

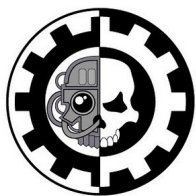
Adeptus Mechanicus

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 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 *Structure* 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*.

Fortification: Infantry units may enter a *Fortification* unit; At most one unit (unless otherwise noted) may occupy a single fortification unit. Infantry in a Fortification may fire from it, drawing LOS and range from the fortication unit. If the fortification is destroyed, any units inside it must make a save or be destroyed, exactly as if the unit was embarked on a destroyed vehicle.

Fortification is always a *Structure*.

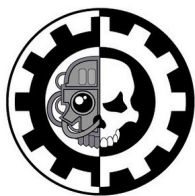
Structure: Formations that contain Structures must be set up after Objectives, but before Spacecraft and Garrisons are plotted and deployed. They may be set up anywhere in the controlling players zone, or alternatively they may 'garrison' according to the rules found on page 125 of the main rulebook. Structures block LOS and are impassable to LVs, AVs and WEs. When a *Structure* is destroyed, replace it with *ruins* terrain of the same size. Structures are always *Fearless*.

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

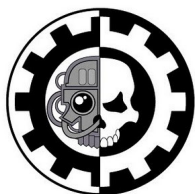
UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Tech Lord	CH	n/a	n/a	n/a	n/a	Augmentations	(base)	EA +1, MW
Notes: <i>Supreme Commander, Fearless, Inv. Save</i>								

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, Commander, Reinforced Armour</i>								

Adeptus Mechanicus Light Vehicles

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Crusader Robot	LV	25cm	6+	5+	6+	Multi-melta Heavy Bolter Power weapons	15cm (15cm) 30cm (base)	MW5+ MW AP5+ EA+1, MW
Notes: <i>Robot, Walker, Scout</i>								



Adeptus Mechanicus Armoured Vehicles

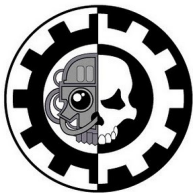
UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Mechanicus Chimedon	AV	30cm	5+	6+	5+	Conqueror Cannon Heavy Bolter	45cm 30cm	AP5+/AT5+ AP5+
Notes: Transport: May carry one infantry unit, except Praetorians								
Mechanicus Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small arms)
Notes: Transport: 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)								
Macharius Heavy Tank	WE	15cm	4+	6+	4+	2x Battlecannon 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+/AT5+ AP5+ AP5+
Notes: DC2, Reinforced Armour, Critical: Destroyed								
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, Fearless, 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.								

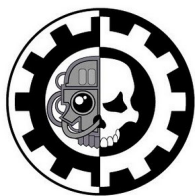
Adeptus Mechanicus Spacecraft

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, 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, Critical: Missile Fuel pipes ruptured. The installation is destroyed and every unit within 15cm suffers a hit on 4+.								
Shield Generator	WE	Immobile	4+	-	6+	-		
Notes: Critical Infrastructure. DC3, Reinforced Armour, Thick rear armour, 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 fire, or be targeted by, Indirect Fire.								
Vox Array	WE	Immobile	4+	-	6+	-		
Notes: Critical Infrastructure. DC3, 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, 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, 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 War Engines								
Plasma Reactor	WE	Immobile	4+	-	-			
Notes: Critical Infrastructure, DC3, 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+	6+	Lightening Field	(base)	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+	5+	Point Defense Bolters	(15cm)	First Strike
Notes: Reinforced Armour, Passive, Fortification. Each Curtain Wall unit is 4cm long and up to 2cm wide. All Curtain Wall units in a formation must be deployed in base contact with other Structure units in the same formation.								
Curtain Wall Gate	AV	Immobile	4+	6+	6+	Battle Cannon Turret	75cm	AP4+/AT4+
Notes: Reinforced Armour, Fearless, Fortification. Each Curtain Wall Gate unit is 8cm long and up to 2cm wide. Friendly units <u>may</u> move through a Curtain Wall Gate. Curtain Wall Gate units must be deployed in base contact with exactly two Curtain Wall units in the same formation.								
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, Fortification.								



