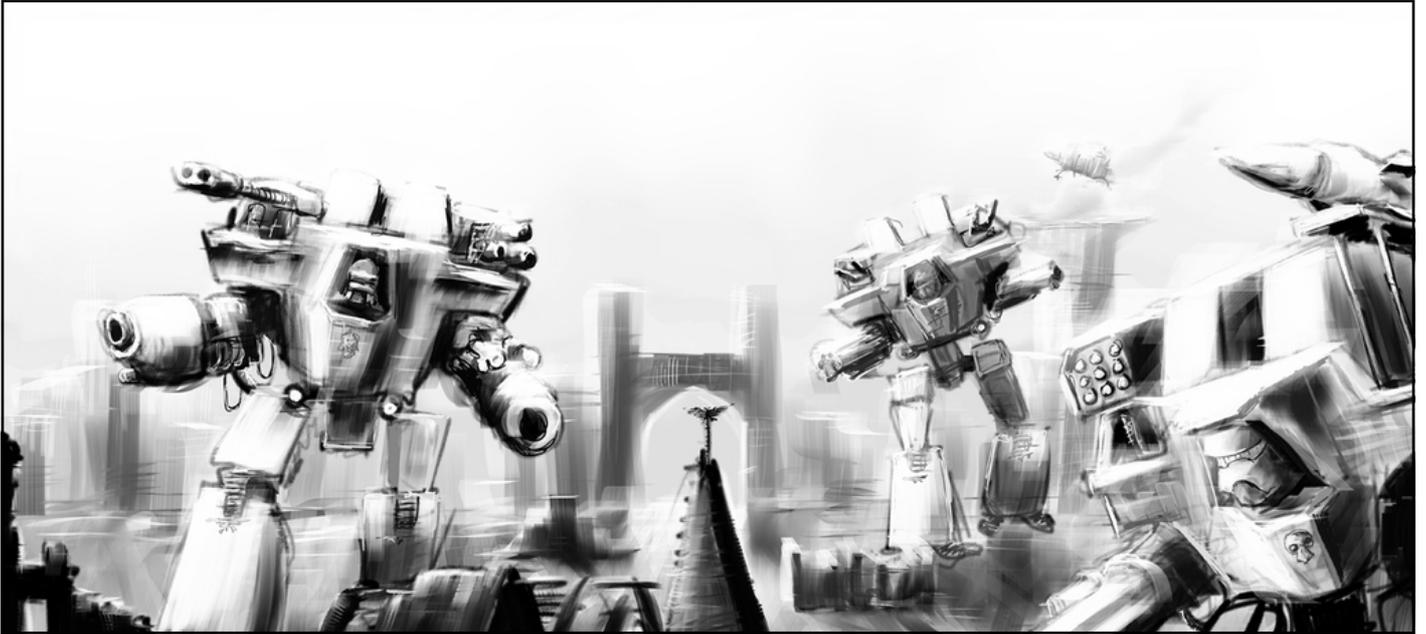


ADEPTUS MECHANICUS EPIC ARMY LISTS



War Gryphons Titan Legion Army List

Version 3.17

Adeptus Mechanicus Planetary Defence Force Army List

Version 1.12

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LEGIO GRYPHONICUS

WAR GRYPHONS TITAN LEGION ARMY LIST

Titans have an initiative rating of 1+. All other units types have an initiative rating of 2+.
Titan Legion armies have a strategy rating of 3.

BATTLE TITAN FORMATIONS

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

SCOUT TITAN FORMATIONS

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

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

SUPPORT FORMATIONS

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

Formation	Units	Cost
Forge Knights	Six Forge Knights	400 Points
Recon Platoon	Four Sentinels	100 Points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 Points
Marauder Squadron	Two Marauder Bombers	250 Points
0-1 Orbital Support	One Adeptus Mechanicus Gothic Class Cruiser	175 Points
	One Arc Mechanicus	300 Points
Skitarii Demi-Century	Nine Hypaspist units, plus one Tech-Priest unit (0-1 per Corvus Assault Pod)	300 Points
Lysander Fighter	One Lysander Fighter (0-1 per Warmonger Titan)	75 Points

