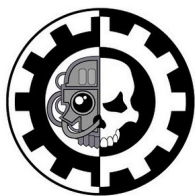
Adeptus Mechanicus Light Vehicles

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Scout Robot	LV	20cm	6+	6+	5+	Multi-Laser	30cm	AP5+/AT6+
Notes: <i>Robot, Walker, Scout</i>								



Adeptus Mechanicus Armoured Vehicles

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Leman Russ Executioner	AV	20cm	4+	6+	4+	Plasma Destroyer Lascannon 2x Plasma Cannon	60cm 45cm 30cm	MW4+ AT5+ AP4+/AT4+, <i>Slow Firing</i>
						Notes: Reinforced Armour		
Mechanicus Chimedon	AV	30cm	5+	6+	5+	Conqueror Cannon Heavy Bolter	45cm 30cm	AP5+/AT5+ AP5+
						Notes: Transport: May carry one infantry unit, except Praetorians		
Mechanicus Rhino	AV	30cm	5+	6+	5+	Heavy Bolter	30cm	AP5+
						Notes: Transport: May carry two infantry units. Praetorians counts as 2.		
Forge Knight	AV	20cm	4+	4+	5+	Arc Lance Manipulators	30cm (base)	AT4+ EA +1, MW
						Notes: Reinforced Armour, Walker, Invulnerable save, Infiltrator		
Termite Carrier	AV	30cm	6+	6+	6+	Heavy Bolter	30cm	AP5+
						Notes: May carry a Termite Tunneller		
Termite Tunneller	AV	Immobile	6+	6+	6+	Heavy Bolter	30cm	AP5
						Notes: Fearless, Tunneller, Transport: May carry two infantry units. Praetorians counts as 2.		
Battle Robot	AV	15cm	3+	4+	4+	Multi-Melta Power Fist	15cm (15cm) (base)	MW5+ MW EA +1, MW
						Notes: Robot, Walker		
Siege Robot	AV	15cm	3+	4+	4+	Conversion Beam Twin Lascannon	0-30cm 30-45cm 45cm	AP6+/AT6+ MW5+ AT4+
						Notes: Robot, Walker		
Land Raider Achilles	AV	25cm	4+	6+	4+	Thunderfire Cannon 2x Twin Multimelta	60cm 15cm	2x AP4+/AT6+, <i>Disrupt</i> OR <i>Ignore Cover</i> MW4+
						Notes: Reinforced Armour, Thick rear armour, Transport (may carry 1 Infantry Unit), Immune to Lance and Macro-Weapon (but not Titan-Killer) effects.		

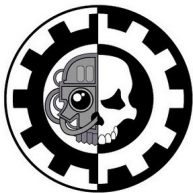


Adeptus Mechanicus War Engines

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Macharius Heavy Tank	WE	15cm	4+	6+	4+	2x Battlecannons 2x Heavy Bolter Twin Heavy Stubber	75cm 30cm 30cm	AP4+/AT4+ AP5+ AP5+
	Notes: DC2, Reinforced Armour, Critical: Destroyed							
Macharius Command Tank	WE	15cm	4+	6+	4+	2x Vanquisher Cannon OR Vulcan Megabolter 2x Heavy Bolter Twin Heavy Stubber	75cm 45cm 30cm 30cm	AP4+/AT2+ 4x AP3+/AP5+ AP5+ AP5+
	Notes: DC2, Reinforced Armour, Critical: Destroyed							
Macharius Omega	WE	15cm	5+	6+	5+	Plasma Blastgun 2x Heavy Bolter	60cm 30cm	2x MW+, Slow Firing AP5+
	Notes: DC2, Reinforced Armour, Critical: Destroyed							
Hellebore Carrier	WE	20cm	5+	6+	6+	2x Heavy Bolter	30cm	AP5+
	Notes: DC2, Critical: Destroyed, May carry a Hellebore Tunneller							
Hellebore Tunneller	WE	Immobile	4+	6+	5+	2x Battlecannons	75cm	AP4+/AT4+
	Notes: DC3, Reinforced Armour, Thick Rear Armour, Fearless. Transport: may transport 16 Infantry and Vehicles with the Walker rule (Praetorians and LVs counts as 2, AVs count as 3), Tunneller							
Ordinatus Minoris	WE	15cm	5+	6+	5+	2x Heavy Bolter	30cm	AP5+/AA6+
	Notes: DC2, 2 Void shields, Reinforced Armour, Critical: Destroyed -and- all units within 15cm suffers a hit on 5+							
Ordinatus Majoris	WE	10cm	5+	6+	4+	2x Heavy Bolter 2x Lascannon	30cm 45cm	AP5+/AA6+ AT5+
	Notes: DC4, 4 Void shields, Reinforced Armour, Inspiring, God Machine, Critical: Destroyed -and- All units within 15cm suffers a hit on 4+							
Mechanicus Orbiter	WE	B	5+	6+	4+	4x Heavy Bolter	30cm	AP5+/AA6+
	Notes: DC4, Planetfall. Transport: may transport 20 Infantry, Light Vehicle or Armoured Vehicles (Praetorians and LVs counts as 2, AVs count as 3) Critical: Engines destroyed. A chain reaction destroys the craft and its cargo.							
Mechanicus Titan Landing Craft	WE	-	4+	6+	4+	2x Defence Laser 3x Icarus Lascannon 6x Heavy Bolter	90cm 60cm 30cm	MW2+, AA4+, TK(D3) AT4+/AA5+ AP5+
	Notes: DC10, 6 Void shields, Reinforced Armour, Thick rear Armour, God Machine, Planetfall. May not take off once landed. Transport: 4 general bays. Each bay may transport 1 Battle Titan or 2 Scout Titans or 20 other units (Praetorians and LVs count as 2, AV and WE counts as 3 per DC). Formations carried remains inside the craft after it has landed, and only leave it when they activate. Their disembarkation action must include at least one move, which is measured from the bay door on the landing craft. Critical: Engines Damaged. A second Engines Damaged result will cause a chain reaction, destroying the craft and its cargo.							

