

# ADEPTUS MECHANICUS FORGE WORLD PROXIMA ARMY LIST

## COMMON ADEPTUS MECHANICUS AND TITAN LEGIONS SPECIAL RULES

### SPECIAL RULE - God Machines

If any Battle or Scout class Titan is destroyed, then any friendly Titan formations within line of sight receive 1 Blast marker.

### SPECIAL RULE -Tech Priest Magos

An Adeptus Mechanicus army may include one Tech Priest Magos Character per 1000 points in the army. The Tech Priest Magos do not cost any points. Tech Priest Magos units may be added to the army at the start of the battle before either side sets up. A Tech Priest Magos may be attached to any formation. You may not include more than one Tech Priest Magos per formation. You may not add a Tech Priest Magos to an Imperial Navy or Titan Legion formation. If you have more Tech Priest Magos than formations any excess is lost.

### SPECIAL RULE – Titan Weapons

The God Machines of the Titan Legions bristle with a staggering array of weaponry to fight the wars of the forty-first millennium and upon the mighty frames of the Titans are mounted some of the largest ground-based weapons fielded in the Imperium. Armed according to the mission at hand, each Titan will usually be armed with two weapons on its arm mounts and the larger Battle Titans mount additional armaments upon their carapace armour. Each Titan formation of a Titan Legion must select at least 2 different weapon types. However, if the player wishes, a Titan formation may contain only 1 type of weapon for a +25 point surcharge.

### SPECIAL RULE - Might of the Omnissiah

It takes two Blast markers to suppress a Knight unit or kill a Knight unit in a broken formation (ignore any leftover Blast markers). Knight formations are only broken if they have two Blast markers per unit in the formation. Knight formations only count half their number of blast markers in assault resolution (rounding down - note that assault resolution will not receive +1 for having blast marker if the formation has 1 blast marker before rounding down). Halve the number of extra hits suffered by a Knight formation that loses an assault, rounding down in favour of the Knights. When a broken Knight formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number. Knight units with the Leader special ability remove 2 Blast markers instead of 1.

### SPECIAL RULE - Knight Shield

The Knight Shield gives a Knight a 4+ saving throw, which may only be used if the Knight is hit by a weapon with the Titan-Killer. A Knight may not use its shield against Close Combat attacks, or hits sustained in a Crossfire. Make a single saving throw per hit with a Titan Killer weapon, rather than one for each point of damage.

### SPECIAL RULE – Shock Lance

During an Assault in which an unbroken unit with the Shock Lance ability is attacking or defending (but not Supporting Fire), it gains an extra Fire Fight attack with First Strike that hits on a 5+ regardless of the unit's FF value.

## Adeptus Mechanicus Army List

### Forge World Proxima Titan Legion (Legio Invictus)

*Titan formations have an initiative rating of 1+. All other formations have an initiative rating of 2+. Titan Legion armies have a strategy rating of 3.*

#### Titan Legion Battle Formations

The army may contain any number of Battle Titan formations.

Formation	Core Units	Cost
Imperator Battle Titan	One Imperator Battle Titan ( <i>Either Imperator or Warmonger configuration</i> )	1250 Points
Warlord Battle Titan	One Warlord Battle Titan	725 Points
Reaver Battle Titan	One Reaver Battle Titan	575 Points

#### Titan Legion Scout Formations

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

Formation	Core Units	Cost
Warhound Scout Titan	One Warhound Scout Titan	275 Points
Warhound Titan Pack	Two Warhound Scout Titans	500 Points

#### Titan Legion Support Formations

One Support Formation may be selected for each Titan formation in the army.

Formation	Core Units	Cost
Skitarii Century	Ten Hypaspist plus One Centurion Character	100 Points
(0-1 Per Corvus Assault Pod )	(Replace four Hypasist for: Two Pretorian Guard or Two Combat Servitors or Two Sakitarii)	none
Lightning Attack Squadron	Two Lightning Attack Fighters	100 Points
Lightning Strike Squadron	Two Lightning Strike Fighters	200 Points
0-1 Orbital Support	One Gothic Class Cruiser or Arc Mechanicus	150 Points

#### Titan Upgrades

A Titan Formation may take one of each upgrade.

Upgrade	Units	Cost
0-1 Legate	Add a Legate to an Titan in the Formation	+50 Points
Veteran Princeps	Add a Veteran Princeps to one Titan in the formation	+25 Points
Carapace Multi-Lasers	Add Carapace Multi-Lasers to one Battle Titan in the formation	+50 Points
Sacred Icon	Add a Sacred Icon to one Battle Titan in the formation	+50 Points

A Titan must select the number of weapons indicated on its datasheet. Warhound, Reaver and Warlord Titans each must be upgraded with two, three and four Titan weapons r. A Titan may not be upgraded with more or less weapons than its class allows. Each Titan formation must select at least two different types of weapons. If the player wishes, a Titan formation may contain only one type of weapon, at the cost of paying a +25 point surcharge.

#### Battle Titan Weapons

Weapon	Cost
Laser Burner, Carapace Landing Pad, Corvus Assault Pod	Free
Plasma Cannon , Gatling Blaster, Apocalypse Rocket Launcher, Titan Close Combat Weapon	+25 Pionts
Melta Cannon, Laser Blaster (Tripple Trubo Laser ), Volcano cannon	+50 Points
Plasma Destruktor, Support Missiles (Select One Warhead ), Quake cannon	+75 Points

#### Scout Titan Weapons

Weapon	Cost
Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destruktor	+25 Points

## Adeptus Mechanicus Army List

### Forge World Proxima Skitarii Legion

Titan formations have an initiative rating of 1+, all other formations have an initiative rating of 2+. Adeptus Mechanicus Planetary Defence Force armies have a strategy rating of 2.