Scout or Battle Titan Weapons	COST
Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destructor	+35 Points

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

Titan Upgrades	Range	Firepower / Effect	Cost
0-1 Legate (<i>Battle Titans Only</i>)	—	Supreme Commander	50pts
Veteran Princeps (0-1 per formation)	—	Commander, Leader	25pts
Carapace Multi-Lasers (<i>Battle Titans Only</i>)	30cm	2x AP5+ / AT6+ / AA5+	50pts
Sacred Icon (<i>Battle Titans Only</i>)	—	Inspiring	50pts

GRAND TOURNAMENT SPECIAL RULE : **GOD MACHINES**

The Adeptus Mechanicus worships their Titans as icons of the Deus Mechanicus, avatars that rule battlefields with awesome firepower; The loss of even one large Titan is enough to shake the heart of any Adept of the Mechanicus.

If any Battle class Titan is destroyed, the enemy counts as having achieved the 'Break Their Spirit' Victory Condition. This condition replaces the usual goal of wiping out the army's most expensive formation.

LIST CONSTRUCTION RULE : **TITAN WEAPONS**

Warhound, Reaver and Warlord Titans each must be upgraded with two, three and four Titan weapons respectively. 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.

For further details see the Titans' respective data sheets.

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.	300 Points
Ordinatus Minoris Company	Three Ordinatus Minoris (<i>Select their weapons from the War Gryphons army list</i>)	450 Points
Ordinatus Majoris	One Ordinatus Majoris (<i>Select its weapon from the War Gryphons army list, or the list below</i>)	400 Points

MECHANICUS SUPPORT FORMATIONS

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

FORMATION	UNITS	COST
Forge Knights	Six Forge Knights	400 Points
Artillery	Six artillery units (<i>Manticore or Bombard</i>)	450 Points
Prætorians	Five Prætorian Combat Servitor units (<i>May add one Gorgon</i>)	250 Points 75 Points
Sentinel Squadron	Four Sentinels	100 Points
Orbital Support	One Adeptus Mechanicus Gothic Class Cruiser <i>or</i> One Arc Mechanicus	175 Points 300 Points
Flak	Three Hydras	150 Points
Super-Heavy Tank	One Super-Heavy Tank (<i>Baneblade, Shadowsword, Stormblade or Stormsword</i>)	200 Points
Cataphract Tank Platoon	Six Leman Russ Tanks Six Leman Russ Executioners Six Leman Russ Vanquishers	375 Points 450 Points 450 Points
Heavy Tank Platoon	Two Macharius tanks and one Macharius command tank	350 Points

MECHANICUS CORE FORMATION UPGRADES

(Each core formation may select up to three Upgrades)

UPGRADE	UNITS	COST
Flak	Add one Hydra	50 Points
Light Transportation	Take enough Mechanicus Chimeras to carry the entire formation (<i>Including any upgrades</i>)	25 Points Each
Heavy Transportation	Take enough Gorgons to carry the entire formation (<i>including any upgrades</i>)	75 Points Each
Prætorians	Two or Four Prætorian Combat Servitor units	100 Points Per Pair
Fire Support	Four Rapier Laser Destroyer units or Four Mole Mortar units.	100 Points
Infantry Support	Five Hypaspist units	100 Points
0-1 Tech-Lord	One Tech Lord Character Upgrade (May only be added to a Tech Priest unit)	100 Points
Ordinatus Minoris	One Ordinatus Minoris (<i>Select its weapon from the War Gryphons army list</i>)	200 Points

Ordinatus Weapon	Cost
Mars (<i>Sonic Disruptor</i>)	+100pts
Golgotha (<i>Hellfire Missiles</i>)	+150pts
Armageddon (<i>Nova Cannon</i>)	+150pts

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
Two Marauder Bombers	250 Points

TITAN LEGION ALLIES

FORMATION	COST
One or two Warhound Titans	See War Gryphons list
One Reaver Titan	See War Gryphons list
One Warlord Titan	See War Gryphons list

LIST CONSTRUCTION NOTE : TITAN UPGRADES

Allied Titans may take any weapons and upgrades according to the normal War Gryphons rules, with one caveat: The Legate upgrade may not be selected.