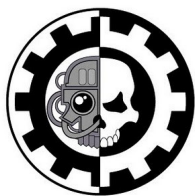
Adeptus Mechanicus Spacecraft

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Adeptus Mechanicus Gothic class Cruiser	SC	-	-	-	-	2x Pin-point Attack	-	MW2+, TK(D3)
	Notes: Transport: May carry up to 2 Mechanicus Orbiters and any units carried in those.							
Ark Mechanicus	SC	-	-	-	-	2x Pin-point Attack Orbital Bombardment	-	MW2+, TK(D3) 6BP, MW
	Notes: Slow and Steady. Transport: May carry one Titan Landing Craft and up to 6 Mechanicus Orbiters and any units carried in those.							



Adeptus Mechanicus Installations

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Orbital Defence Laser Bastion	WE	Immobile	4+	6+	5+	Defence Laser	90cm	MW2+/AA4+, TK(D3)
Notes: Critical Infrastructure. DC3, Reinforced Armour, Thick rear armour, Fearless, Critical: Suffers an extra hit The Defence Laser may fire at an enemy spacecraft that is scheduled to arrive this turn and has not yet activated. On a 4+, the spacecraft is delayed one turn (treat as if it failed its activation)								
Shield Generator	WE	Immobile	4+	-	6+	-		
Notes: Critical Infrastructure. DC3, Reinforced Armour, Thick rear armour, Fearless, Critical: Suffers an extra hit No formations may Planetfall or Teleport (unless using a Tunneller rule) within 60cm of an unbroken Shield Generator No aircraft may end their movement or attack a target within 60cm of an unbroken Shield Generator. No units within 60cm of an unbroken Shield Generator may be targeted by Indirect Fire.								
Vox Array	WE	Immobile	4+	-	6+	-		
Notes: Critical Infrastructure. DC3, Fearless, Thick rear armour,. Critical: Suffers an extra hit While the Vox Array is unbroken, the army gets a +1 bonus to its Strategy roll (1.4.1)								
Control Tower	WE	Immobile	4+	-	6+	-		
Notes: Critical Infrastructure, DC3, Fearless, Thick rear armour,. Critical: Suffers an extra hit While the Control Tower is unbroken, friendly Aricraft and Spacecraft formations receives a +1 bonus to their activation roll.								
Underground Facility Entrance	WE	Immobile	4+	6+	6+			
Notes: Critical Infrastructure, DC3, Fearless, Thick rear armour, Critical: Suffers an extra hit Formations in reserve may enter starting their move from the underground facility entrance. Up to two formations may be declared in reserve for each underground facility entrance in play. The underground facility entrance may not be used by units with a DC greater than 1.								
Plasma Reactor	WE	Immobile	4+	-	-			
Notes: Critical Infrastructure, DC3, Fearless, Thick rear armour. Critical: Reactor breached. Roll a D6 in the end phase for each breach. On a 1, the reactor overheats and is destroyed. On a 2-3, the reactor takes an additional point of damage. On a 4-6, the breach is sealed. If the Reactor is destroyed, every unit within 15cm suffers a hit on 4+ While the plasma reactor is unbroken, all friendly Immobile units gain a +1 to hit modifier.								
Lightening Field Pylon	AV	Immobile	4+	5+	5+	Lightening Field	(base) or (15cm)	First Strike
Notes: Fearless, Thick rear armour, Scout. Any unit moving between two enemy Lightening Field Pylons within 20cm of each other immediately suffer a hit on a roll of 4+								
Air Defence Bastion	AV	Immobile	4+	6+	5+	Icarus Lascannon 2x Heavy Bolter	60cm 30cm	AP6+/AT5+/AA4+ AP5+
Notes: Reinforced Armour, Thick rear armour, Fearless.								
Bunker	Fortification. Capacity 3 infantry units (Praetorians count double) 3+ Cover save to Infantry. Dangerous terrain for AV. Impassable for WE.							