Forge World Stenberg Planetary Defence Force Army List

Version DRAFT 0.6

The army has a strategy rating of 2. 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 Secutor	250 points
Ordinatus Minoris Company	Three Ordinati Minorii <i>Select a Light or Medium weapon from the Ordinatus Weapons List for each ordinatus</i>	350 points
Defence Installation	One Orbital Defence Laser Bastion OR One Missile Silo OR 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	200 points OR 100 points OR 50 points +50 points each +10 points each +10 points each +50 points

Adeptus Mechanicus Upgrades

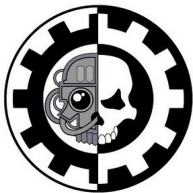
(Up to three different upgrades may be added to each Core Formation.)

UPGRADE	UNITS	COST
0-1 Tech-Lord	One Tech-Lord character upgrade (may only be added to a Secutor unit)	100 pts
Support Praetorians	Two or Four Praetorian Combat Support Servitor units	+50 points each
Heavy Weapons Support	Replace up to five Hypaspists with Rapier Laser Destroyer or Mole Mortar units in any combination	Free
Ordinatus Minoris	One Ordinatus Minoris (<i>Select a Light or Medium weapon from the Ordinatus Weapons List</i>)	100 points
Transportation	Take enough transports in any combination to carry the entire formation Mechanicus Chimedons Heavy Transports	+25 points each +100 points each

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 <i>Select two identical Medium weapons or one Heavy Weapon from the Ordinatus Weapons List</i>	400 points
Heavy Tank Cataphract	Two Macharius Heavy Tanks and one Macharius Command Tank	350 points
Forge Knight Squadron	Six Forge Knights <i>or</i> Three Forge Knights	350 points 175 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	4 Robots of the same type May add one Tech-Priest and one Mechanicus Rhino	200 points +50 points
Air Defence Site	2-3 Air Defence Bastions 0-5 Interceptor Guns Optionally, add 5-15 Curtain Walls	75 points each +10 points each +10 points each
0-1 Orbital Support	Adeptus Mechanicus Gothic class Cruiser <i>or</i> Ark Mechanicus	150 points 150 points
Lightening Field Line	8 Lightening Field Pylons	200 points



Adeptus Mechanicus Alternative Installations

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

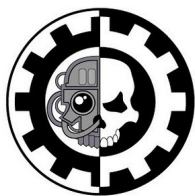
FORMATION	UNITS	COST
Shield Generator	One Shield Generator 0-3 Air Defence bastions 0-5 Interceptor Guns	200 points +50 points each +10 points each
Vox Array	One Vox Array 0-3 Air Defence bastions 0-5 Interceptor Guns	100 points +50 points each +10 points each
Spaceport	One Control Tower 1-3 Landing Pads (20+cm diameter area that counts as road) 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 0.6

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

Adeptus Mechanicus Core Formations

FORMATION	CORE UNITS	COST
Skitarii Demi-Century	Nine Hypaspists and one Secutor	250 points
Ordinatus Minoris Company	Three Ordinati Minorii <i>Select a Light or Medium weapon from the Ordinatus Weapons List for each ordinatus</i>	350 points
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 5-15 Curtain Walls Optionally, add 1-4 Curtain Wall Gates	50 points Free +50 points each +10 points each +10 points each +50 points each

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 Secutor 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	Replace up to five Hypaspists with Rapier Laser Destroyer or Mole Mortar units in any combination	Free
Ordinatus Minoris	One Ordinatus Minoris (<i>Select its weapon from the Ordinatus Weapons List</i>)	100 points

