



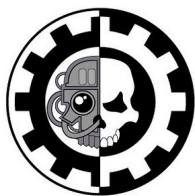
Adeptus Mechanicus

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.



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. Any other units in its formation are deployed along with it, using the garrison deployment rules.

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.

Critical Infrastructure is always a *Structure*.

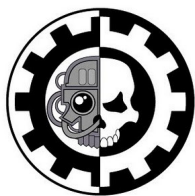
Structure: When a *Structure* is destroyed, replace it with *ruins* terrain of the same size.

Passive: *Passive* units do not have a Zone of Control. Formations containing only *Passive* units never activate.

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 friendly 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*.



Adeptus Mechanicus units

Adeptus Mechanicus Characters

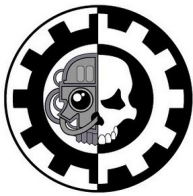
| UNIT | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER |
|--|------|-------|--------|-----|-----|---------------|--------|-----------|
| Tech Lord | CH | n/a | n/a | n/a | n/a | Augmentations | (base) | EA +1, MW |
| Notes: <i>Supreme Commander, Fearless, Inv. Save</i> | | | | | | | |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

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> | | | | | | | | |
| Secutors | I | 15cm | 4+ | 3+ | 3+ | 2x Multi-melta Augmentations | 15cm (15cm) (base) | MW5+ MW EA+1, MW |
| Notes: <i>Leader, Reinforced Armour, Inv Save</i> | | | | | | | | |

Adeptus Mechanicus Light Vehicles

| UNIT | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER |
|------------------------------------|------|-------|--------|----|----|-------------------------------|----------------|------------------|
| Crusader Robot | LV | 20cm | 6+ | 4+ | 6+ | Multi-melta | 15cm (15cm) | MW5+ MW |
| | | | | | | Heavy Bolter Power weapons | 30cm (base) | AP5+ EA+1, MW |
| Notes: <i>Robot, Walker, Scout</i> | | | | | | | | |



Adeptus Mechanicus Armoured Vehicles

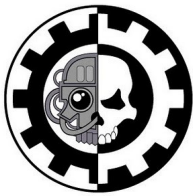
| UNIT | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER |
|--|------|-------|--------|----|----|---|-------------------------------------|--|
| Mechanicus Chimedon | AV | 30cm | 5+ | 6+ | 5+ | Conqueror Cannon Heavy Bolter | 45cm 30cm | AP5+/AT5+ AP5+ |
| Notes: Transport: May carry one 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 | | | | | | | | |
| Colossus Robot | AV | 15cm | 3+ | 4+ | 4+ | Multi-Melta Heavy Bolter Power Fist | 15cm (15cm) 30cm (base) | MW5+ MW AP5+ EA +1, MW |
| Notes: Robot, Walker | | | | | | | | |
| Cataphract Robot | AV | 15cm | 3+ | 5+ | 5+ | Conversion Beam Heavy Bolter Power Fist | 0-30cm 30-45cm 30cm (base) | AP6+/AT6+ AP3+/AT4+, Ignore Cover AP5+ EA+1, MW |
| Notes: Robot, Walker | | | | | | | | |

Adeptus Mechanicus War Engines

| UNIT | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER |
|---|------|-------|--------|----|----|--|----------------------|---|
| 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+ | | | | | | | | |
| Heavy Transport | WE | 25cm | 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+, Transport (10 Infantry units, praetorians count double) | | | | | | | | |
| 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+ | Missile Pod | 45cm | 2x AP5+/AT6+/AA5+ |
| 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. | | | | | | | | |

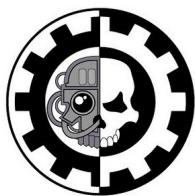
Adeptus Mechanicus Spacecraft

| 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) | | | | | | | | |
| Missile Silo | WE | Immobile | 4+ | 6+ | 5+ | Deathstrike Missile | Unlimited | MW2+, TK(D6), One shot |
| Notes: Critical Infrastructure. DC3, Reinforced Armour, Thick rear armour, Fearless, Critical: Missile Fuel pipes ruptured. The installation is destroyed. | | | | | | | | |
| Shield Generator | WE | Immobile | 4+ | - | 6+ | - | | |
| Notes: Critical Infrastructure. DC3, Reinforced Armour, Thick rear armour, Fearless, Passive, 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,. Passive, 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,. Passive, Critical: Suffers an extra hit While the Control Tower is unbroken, friendly Aircraft 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, Passive, 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, Passive, 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, Passive, Scout. Any unit moving between two enemy Lightening Field Pylons within 20cm of each other immediately suffer a hit on a roll of 4+ | | | | | | | | |
| Curtain Wall | AV | Immobile | 4+ | 6+ | 6+ | Heavy Bolter | 30cm | AP5+ |
| Notes: Reinforced Armour, Passive, Fearless, Structure. 1 Infantry unit may take cover inside a Curtain Wall and may fire from it, drawing LOS and range from any point on the Curtain Wall. If a Curtain Wall is destroyed, any units inside it must make a saving throw or be destroyed too. Each Curtain Wall unit is 4cm long and up to 2cm wide. It blocks LOS and is impassable to LVs, AVs and WEs. | | | | | | | | |
| Curtain Wall Gate | AV | Immobile | 4+ | 6+ | 6+ | 2x Heavy Bolter | 30cm | AP5+ |
| Notes: Reinforced Armour, Passive, Fearless, Structure. Each Curtain Wall Gate unit is 8cm long and up to 2cm wide. It blocks LOS and is impassable to enemy LVs, AVs and WEs. | | | | | | | | |
| 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, Structure. | | | | | | | | |



