

TECH LORD				
Type	Speed	Armour	Close Combat	Firefight
Character	—	—	—	—
Weapon	Range		Firepower	Notes
2x Conversion Beamer	30cm 30cm - 45cm		MW5+ MW3+	
Augmentations	(Base Contact)		Assault Weapons	<i>Extra Attacks (+1), Macro Weapon</i>

Notes: Supreme Commander, Fearless, Invulnerable Save

SAGETARI				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	3+
Weapon	Range		Firepower	Notes
2x Plasma Cannons	30cm		AP4+ / AT4+	<i>Slow Firing</i>

Notes: None

IMPERIAL ROBOT - LUCIUS PATTERN				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	3+	6+	4+
Weapon	Range		Firepower	Notes
Robot Lascannon	45cm		AT5+ / AA5+	
2x Autocannon	45cm		AP5+ / AT6+	

Notes: Fearless, Walker.

Imperial Warhound Scout Titan

Icon

WARHOUND SCOUT TITAN - LUCIUS PATTERN - BATTLE CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower		Notes
0-1 Inferno Gun	30cm	3BP		<i>Ignores Cover</i>
0-1 Vulcan Megabolter	45cm	4x AP3+ / AT5+		
Plasma Blastgun	45cm	2x MW2+		<i>Slow-Firing</i>

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers, suffering an extra point of damage. Move the staggering Warhound 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 is destroyed. 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).

Notes: Fearless, Reinforced Armour, Walker, the Warhound Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 1.5cm tall.

A Battle Configuration Warhound Titan may be armed with either an Inferno Gun or a Vulcan Megabolter, not both.

WARHOUND SCOUT TITAN - LUCIUS PATTERN - TANKHUNTER CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower		Notes
Plasma Blastgun	45cm	2x MW2+		<i>Slow-Firing</i>
Turbolaser Destructor	60cm	4x AP5+ / AT3+		

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers, suffering an extra point of damage. Move the staggering Warhound 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 is destroyed. 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).

Notes: Fearless, Reinforced Armour, Walker, the Warhound Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 1.5cm tall.

Imperial Reaver Titan Icon ^T

REAPER TITAN - LUCIUS PATTERN - BATTLE CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Apocalypse Missile Launcher	60cm	3BP	<i>Fixed Forwards</i>
Gatling Blaster	60cm	4x AP4+ / AT4+	<i>Forwards Arc</i>
Volcano Cannon	90cm	MW2+	<i>Titan-Killer (D3), Forwards Arc</i>
Optional Weapon	Range	Firepower	Notes
Titan Close Combat Weapon	(Base Contact)	Assault Weapons	<i>Extra Attacks (+3), Titan-Killer (D3), Fwds Arc</i>
Melta Cannon	30cm <i>and</i> (15cm)	MW2+	<i>Titan-Killer (D3)</i>
Turbolaser Destructor	60cm	Small Arms	<i>Extra Attacks (+1), Titan-Killer (D6), Fwds Arc</i>
Laser Blaster	60cm	4x AP5+ / AT3+	<i>Fixed Forwards</i>
		6x AP5+ / AT3+	<i>Forwards Arc</i>

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

Notes: Fearless, Reinforced Armour, Walker, the Reaver Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall.

A Battle Configuration Reaver Titan may swap its Apocalypse Missile Launcher for a Turbolaser Destructor.
It may swap its Volcano Cannon for a Laser Blaster or a Melta Cannon.
It may swap its Gatling Blaster for a Titan Close Combat Weapon.

Imperial ^T Warlord Titan Icon

WARLORD TITAN - LUCIUS PATTERN - BATTLE CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
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War Engine	15cm	4+	2+	3+
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Weapon	Range	Firepower	Notes
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2x Apocalypse Missile Launcher	60cm	3BP	<i>Fixed Forwards</i>
Gatling Blaster	60cm	4x AP4+ / AT4+	<i>Forwards Arc</i>
Volcano Cannon	90cm	MW2+	<i>Titan-Killer (D3), Forwards Arc</i>