The **God Machines** rule from the War Gryphons list is not used when using Titans as allies.

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Hypaspists	Infantry	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+	—
Skitarii Tech-Priest	Infantry	15cm	4+	4+	4+	Heavy Bolter Augmentations	30cm (Base Contact)	AP5+ Assault Weapon, Macro-Weapon, Extra Attack (+1)	Leader, Commander, Invulnerable Save.
Adeptus Mechanicus Tech-Lord	Character	—	—	—	—	Augmentations	(Base Contact)	Assault Weapon, Macro-Weapon, Extra Attack (+1)	Supreme Commander, Fearless, Invulnerable Save.
Praetorian Combat Servitors	Infantry	15cm	3+	4+	5+	Autocannon Augmentations	45cm (Base Contact)	AP5+ / AT6+ Assault Weapon, Macro-Weapon, Extra Attack (+1)	Fearless, Invulnerable Save.
Mole Mortar	Infantry	10cm	—	—	6+	Mole Mortar	30cm	AP5+, Indirect Fire, Disrupt, Ignores Cover	
Rapier	Infantry	10cm	—	—	5+	Rapier Laser Destroyer	45cm	AP6+ / AT4+	
Sentinel	LV	20cm	6+	6+	5+	Multi-Laser	30cm	AP5+ / AT6+	Walker, Scout
Mechanicus Chimera	AV	30cm	5+	6+	5+	Multi-Laser Heavy Bolter	30cm 30cm	AP5+ / AT6+ AP5+	Transport (2 Infantry, Praetorian Combat Servitors tank up both slots)
Leman Russ	AV	20cm	4+	6+	4+	Battlecannon Lascannon 2x Heavy Bolters	75cm 45cm 30cm	AP4+ / AT4+ AT5+ AP5+	Reinforced Armour
Leman Russ Executioner	AV	20cm	4+	6+	5+	Plasma Destroyer Lascannon 2x Plasma Cannons	60cm 45cm 30cm	MM4+ AT5+ AP4+ / AT4+, Slow Firing	Reinforced Armour
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher Cannon Lascannon 2x Heavy Bolters	75cm 45cm 30cm	AP4+ / AT2+ AT5+ AP5+	Reinforced Armour
Hydra	AV	30cm	6+	6+	5+	2x Twin Hydra Autocannon Heavy Bolter	45cm 30cm	AP4+ / AT5+ / AA5+ AP5+	Reinforced Armour, Walker, Transport (10), DC 3
Gorgon Siege Transporter	WE	20cm	4+	6+	5+	2x Twin Heavy Stubbers Gorgon Morians or 2x Twin Heavy Bolter	30cm 30cm 30cm	AP5+ 2BP, Indirect Fire, One-Shot, Forward Arc AP4+	Reinforced Armour, DC3. Critical = Destroyed, units within 5cm take a hit on a 6+
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battlecannon 2x Lascannons 3x Twin Heavy Bolters Autocannon Demolisher Cannon	75cm 45cm 30cm 45cm 30cm	AP3+ / AT3+ AT5+ AP4+ AP5+ / AT6+ AP3+ / AT4+, Ignores Cover	Reinforced Armour, DC3. Critical = Destroyed, units within 5cm take a hit on a 6+
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2x Twin Heavy Bolters	90cm 30cm	MM2+, Titan-Killer (D3) AP4+	Reinforced Armour, DC3. Critical = Destroyed, units within 5cm take a hit on a 6+
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon 2x Twin Heavy Bolter Heavy Bolter 2x Heavy Flamer	45cm 30cm 30cm 15cm	3BP, Disrupt, Ignores Cover AP4+ AP5+ AP4+	Reinforced Armour, DC3. Critical = Destroyed, units within 5cm take a hit on a 6+
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun 2x Lascannons 2x Twin Heavy Bolters Heavy Bolter	45cm 45cm 30cm 30cm	MM2+, Slow Firing, Fixed Forward Arc AT5+ AP4+ AP5+	Reinforced Armour, DC3. Critical = Destroyed, units within 5cm take a hit on a 6+
Ordinatus Majoris	WE	10cm	5+	6+	4+	2x Heavy Bolter 2x Lascannon	30cm 45cm	AP5+ AT5+	DC 4.4 Void Shields, Reinforced Armour, Inspiring, Critical See Datasheet
Ordinatus Minoris	WE	10cm	5+	6+	5+	2x Twin Heavy Bolter	30cm	AP4+	DC 2.2 Void Shields, Reinforced Armour, Critical See Datasheet
Lysander Fighter	Aircraft	Fighter	6+	—	—	Storm Bolters Heavy Bolter	15cm 30cm	AP4+ / AA5+, Fixed Forward, AP5+ / AA6+, Fixed Forward.	
Ad-Mech. Gothic Class Cruiser	SC	—	—	—	—	2x Pin-Point Attack	n/a	MM2+, Titan-Killer (D3)	Slow and Steady
Arc Mechanicus	SC	—	—	—	—	2x Pin-Point Attack Orbital Bombardment	n/a n/a	MM2+, Titan-Killer (D3) 6BP, Macro Weapon	
Macharius Heavy Tank	WE	15cm	4+	6+	4+	2x Battlecannons 2x Heavy Bolters Twin Heavy Stubber	75cm 30cm 30cm	AP4+ / AT4+ AP5+ AP5+	Reinforced Armour, Damage Capacity 2. Critical = The Macharius is destroyed.
Macharius Command Tank	WE	15cm	4+	6+	4+	2x Vanquisher Cannons or Vulcan Megaboller 2x Heavy Bolters Twin Heavy Stubber	75cm 45cm 30cm 30cm	AP4+ / AT2+ 4x AP3+ / AT5+ AP5+ AP5+	Reinforced Armour, Damage Capacity 2. Critical = The Macharius is destroyed.