Forge World Stenberg Planetary Defence Force Army List

Version DRAFT 0.1

The army has a strategy rating of 3. Titan Formations have an initiative rating of 1+, all other formations have an initiative rating of 2+.

Adeptus Mechanicus Core Formations

FORMATION	CORE UNITS	COST
Skitarii Demi-Century	Nine Hypaspists and one Tech-Priest	275 points
Ordinatus Minoris Company	Three Ordinati Minorii (<i>Select their weapons from the War Gryphons army list</i>)	400 points
Ordinatus Majoris	One Ordinatus Majoris (<i>Select its weapons from the War Gryphons army list, or from the following list</i>)	400 points
	Mars (Sonic Disruptor)	+100 points
	Golgatha (Hellfire Missiles)	+150 points
	Armageddon (Nova Cannon)	+150 points

Adeptus Mechanicus Upgrades

(Up to three different upgrades may be added to each Core Formation.)

UPGRADE	UNITS	COST
0-1 Tech-Lord	On e Tech-Lord character upgrade (may only be added to a Tech-priest unit)	100 pts
Transportation	Take enough Chimedons to carry the entire formation <i>or</i> Take enough Ordinati Minorii (with Troops Module) to carry the entire formation	+25 points each +150 points each
Support Praetorians	Two Praetorian Combat Support Servitor units	100 points
Heavy Weapons Support	Five Rapier Laser Destroyer units or Five Mole Mortar units	150 points
Infantry Support	Five Hypaspists units	100 points
Ordinatus Minoris	One Ordinatus Minoris (<i>Select its weapon from the War Gryphons army list</i>)	175 points

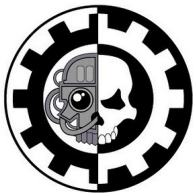
Adeptus Mechanicus Support Formations

(An Adeptus Mechanicus PDF Army may contain three support formation for each Core Formation)

FORMATION	UNITS	COST
Forge Knight Squadron	Six Forge Knights <i>or</i> Three Forge Knights	375 points 200 points
Praetorians Platoon	Four Praetorian Combat Servitor units, one Tech-Priest unit and one hypaspist unit Optionally, add two Ordinati Minorii with Troops Module	250 points +300 points
Light Artillery Battery	Six Rapier Laser Destroyer units or Six Mole Mortar units	150 points
Heavy Tank Cataphract	Two Macharius Heavy Tanks and one Macharius Command Tank	350 points
Tank Cataphract	Six Mechanicus Leman Russ Executioners	500 points
Cybernetica Maniple	Four Battle or Siege Robots in any combination, and one Tech-Priest May add 2 Battle or Siege Robots	250 points +75 points
Scout Maniple	Four Scout Robots	100 points
0-1 Orbital Support	Adeptus Mechanicus Gothic class Cruiser <i>or</i> Ark Mechanicus	150 points 150 points

Addition to the War Gryphons Titan Weapons list.

- The Troops Module replace the normal weapon an Ordinatus would be equipped with, and has the following statistics: Transport (5 units, Praetorians counts as two units), +5cm Speed.