Optional Weapon	Range	Firepower	Notes
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Titan Close Combat Weapon	(Base Contact)	Assault Weapons	<i>Extra Attacks (+3), Titan-Killer (D3), Fwds Arc</i>
Melta Cannon	30cm <i>and</i> (15cm)	MW2+	<i>Titan-Killer (D3)</i>
Turbolaser Destructor	60cm	Small Arms 4x AP5+ / AT3+	<i>Extra Attacks (+1), Titan-Killer (D6), Fwds Arc</i> <i>Fixed Forwards</i>
Laser Blaster	60cm	6x AP5+ / AT3+	<i>Forwards Arc</i>
Quake Cannon	90cm	3BP	<i>Macro Weapon</i>
Plasma Destructor	90cm	4x MW2+	<i>Slow-Firing</i>

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a roll of 5+.

Notes: Fearless, Reinforced Armour, Walker, the Reaver Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall.

A Battle Configuration Warlord Titan may swap one or both Apocalypse Missile Launchers for Turbolaser Destructors. It may swap its Volcano Cannon for a Laser Blaster, Melta Cannon, Quake Cannon, or Plasma Destructor. It may swap its Gatling Blaster for a Titan Close Combat Weapon.

Imperial ^T Ordinator Minoris Icon

ORDINATUS MINORIS - NECROMUNDA

Type	Speed	Armour	Close Combat	Firefight
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War Engine	20cm	5+	3+	6+
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Weapon	Range	Firepower	Notes
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2x Mars Heavy Bolter	30cm	AP5+ / AA6+	
Titan Close Combat Weapon (Base Contact)		Assault Weapons	<i>Extra Attacks (+3), Titan Killer (D3)</i>

Critical Hit Effect: The Ordinator's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+.

Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour.

ORDINATUS MINORIS - KRIEG

Type	Speed	Armour	Close Combat	Firefight
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War Engine	25cm	4+	6+	5+
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Weapon	Range	Firepower	Notes
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2x Mars Heavy Bolter	30cm	AP5+ / AA6+	
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Critical Hit Effect: The Ordinator's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+. All units transported aboard must take an armour save or be destroyed.

Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour. Transport (10 from the following list: Hypaspist, Tech Priest, Praetorian Combat Servitors, Rapier Laser Destroyer, Mole Mortar, Imperial Robot - Imperial Robots take up two slots each)

ORDINATUS MINORIS - VALHALLA, MACRAGGE, TALLARN & MINERVA

Type	Speed	Armour	Close Combat	Firefight
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War Engine	10cm	5+	6+	4+
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Weapon	Range	Firepower	Notes
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2x Mars Heavy Bolter	30cm	AP5+ / AA6+	
0-1 Inferno Gun	30cm	3BP	<i>Ignores Cover</i>
0-1 Apocalypse Missile Launcher	60cm	3BP	
0-1 Laser Blaster	60cm	6x AP5+ / AT3+	
0-1 Quake Cannon	90cm	3BP	<i>Macro-Weapon</i>

Critical Hit Effect: The Ordinator's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+.

Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour.

An Ordinator Minoris may be armed with a total of one of the 0-1 limited weaponry, not one of each weapon!

Imperial ^T Ordinator Majoris Icon

ORDINATUS MAJORIS - PRIAM

Type	Speed	Armour	Close Combat	Firefight
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War Engine	Immobile	4+	None	None
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Weapon	Range	Firepower	Notes
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Titan Close Combat Weapon (Base Contact)		Assault Weapons	Extra Attacks (+3), Titan Killer (D3)
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Critical Hit Effect: The Ordinator's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 4+.

Notes: Damage Capacity 5, 2 Void Shields, Reinforced Armour. Transport (30 from the following list: Hypaspist, Tech Priest, Praetorian Combat Servitors, Rapier Laser Destroyer, Mole Mortar, Imperial Robot - Imperial Robots take up two slots each). Tunneler.