SCOUT TITAN WEAPONS

WEAPON	RANGE	FIREPOWER
<i>Plasma Blastgun</i>	45cm	2x MW2+, Slow Firing
<i>Inferno Gun</i>	30cm	BP3, Ignores Cover
<i>Vulcan Megabolter</i>	45cm	4x AP3+ / AT5+
<i>Turbolaser Destructor</i>	60cm	4x AP5+ / AT3+

BATTLE TITAN WEAPONS

WEAPON	RANGE	FIREPOWER
<i>Carapace Landing Pad</i>	—	Allows BP weapons to use the Indirect Fire ability
<i>Corvus Assault Pod</i>	—	Transport (10 infantry). Some unit types take up two spaces (see the Corvus Assault Pod entry on page 11).
<i>Close Combat Weapon (Arm Only)</i>	(Base Contact)	Extra Attacks (+3), Titan Killer (D3)
<i>Laser Burner</i>	(15cm) OR (Base Contact)	Extra Attacks (+2), (Small Arms) Extra Attacks (+4), (Assault Weapons)
<i>Apocalypse Missile Launcher</i>	60cm	BP3
<i>Gatling Blaster</i>	60cm	4x AP4+ / AT4+
<i>Plasma Cannon</i>	60cm	3x MW2+, Slow Firing
<i>Melta Cannon</i>	30cm AND (15cm)	MW2+, Titan-Killer (D3) Small Arms, Extra Attacks (+1), Titan Killer (D3)
<i>Laser Blaster (Triple Turbolaser)</i>	60cm	6x AP5+ / AT3+
<i>Volcano Cannon</i>	90cm	MW2+, Titan-Killer (D3)
<i>Plasma Destructor</i>	75cm	4x MW2+, Slow Firing
<i>Quake Cannon</i>	90cm	BP3, Macro Weapon
<i>Support Missile (Carapace Only)</i> <i>Warhead Type—Pick one:</i>	Unlimited	Indirect Fire, Warhead, One-Shot.
<i>Vortex</i>	—	BP3, Macro-Weapon, Titan-Killer (1)
<i>Warp</i>	—	MW2+, Titan-Killer (D3), Ignores Shields/Powerfields
<i>Deathstrike</i>	—	MW2+, Titan-Killer (D6)
<i>Barrage</i>	—	10BP, Disrupt