#### MECHANICUS CORE FORMATIONS

Formation	Core Units	Cost
Skitarii Century	Ten Hypaspist plus One Centurion Character	275 Points
0-1 Pretorian Guards Century	Five Pretorian Guard Units plus One Legate Character	375 Points

#### MECHANICUS ELITE FORMATIONS

(One may be taken for each Core Formation present in the army)

Formation	Core Units	Cost
Ordinatus Majoris Century	One Ordinatus Majoris (Must be equited with One Ordiantus or Two Battle Titan Weapons)	400 Points
Ordinatus Minoris Century	Three Ordinatus Minoris (Must be equited with One Battle or Scout Titan Weapon each)	400 Points

#### MECHANICUS CORE FORMATION UPGRADES

(Each core and elite formation may select up to three Upgrades)

Upgrades	Units	Cost
Replace up to four Hypaspist for	Two Pretorian Guard or Two Combat Serviators or Two Skitarii	none
Pretorian Guards	Two Pretorian Guard units	+100 Points
Combat Serviators	Two Combat Servitor units	+100 Points
Skitarii	Two Skitarii Units	+100 Points
Infantry Support	Five Hypaspist units	+100 Points
0-1 Skitarii Legate	One Skitarii Legate Character Upgrade (May only be added to a Centurion Unit )	+100 Points
Transport	One Ordinatus Minoris (Must be equited with a Corvus Assault Pod )	(+150 Points)
Ordinatus Minoris	One Ordinatus Minoris (Must be equited with a Battle or Scout Titan Weapon )	(+175 Points)

#### MECHANICUS SUPPORT FORMATIONS

(Two may be taken for each Core and Elite Formation present in the army)

Formations	Units	Cost
0-1 Orbital Support	One Gothic Class Cruiser or Arc Mechanicus	150 Points 150 Points
Ordinatus Minoris	One Ordinatus Minoris (Must be equited with One Battle or Scout Titan Weapon )	(+175 Points)
Support Weapon Ballisterai	Five Rapiet or Mole Mortar Units	100 Points
Transport	One Ordinatus Minoris (Must be equited with a Corvus Assault Pod )	(+150 Points )
Combat Serviator Century	Five Combat Serviators	250 Points
Transport	One Ordinatus Minoris (Must be equited with a Corvus Assault Pod )	(+150 Points )
Light Robot Manipel	Five Crusader Robots	200 Points
Transport	One Ordinatus Minoris (Must be equited with a Corvus Assault Pod )	(+150 Points )
Heavy Robot Manipel	Five Conqueror Robots	250 Points
Transport	One Ordinatus Minoris (Must be equited with a Corvus Assault Pod )	(+150 Points )
Assault Robot Manipel	Five Colossus Robots	300 Points
Transport	One Ordinatus Minoris (Must be equited with a Corvus Assault Pod )	(+150 Points )

#### Ordinatus and Titan Weapons

An Ordinatus or Titan must select the number of weapons indicated on its datasheet. Warhound, Reaver and Warlord Titans each must be upgraded with two, three and four Titan weapons respectively, while Ordinatus Minoris and Majoris must select one or two weapons as indicated. A war engine may not be upgraded with more or less weapons than its class allows. Each Titan formation must select at least two different types of weapons. If the player wishes, a Titan formation may contain only one type of weapon, at the cost of paying a +25 point surcharge.

##### Battle Titan Weapons

Weapons	Cost
Laser Burner, Carapace Landing Pad, Corvus Assault Pod	Free
Plasma Cannon, Gatling Blaster, Apocalyps Rocket Launcher, Titan Close Combat Weapon	+25
Melta Cannon, Laser Blaster (Triple-Turbolaser), Volcano Cannon	+50
Plasma Destructor, Support Missile (Select One warhead), Quake Cannon	+75

##### Scout Titan Weapons

Weapons	Cost
Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destructor	+25

##### Ordinatus Weapons

Weapons	Cost
Armageddon (Nova Cannon)	+150
Golgotha (Hellfire Missiles)	+150
Mars (Sonic Disruptor)	+100

#### Imperial Allies

(Up to one third of the army's points may be spent on Imperial Navy, and Titan Legion Battlegroups, including upgrades and weapons.)

##### Imperial Navy Formations

Formation	Cost
Lightning Attack Squadron	100 Points
Lightning Strike Squadron	200 Points

##### Imperial Knight Formations

Formation	Cost
Three Paladin Knights	225 Points
Six Paladin Knights	500 Points

##### Titan legion Formations

Formation	Cost
One Warlord Battle Titan	725 Points
One Reaver Battle Titan	575 Points
One Warhound Scout Titan	275 Points
Two Warhound Scout Titans	500 Points

#### Titan Upgrades

(A Titan Formation may take one of each upgrade.)

Upgrades	Units	Cost
Veteran Princeps	Add a Veteran Princeps to one Titan in the formation	+25 Points
Carapace Multi-Lasers	Add Carapace Multi-Lasers to one Battle Titan in the formation	+50 Points
Sacred Icon	Add a Sacred Icon to one Battle Titan in the formation	+50 Points