

Adeptus Mechanicus Army List

**ADEPTUS MECHANICUS FORGE WORLD PROXIMA ARMY REFERENCE 1**

Unit	Type	Speed	Armor	CC	FF	Weapon	Range	Firepower	Notes
Adeptus Mechanicus Slitarii Legate	CH	n/a	n/a	n/a	n/a	Augmentations	(base contact)	(Assault weapon),MW,EA(+1)	Fearless,Invulnerable Save,Supreme Commander
Legate	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Supreme Commander
Veteran Princeps	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Commander,Leader
Centurion	CH	n/a	n/a	n/a	n/a	Augmentations	(base contact)	(Assault weapon),EA(+1),MW	Leader,Invulnerable Save
Tech Priest Magos	CH	n/a	n/a	n/a	n/a	Agumentations	(base contact)	(Assault weapon),EA(+1),MW	Leader,Ispring,Invulnerable Save
Hypaspist	INF	15cm	5	5	5	Heavy Bolter	30cm	AP5+	
Sakitarii	INF	15cm	5	5	4	2 x Plasma Cannon	30cm	AP5+/ AT5+	
Mole Mortar	INF	10cm	n/a	n/a	6	Mole Mortar	30cm	AP5+,Indirect Fire,Disrupt,Ignore Cover	
Pretorian Guard	INF	15cm	4	3	4	2 x Heavy Bolter	30cm	AP5+	Fearless,Invulnerable Save
						Augmentations	(base contact)	(Assault weapon),MW,EA(+1)	(Counts as Two Infatry Units for Transport)
Combat Serviator	INF	15cm	3	5	4	2 x Autocannon AND	45cm 30cm	AP5+/AT6+ AA6+	Fearless,Invulnerable Save
Rapier	INF	10cm	n/a	n/a	5	Rapier Laser Destroyer	45cm	AT4+/AP6+	(Counts as Two Infatry Units for Transport)
Crusader Robot	LV	20cm	5	4	5	Lascannon	45cm	AT5+	Fearless,Expendable,Walker,Scout
						Power Weapons	(base contact)	(Assault weapon),EA(+1),MW	
Conqueror Robot	AV	15cm	4	5	4	Lascannon	45cm	AT5+	Fearless,Invulnerable Save,Expendable,Walker
						2 x Autocannon	45cm	AP5+/AT6+	
Coloosus Robot	AV	15cm	4	4	4	Multi Melter AND	15cm (15cm)	MW5+ MW	Fearless,Invulnerable Save,Expendable
						Heavy Flammer AND	15cm (15cm)	AP4+,Ignore Cover (small arms),Ignore cover	Reinforced armor
						Power Weapon	(base contact)	(Assault weapon),EA(+1),MW	
Ordinatus Minoris	WE	10cm	5	6	5	2 x Mars Heavy Bolter 1 x Battle Titan Weapon 1 x Scout Titan Weapon	30cm varies varies	AP5+/AA6+ varies FxF varies FxF	DC2, 2 Void Shields, Reinforced Armor Critical Hit Effect: Destroyed. All units within 15cm suffer a hit on a 5+. Laser Burner and Close Combat Weapon option increases CC to 3+. If a Corvus Assault Pod is selected, increases the Ordinatus' speed to 30cm.
Ordinatus Majoris	WE	10cm	5	6	4	2 x Mars Heavy Bolter 2 x Lascannon 1 x Majoris Weapon OR 2 x Battle Titan Weapon	30cm 45cm varies varies	AP5+/AA6+ AT5+ varies FxF varies FxF	DC4, 4 Void Shields, Reinforced Armour, Inspiring Critical Hit Effect: Destroyed. All units within 15cm suffer a hit on a 4+. Friendly formations with line of sight to the explosion receive 1 Blast marker.Laser Burners and Close Combat Weapons option increases CC to 3+. If a pair of Corvus Assault Pods are selected, increase the Ordinatus' speed to 25cm.
Reaver Titan	WE	20cm	4	3	3	3 x Scout or Battle Titan Weapon	varies	varies	DC 6, 4 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: Roll a D6 in the end phase of every turn. 1- Reactor explodes - Destroyed. 2-3: an extra point DC. 4-6: Reactor repaired. If destroyed any units within 5cms will be hit on a roll of 5+
Warhound Titan	WE	30cm	5	4	4	2 x Scout Titan Weapon	varies	varies	DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).
Warlord Titan	WE	15cm	4	2	3	4 x Scout or Battle Titan Weapon	varies	varies	DC8, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: Immediately moves 306cm in a random direction. If this move takes the Banelord into impassable terrain or another unit it stops when it contacts the obstruction and suffers an extra point of damage. Any units run over or into take a hit on a D6 roll of 4+.
Knight Paladin	WE	20cm	4	4	4	Knight Cannon Heavy Bolter Heavy Chain Sword	45cm 30cm (base contact)	AP4+/AT4+ AP5+ (Assault weapon),MW,EA(+1)	DC1, Walker, Reinforced Armour, Knight Shield, Shock Lance