ORDINATUS WEAPONS

WEAPON	RANGE	FIREPOWER
<i>Mars (Sonic Disruptor)</i>	100cm	10BP, Ignores Cover, Disrupt
<i>Golgotha (Hellfire Missiles)</i>	Unlimited	6x 2BP, Macro-Weapon, Single Shot, Indirect Fire
<i>Armageddon (Nova Cannon)</i>	100cm	4x MW3+, Titan-Killer (D3)

CRITICAL HITS

UNIT	CRITICAL HIT EFFECT
<i>Warhound Titan</i>	The Warhound staggers D6cm in a random direction. If the Titan contacts impassable terrain or another unit it cannot step over, then it stops and takes a point of damage. Any units stumbled into or over take a hit on a 6+.
<i>Reaver, Warlord, and Emperor Titans</i>	Roll a D6 in the end phase of every turn. On a roll of a 1 the Titan is destroyed and all units within 5cm of the Titan receive a hit on a 5+. On a 2-3 the Titan suffers an extra point of damage. On a 4-6 the Titan is repaired and the Critical Hit will cause no further trouble.
<i>Gorgon</i>	The Gorgon is immobilised. A further critical hit will destroy the Gorgon outright.
<i>Baneblade, Shadowword, Stormblade, Stormsword</i>	The tank is destroyed, and all units within 5cm suffer a hit on a roll of a 6+.
<i>Ordinatus Minoris, Ordinatus Majoris</i>	The Ordinatus is destroyed. All units within 15cm suffer a hit on a 5+. If the Ordinatus was an Ordinatus Majoris, then all friendly formations within line of sight take a Blast Marker.

	WE	4+	4+	5+	30cm	2x Scout Titan Weapons	DC 3. Fearless, Reinforced Armour, Walker, 2 Void Shields
	WE	3+	3+	4+	20cm	3x Scourer Battle Titan Weapons	DC 6. Fearless, Reinforced Armour, Walker, 4 Void Shields
	WE	2+	3+	4+	15cm	4x Scourer Battle Titan Weapons	DC 8. Fearless, Reinforced Armour, Walker, 6 Void Shields Thick Fear Armour.
	AV	4+	5+	4+	20cm	Arc Lance Manipulators	Reinforced Armour, Walker, Invulnerable Save, Infiltrator.
	WE	4+	5+	4+	15cm	See Datasheet	DC 12. 8 Void Shields, Fearless, Reinforced Armour, Walker, Inspiring.
	WE	4+	3+	4+	15cm	See Datasheet	As Wamwonger.
	Aircraft	n/a	n/a	6+	Fighter-Bomber	AP4+ / AA5+ AP5+ / AT6+ / AA5+ AT4+	
	Aircraft	n/a	n/a	4+	Bomber	AA5+ AT4+ / AA4+, Fixed Forwards Arc 3BP, Fixed Forwards Arc	

HYPASPISTS

Hypaspists are the genetically enhanced combat infantry of the Adeptus Mechanicus. The Hypaspists's outlandish, almost barbaric appearance is a deliberate affectation intended to fill the hearts of their enemies with dread.

Hypaspists are generally better equipped than their Imperial Guard counterparts, being issued with high quality carapace armour and potent combat weapons.

In the battle for Gryphonne IV, two hundred million Hypaspists were deployed to fight the Tyranid invasion force.

Hypaspists				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	—	

The Tech Priests of the Adeptus Mechanicus form the ruling caste of the machine cult, with each Priest having authority over a large number of underlings.

In battle, Tech Priests wield their augmetics as weapons, lashing out with mechanical precision to destroy their enemies.

Tech Priests are invariably extensively rebuilt individuals, having had most of their external features (*As well as some internal organs*) replaced with mechanical analogues, in order to come into a closer communion with their machine deity.

Away from the battlefield, the Tech Priests oversee the daily functioning of their Forge cities, directing their servitor legions to construct new machines, to extend the great glory of the machine god.

Skitarii Tech-Priest				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	—	
Augmentations	(Base contact)	(Assault Weapons)	+1 Extra Attack, Macro Weapon	

Leader, Commander, Invulnerable Save.