Adeptus Mechanicus Support Formations

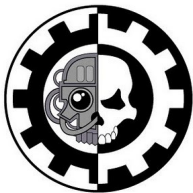
(An Adeptus Mechanicus PDF Army may contain three support formation for each Core Formation)

FORMATION	UNITS	COST
Forge Knight Squadron	Six Forge Knights <i>or</i> Three Forge Knights	350 points 175 points
Light Artillery Battery	Six Rapier Laser Destroyer units or Six Mole Mortar units	150 points
Scout Maniple	Four Crusader Robots	200 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	150 points
Marauder bombers	Two Marauder bombers	250 points
Mechanicus Orbiter	One Mechanicus Orbiter	200 points

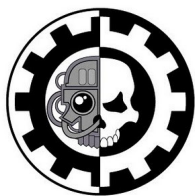


Alternate Titan Weapons List

Ordinatus Weapons Prices

Use the prices in this list when constructing Adeptus Mechanicus Ordinati

WEAPON	Firepower	Notes	COST
Light Weapons			
<i>An ordinatus mounting a Light Weapon receives a +5cm bonus to its Speed.</i>			
Twin Battlecannon	2x 75cm AP4+/AT4+		0
Twin Vanquisher	2x 75cm AP4+/AT2+		25
Turbolaser Destructor	4x 60cm AP5/AT3+		50
Vulcan Megabolter	4x 45cm AP3+/AT5+		0
Plasma Blastgun	2x 45cm MW2+	<i>Slow Fire</i>	25
Inferno Gun	30cm BP3	<i>Ignore cover</i>	0
Medium Weapons			
Carapace Landing Pad	-	<i>Grants Indirect Fire to Barrage weapons in same formation</i>	25
Laser Bumer	(15cm) (+2) -OR- (base) (+4)	<i>Grants CC5+ and FF4+ to Ordinati</i>	0
Plasma Cannon	3x 60cm MW2+	<i>Slow Fire</i>	50
Close Combat Weapon	(base) (+3) TK(D3)	<i>Grants CC4+ to Ordinati</i>	0
Apoc Multi-Rocket Launcher	60cm BP3		25
Gatling Blaster	4x 60cm AP4+/AT4+		25
Laser Blaster	6x 60cm AP5+/AT3+		75
Volcano Cannon	90cm MW2+ TK(D3)		50
Melta Cannon	30cm MW2+ TK(D3) (15cm) EA+1 MW TK(D6)		25
Plasma Destructor	4x 75cm MW2+	<i>Slow Fire</i>	100
Deathstrike Missile	MW2+ TK(D6)	<i>Unlimited Range, One shot, Indirect Fire</i>	75
Quake Cannon	90cm BP3 MW		100
Heavy Weapons			
Sonic Disruptor	100cm BP10	<i>Ignore Cover, Disrupt</i>	100
Hellfire Missiles	6x BP2 MW	<i>One shot, Indirect Fire</i>	150
Nova Cannon	100cm 4x MW3+ TK(D3)		150



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.

0.5

1. Refactored for standalone use.
2. Reduced price for 6 Forge Knights (from 375 to 350)
3. Adjusted Robots formation - always include 4, same price, boosted Crusader speed to make it worth its price. Allows constructing a Legio Cybernetica army.
4. Returned the Macharius.
5. Added a turret to the Curtain Wall Gate; The fortresses needed a bit of long-range firepower.

0.6

1. Restructured Fortification and Structure rules.
2. Reduced cost of Minorus upgrade
3. SR2, like Steel Legion.
4. Cheaper Skitarii (from 275 to 250), Using Secutors as leaders
5. Aligned Rhino stats with Marine rhinos
6. Included rhino in Cybernetica Tech-Priest upgrade
7. List-specific price table for Titan weapons to allow ordinati to price weapons differently. Reduced price of base Ordinati, and increased price of most weapons.
8. Included battlecannon and Vanquisher cannon in the Ordinati weapons list, to allow fielding DC2 Macharius tanks as Ordinati.