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**ADEPTUS MECHANICUS FORGE WORLD PROXIMA ARMY REFERENCE 2**

Unit	Type	Speed	Armor	CC	FF	Weapon	Range	Firepower	Notes
Imperator Titan	WE	15cm	4	4	5	Plasma Anihilator	90cm	4 x MW 2+	<i>DC 12, 8 Void Shields, Fearless, Reinforced Armour, Walker, Inspiring, Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall. Critical Hit Effect: Reactor damaged. Roll a D6 in the end phase of every turn: 1: Reactor explodes - Destroyed. 2-3: Suffers extra point of damage. 4-6: Reactor repaired. Causes no further trouble. If the reactor explodes, any units within 3cms of the Imperator will be hit on a roll of 4+.</i>
						Hell Storm Cannon	60cm	10BP,Fwd	
						Defence Laser	90cm	MW2+/AA4+	
						4 x Battle Cannon	75cm	AP4+/AT4+	
						Quake Cannon	90cm	3BP,MW,FxF	
						Tertiary armament	(15cm)	EA(+2)	
						2 x Leg Bastions	n/a	Counts a Corvus Assault Pod	
Warmonger Titan	WE	15cm	4	4	5	8 x Doomstrike Missiles	Unlimited	Support Missile Warhead	<i>DC 12, 8 Void Shields, Fearless, Reinforced Armour, Walker, Inspiring, Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall. Critical Hit Effect: Reactor damaged. Roll a D6 in the end phase of every turn: 1: Reactor explodes - Destroyed. 2-3: Suffers extra point of damage. 4-6: Reactor repaired. Causes no further trouble. If the reactor explodes, any units within 3cms of the Warmonger will be hit on a roll of 4+.</i>
						Vengeance Cannon	90cm	May fire only one Missile per turn.	
						4 x Hydra Autocannon	45cm	2 x MW,TK(D3),Fwd	
						Fire Control Center	n/a	2 x AP4+/AT5+/AA5+	
								Re-roll one failed to hit roll of the weapon systems per turn.	
						Head Gun	45cm	AP4+/AT4+,FxF	
						Tertiary armament	(15cm)	EA(+2)	
Lightning Attack Fighter	AC	F	6	n/a	n/a	2 x Leg Bastions	n/a	Counts a Corvus Assault Pod	
						Lightning Autocannon	30cm	AP4+/AT6+AA5+.FxF	
Lightning Strike Fighter	AC	F	6	n/a	n/a	Wingtip Lascannons	30cm	AT6+/AA5+,FxF	
						2 x Underwing Rockets	30cm	AT4+;FxF	
Adeptus Mechanicus Gothic class Cruiser	SC	n/a	n/a	n/a	n/a	Wingtip Lascannons	30cm	AT6+/AA5+,FxF	
						2 x Pin point Attacks	n/a	MW2+,TK(D3)	
Ark Mechanicus	SC	n/a	n/a	n/a	n/a	2 x Pin Point Attacks	n/a	MW2+,TK(D3)	Slow and Steady
						Orbital Bombardment	n/a	5BP,MW	

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**ADEPTUS MECHANICUS FORGE WORLD PROXIMA ARMY REFERENCE 3**

Unit	Type	Speed	Armor	CC	FF	Weapon	Range	Firepower	Notes
Battle Titan Weapons						Apocalypse Missile Launcher	60cm	3BP	
						Carapace Landing Pad	n/a	Allows BP Weapons in the Formation to use the indirect Fire ability.	
						Corvus Assault Pad	n/a	Transport (May carry 10 Infantry Units)	
						Close Combat Weapon	(base contact)	EA(+3),TK(D3)	
						Gatling Blaster	60cm	4 x AP4+/AT4+	
						Laser Blaster	60cm	6 x AP5+/AT3+	
						Laser Burner	(15cm) OR (base contact)	(small arms),EA(+2) (Assault weapon),EA(+4)	
						Melta Cannon	30cm AND (15cm)	MW2+,TK(D3) (small arms),EA(+1),TK(D6)	
						Quake Cannon	90cm	3BP,MW	
						Plasma Cannon	60cm	3 x MW2+,Slow Firing	
						Plasma Destruktor	75cm	4 x MW2+,Slow Firing	
						Support Missile	Unlimited	Indirekt Fire,Warhead,One Shot	
						Warhead Type -Choose one Option			
						Vortex		3BP,MW,TK(1),Ignore Cover	
						Warp		MW2+,TK(D3),Ignore Shields/Powerfields	
						Deathstrike		MW2+,TK(D6)	
						Barrage		10BP,Disrupt	
						Volcano Cannon	90cm	MW2+,TK(D3)	
Unit	Type	Speed	Armor	CC	FF	Weapon	Range	Firepower	Notes
Scout Titan Weapons						Plasma Blastgun	45cm	2 x MW,Slow Firing	
						Inferno Gun	30cm	3BP,Ignore Cover	
						Vulcan-Megabolter	45cm	4 x AP3+/AT5+	
						Turbolaser Destruktor	60cm	4 x AP5+/AT3+	
Unit	Type	Speed	Armor	CC	FF	Weapon	Range	Firepower	Notes
Titan Upgrades						Carapace Multi-Laser	30cm	2 x AP5+/AT6+/AA5+	
						Sacred Icon	n/a	n/a	Inspiring
Unit	Type	Speed	Armor	CC	FF	Weapon	Range	Firepower	Notes
Ordinatus Weapons						Sonic Disruptor	100cm	10BP,Ignore Cover,Disrupt	
						Hellfire Missiles	Unlimited	6 x 2BP,MW,Single Shot,Indirekt Fire	
						Nova Cannon	100cm	4 x MW3+,TK(D3)	