Adeptus Mechanicus Installations

(Up to 1/3 of the list may be selected from the installations below)

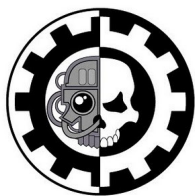
FORMATION	UNITS	COST
0-1 Orbital Defence Laser	One Orbital Defence Laser Bastion 0-3 Air Defence bastions 0-5 Interceptor Guns Optionally, add 5 bunkers	200 points +50 points each +10 points each +50 points
0-1 Shield Generator	One Shield Generator 0-3 Air Defence bastions 0-5 Interceptor Guns Optionally, add 5 bunkers	200 points +50 points each +10 points each +50 points
0-1 Vox Array	One Vox Array 0-3 Air Defence bastions 0-5 Interceptor Guns Optionally, add 5 bunkers	100 points +50 points each +10 points each +50 points
0-1 Spaceport	One Control Tower 1-3 Landing Pads (20+cm diameter area that counts as road) 1-6 Air Defence bastions 0-8 Interceptor Guns Optionally, add 5 bunkers	50 points Free +50 points each +10 points each +50 points
0-1 Underground Facility	One Underground Facility Entrance 0-3 Air Defence bastions 0-5 Interceptor Guns Optionally, add 5 bunkers	50 points +50 points each +10 points each +50 points
0-1 Power Plant	One Plasma Reactor 0-3 Air Defence bastions 0-5 Interceptor Guns Optionally, add 5 bunkers	100 points +50 points each +10 points each +50 points
Lightening Field Line	2-10 Lightening Field Pylons	25 points each
Air Defence Site	1-3 Air Defence Bastions 0-5 Interceptor Guns Optionally, add 5 bunkers	75 points each +10 points each +50 points

Adeptus Mechanicus Allies

(Up to 1/3 of the list may be selected from the formations below)

FORMATION	UNITS	COST
Warlord Titan	One Warlord Titan (See War Gryphons list)	
Reaver Titan	One Reaver Titan (See War Gryphons list)	
Scout Titans	One or Two Warhound Titans (See War Gryphons list)	
Thunderbolt fighters	Two Thunderbolt fighters	150 points
Marauder bombers	Two Marauder bombers	250 points

Titans may be constructed as per the War Gryphons rules, except that the Legate upgrade may not be selected.



Forge World Stenberg Explorator Expedition Army List

Version DRAFT 0.1

The army has a strategy rating of 3. All formations have an initiative rating of 2+.

Adeptus Mechanicus Core Formations

FORMATION	CORE UNITS	COST
Skitarii Demi-Century	Nine Hypaspists and one Tech-Priest	275 points
Ordinatus Minoris Company	Three Ordinati Minorii (<i>Select their weapons from the War Gryphons army list</i>)	400 points
0-1 Spaceport	One Control Tower 1-3 Landing Pads (<i>20+cm diameter area that counts as road</i>) 1-6 Air Defence bastions 0-8 Interceptor Guns Optionally, add 5 bunkers	50 points Free +50 points each +10 points each +50 points

Adeptus Mechanicus Upgrades

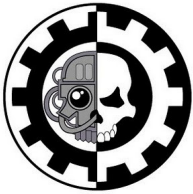
(Up to three different upgrades may be added to each Core Formation.)

UPGRADE	UNITS	COST
0-1 Tech-Lord	One Tech-Lord character upgrade (may only be added to a Tech-priest unit)	100 pts
Transportation	Take enough Rhinos to carry the entire formation	+10 points each
Support Praetorians	Two Praetorian Combat Support Servitor units	100 points
Heavy Weapons Support	Five Rapier Laser Destroyer units or Five Mole Mortar units	150 points
Infantry Support	Five Hypaspists units	100 points
Ordinatus Minoris	One Ordinatus Minoris (<i>Select its weapon from the War Gryphons army list</i>)	175 points

Adeptus Mechanicus Support Formations

(An Adeptus Mechanicus PDF Army may contain three support formation for each Core Formation)

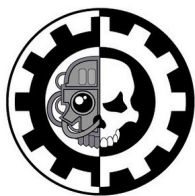
FORMATION	UNITS	COST
Forge Knight Squadron	Six Forge Knights <i>or</i> Three Forge Knights	375 points 200 points
Praetorians Platoon	Four Praetorian Combat Servitor units, one Tech-Priest unit and one hypaspist unit Optionally, add five Rhinos	250 points +50 points
Light Artillery Battery	Six Rapier Laser Destroyer units or Six Mole Mortar units	150 points
Scout Maniple	Four Scout Robots	100 points
0-1 Fleet Support	Adeptus Mechanicus Gothic class Cruiser <i>or</i> Ark Mechanicus Optionally, add Adeptus Mechanicus Gothic class Cruiser <i>This allows an Explorator Army to select two spacecraft. If both players have spacecraft, take turns plotting one spacecraft arrival at a time.</i>	150 points 150 points +100 points