Forge World Stenberg Planetary Defence Force Army List

Version DRAFT 0.4

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 |
| Defence Installation | One Orbital Defence Laser Bastion or One Missile Silo 0-3 Air Defence bastions 0-5 Interceptor Guns Optionally, add 5-15 Curtain Walls Optionally, add 1 Curtain Wall Gate | 200 points +50 points each +10 points each +10 points each +10 points |
| Underground Facility | One Underground Facility Entrance 0-3 Air Defence bastions 0-5 Interceptor Guns Optionally, add 5-15 Curtain Walls Optionally, add 1 Curtain Wall Gate | 50 points +50 points each +10 points each +10 points each +10 points |

Adeptus Mechanicus Upgrades

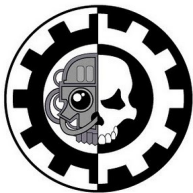
(Up to three different upgrades may be added to each Core Formation.)

| 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 or Four Praetorian Combat Support Servitor units | +50 points each |
| 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 |
| Transportation | One Heavy Transport | 100 points |

Adeptus Mechanicus Support Formations

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

| FORMATION | UNITS | COST |
|-------------------------|---|--|
| Ordinatus Majoris | One Ordinatus Majoris; Choose one: Mars (Sonic Disruptor) Golgatha (Hellfire Missiles) Armageddon (Nova Cannon) | 500 points 550 points 550 points |
| Forge Knight Squadron | Six Forge Knights or Three Forge Knights | 375 points 200 points |
| Light Artillery Battery | Six Rapier Laser Destroyer units or Six Mole Mortar units Optionally, add a Heavy Transport | 150 points +100 points |
| Cybernetica Maniple | 3-5 Robots in any combination May add one Tech-Priest | 50 points each +50 points |
| Air Defence Site | 2-3 Air Defence Bastions 0-5 Interceptor Guns Optionally, add 5-15 Curtain Walls Optionally, add 1 Curtain Wall Gate | 75 points each +10 points each +10 points each +10 points |
| Scout Maniple | Four Crusader Robots | 150 points |
| 0-1 Orbital Support | Adeptus Mechanicus Gothic class Cruiser or Ark Mechanicus | 150 points 150 points |
| Lightening Field Line | 2-10 Lightening Field Pylons | 25 points each |



Adeptus Mechanicus Alternative Installations

The following list of Installations can be used as Core Formations in friendly games

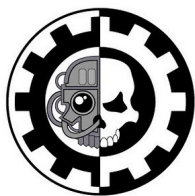
| FORMATION | UNITS | COST |
|------------------|--|---|
| Shield Generator | One Shield Generator 0-3 Air Defence bastions 0-5 Interceptor Guns | 200 points +50 points each +10 points each |
| Vox Array | One Vox Array 0-3 Air Defence bastions 0-5 Interceptor Guns | 100 points +50 points each +10 points each |
| 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 | 50 points Free +50 points each +10 points each |
| Power Plant | One Plasma Reactor 0-3 Air Defence bastions 0-5 Interceptor Guns | 100 points +50 points each +10 points each |

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 0.4

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 |
| 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 5-15 Curtain Walls | 50 points Free +50 points each +10 points each +10 points each |

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 Transports in any combination to carry the entire formation: Rhinos Heavy Transports | +10 points each +100 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

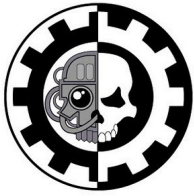
(An Adeptus Mechanicus PDF Army may contain three support formation for each Core Formation)

| FORMATION | UNITS | COST |
|-------------------------|---|---|
| Forge Knight Squadron | Six Forge Knights or 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 Crusader Robots | 150 points |
| 0-1 Fleet Support | Adeptus Mechanicus Gothic class Cruiser or 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 | 200 points |



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

0.2

1. Changed Myrmidons to Secutors
2. Aligning Robots better with core list in progress

0.3

1. Added Sagittarii and updated Secutors as per core list.
2. Modified the orbiter armament; it's a semi-civilian craft
3. Adjusted Robots formations; Also, all robots have 3 weapons systems
4. Added *Passive* rule to prevent activation spamming with installations. Also, increased Air Defense site to 2 bastions to prevent spamming.
5. Changed Secutors to carry 2x Plasma for engagement and short-range fire
6. Changed Sagittarii to carry 2x Autocannon for long-range fire
7. Dropped the Ordo Reductor and associated units to focus on Installations and Explorators.
8. Added Curtain Walls and Gates; Simplified PDF list;
9. Renamed the Corvus Pod Minorus to Heavy Transport, with its own unit slot.

0.4

1. Removed the Bunker; Purpose served by Curtain Wall units. Curtain walls rules clarified.
2. Added Missile Silo installation.