ORDINATUS MAJORIS - MARS, CADIA, GEHENNA, GOLGOTHA & ARMAGEDDON

Type	Speed	Armour	Close Combat	Firefight
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War Engine	10cm	4+	6+	5+
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Weapon	Range	Firepower	Notes
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2x Mars Heavy Bolter	30cm	AP5+ / AA6+	
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2x Lascannon	45cm	AT5+	
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0-1 Sonic Disruptor	100cm	10BP	<i>Ignores Cover, Disrupt, Fixed Forwards</i>
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0-1 2x Plasma Destructors	75cm	4x MW2+	<i>Slow Firing, Fixed Forwards</i>
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0-1 Apocalypse Cannon	60cm	3BP	<i>Ignores Cover, Macro Weapon, Indirect, Fxd Fwd</i>
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0-1 6x Hellfire Missiles	Unlimited	2BP	<i>Macro-Weapon, Single Shot, Indirect, Fxd Fwd</i>
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0-1 Nova Cannon	100cm	4x MW3+	<i>Titan-Killer (D3), Fixed Forwards</i>
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Critical Hit Effect: The Ordinator's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+.

Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour.

An Ordinator Majoris may be armed with a total of one of the 0-1 limited weaponry, not one of each weapon!

ADEPTUS MECHANICUS PLANETARY DEFENCE FORCE ARMY LIST

All formations have an initiative rating of 2+, except Titans which have an initiative rating of 1+. Adeptus Mechanicus armies have a strategy rating of 2. Allied Titans from the War Gryphons list may take any upgrade or weapon normally available to them, excepting the 'Legate' upgrade.

MECHANICUS CORE FORMATIONS

Formation	Units	Cost
Skitarii Demi-Century	Nine Hypaspist units, plus one Tech Priest unit	275 Points
Mobile Skitarii Demi-Century	Nine Hypaspist units, plus one Tech Priest unit, and 10 Chimedons	475 Points
Ordinatus Minoris Century	Three Ordinatus Minoris (select types from below)	50 Points +Cost Below
Ordinatus Majoris	One Ordinatus Majoris (select type from below)	See Below

MECHANICUS SUPPORT FORMATIONS

Two support formations may be selected for each core formation in the army.

Formation	Units	Cost
Forge Knight Squadron	Five Forge Knights	325 Points
Praetorians	Five Praetorian Combat Servitor units (May add one Ordinatus Minoris)	250 Points (+Cost Below)
Orbital Support	One Mechanicus Gothic Class Cruiser <i>or</i> One Ark Mechanicus	150 Points 150 Points
Fire Support	Five Rapier Laser Destroyer units or Five Mole Mortar units (May add one Ordinatus Minoris)	125 Points (+Cost Below)
Imperial Robots	Five Imperial Robots (May add one Ordinatus Minoris)	150 Points (+Cost Below)
Sagittarii	Five Sagittarii units (May add one Ordinatus Minoris)	175 Points (+Cost Below)

MECHANICUS CORE FORMATION UPGRADES

Each Core Formation may take up to one of each Upgrade option.

Formation	Units	Cost
Infantry Support	Add five Hypaspist units	+100 Points
	Add five Hypaspist units and five Mechanicus Chimedons	+200 Points
0-1 Tech Lord	Add one Tech-Lord Character Upgrade (may only be added to a Tech-Priest unit)	+100 Points
Ordinatus Minoris	Add one Ordinatus Minoris (select type from below)	+See Below

Ordinatus Minoris Choices	Cost
Necromunda (Close Combat)	75 Points
Krieg (Transporter)	100 Points
Valhalla (Inferno Gun)	125 Points
Macragge (Apocalypse Missile Launcher)	150 Points
Tallarn (Laser Blaster)	175 Points
Minerva (Quake Cannon)	175 Points

Ordinatus Majoris Choices	Cost
Priam (Tunneler)	250pts
Mars (Sonic Disruptor)	500pts
Cadia (2x Plasma Destructors)	500pts
Gehenna (Apocalypse Cannon)	500pts
Golgotha (6x Hellfire Missiles)	550pts
Armageddon (Nova Cannon)	650pts

ALLIES

(Up to 33% of your list may be taken from the Allied units below)

IMPERIAL NAVY ALLIES

FORMATION	COST
Two Thunderbolt Fighters	150 Points
One Marauder Heavy Bomber	150 Points

TITAN LEGION ALLIES

FORMATION	COST
One Battle Configuration Warhound Titan	275 Points
One Tankhunter Configuration Warhound Titan	300 Points
One Battle Configuration Reaver Titan	650 Points
One Battle Configuration Warlord Titan	850 Points