Adeptus Mechanicus Allies

(Up to 1/3 of the list may be selected from the formations below)

FORMATION	UNITS	COST
Thunderbolt fighters	Two Thunderbolt fighters	125 points
Marauder bombers	Two Marauder bombers	225 points
Mechanicus Orbiter	One Mechanicus Orbiter	300 points



Forge World Stenberg Reductor Regiment Army List

Version DRAFT 0.1

The army has a strategy rating of 3. Titan Formations have an initiative rating of 1+, all other formations have an initiative rating of 2+.

Adeptus Mechanicus Core Formations

FORMATION	CORE UNITS	COST
Skitarii Demi-Century	9 Hypaspists and one Tech-Priest	275 points
Ordinatus Minoris Company	Three Ordinati Minorii (<i>Select their weapons from the War Gryphons army list</i>)	400 points
Ordinatus Majoris	One Ordinatus Majoris (<i>Select its weapons from the War Gryphons army list, or from the following list</i>)	400 points
	Mars (Sonic Disruptor)	+100 points
	Golgatha (Hellfire Missiles)	+150 points
	Armageddon (Nova Cannon)	+150 points

Adeptus Mechanicus Upgrades

(Up to three different upgrades may be added to each Core Formation.)

UPGRADE	UNITS	COST
0-1 Tech-Lord	On e Tech-Lord character upgrade (may only be added to a Tech-priest unit)	100 pts
Support Praetorians	Two Praetorian Combat Support Servitor units	100 points
Transportation	Take enough Termite Tunnellers, with carriers, to carry the entire formation	+20 points each
Ordinatus Minoris	One Ordinatus Minoris (<i>Select its weapon from the War Gryphons army list</i>)	175 points

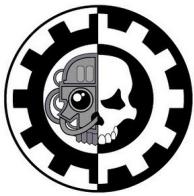
Adeptus Mechanicus Support Formations

(An Adeptus Mechanicus PDF Army may contain three support formation for each Core Formation)

FORMATION	UNITS	COST
Myrmidon Demi-Century	Ten Myrmidons	500 points
Heavy Tank Cataphract	Two Macharius Heavy Tanks and one Macharius Command Tank	350 points
Siege Tank Cataphract	Three Macharius Omega Tanks	350 points
Achilles Cataphract	Four Land Raider Achilles May add 4 Myrmidons	400 points +100 points
Hellebore Tunneller	One Hellebore Tunneller, with carrier	100 points
Artillery Maniple	4 Thunderfire Cannon May add 0-5 Interceptor Guns	150 points +10 points each
Air Defense Maniple	4 Interceptor Guns	50 points
Cybernetica Maniple	Four Battle or Siege Robots in any combination, and one Tech-Priest May add 2 Battle or Siege Robots	250 points +75 points
Scout Maniple	Four Scout Robots	100 points
0-1 Orbital Support	Adeptus Mechanicus Gothic class Cruiser or Ark Mechanicus	150 points 150 points

Addition to the War Gryphons Titan Weapons list.

- The Troops Module replace the normal weapon an Ordinatus would be equipped with, and has the following statistics: Transport (5 units, Praetorians counts as two units), +5cm Speed.

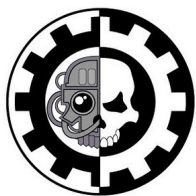


Adeptus Mechanicus Allies

(Up to 1/3 of the list may be selected from the formations below)

FORMATION	UNITS	COST
Warlord Titan	One Warlord Titan (See War Gryphons list)	
Reaver Titan	One Reaver Titan (See War Gryphons list)	
Scout Titans	One or Two Warhound Titans (See War Gryphons list)	
Thunderbolt fighters	Two Thunderbolt fighters	150 points
Marauder bombers	Two Marauder bombers	250 points

Titans may be constructed as per the War Gryphons rules, except that the Legate upgrade may not be selected.



Change Log

0.1

1. Branch from version 2.01
2. No Hydras
3. Added installations
4. Allow praetorians and heavy weapons to be upgrades
5. Small speed boost to minori, reconfigured their transport capability
6. Added the Explorator variant list, including a heavy lander but removing most of the heavy units and static installations. Added the Titan lander for use in custom scenarios.
7. Reclassified the Sentinel as a Scout Cybot, and added other robots
8. Added the Reductor variant list