PRÆTORIAN COMBAT SERVITORS

Combat Servitors are extensively rebuilt individuals, most often criminals or repentant heretics, custom-remade into bio-mechanical instruments of war.

each one dying only after killing countless enemies.

Tens of thousands of Combat Servitors fought in defence of their planet during the fall of Gryphonne IV,

Unheeding as to its personal danger, unquestionably loyal, Combat Servitors are the finest soldiers available to the Adeptus Mechanicus, and in some respects they are amongst the most potent warriors in the entire Imperium.

Prætorian Combat Servitors				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+ / AT6+	—	
Augmentations	(Base contact)	(Assault Weapons)	+1 Extra Attack, Macro Weapon	

Fearless, Invulnerable Save.

ADEPTUS MECHANICUS TECH-LORD

The Tech-Lords of Gryphonne IV themselves saw action on the battlefield in the final days of the war for their Forgeworld.

These ancient augmented leaders are almost completely mechanical, with the vast majority of their bodies

replaced with gleaming metal components.

On the battlefield, the Tech-Lords of Gryphonne IV did not last long once they were finally forced to fight. Battered and reduced, the armies of Gryphonne IV were all but spent by the time the Tech-Lords were called to the fight, and despite their inhuman tenacity they were soon overwhelmed.

Adeptus Mechanicus Tech-Lord (*Gryphonne IV Pattern*)

Type	Speed	Armour	Close Combat	Firefight
Character	—	—	—	—
Weapon	Range	Firepower	Notes	
Augmentations	(Base contact)	(Assault Weapons)	+1 Extra Attack, Macro Weapon	

Notes: Supreme Commander, Fearless.

Mechanicus Chimera (*Gryphonne IV Pattern*)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+ / AT6+		
Heavy Bolter	30cm	AP5+		

Notes: Transport (May transport two infantry type units. Praetorian Combat Servitor units take up both slots)

Gorgon Siege Transporter (*Gryphonne IV Pattern*)

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin Heavy Stubbers	30cm	AP5+		
Gorgon Mortars <i>or</i>	30cm	BP2	Indirect, One-Shot, Fixed Forward Arc	
2x Twin Heavy Bolters	30cm	AP4+		

Notes: Reinforced Armour. Walker, Transport (May Transport ten infantry type units. Praetorian Combat Servitor units take up two slots each) Damage Capacity 3. The Gorgon may have either 'Gorgon Mortars' or '2x Twin Heavy Bolters'. Critical hit effect: The Gorgon is immobilized. A further critical hit will destroy the Gorgon outright.

Mole Mortar

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	—	—	6+
Weapon	Range	Firepower	Notes	
Mole Mortar	30cm	AP5+	Indirect Fire, Disrupt, Ignores Cover	

Rapier Laser Destroyer

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	—	—	5+
Weapon	Range	Firepower	Notes	
Rapier Laser Destroyer	45cm	AP6+ / AT4+		

LEMAN RUSS EXECUTIONER

LEMAN RUSS EXECUTIONER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Plasma Destroyer	60cm	MW4+		
Lascannon	45cm	AT5+		

Notes: Reinforced Armour

STORMBLADE and STORMSWORD

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STORMBLADE				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Plasma Blastgun	45cm	2x MW2+	Slow Firing, Fixed Forward Arc	
2x Lascannons	45cm	AT5+		
2x Twin Heavy Bolters	30cm	AP4+		
Heavy Bolter	30cm	AP5+		



Notes: Reinforced Armour
Damage Capacity 3. Critical Hit Effect: The Stormblade's plasma generator detonates, and any units within 5cm suffer a hit on a roll of a 6+

STORMSWORD				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Siege Cannon	45cm	3BP	Disrupt, Ignores Cover, Fixed Forward	
2x Twin Heavy Bolters	30cm	AP4+		
Heavy Bolter	30cm	AP5+		
2x Heavy Flamers	15cm	AP4+	Ignores Cover	



Notes: Reinforced Armour.
Damage Capacity 3. Critical Hit Effect: The Stormsword's cannon munitions detonate. The Stormsword is destroyed and any units within 5cm of the model suffer a hit on a roll of a 6+.

ORDINATUS MAJORIS

Some Ordinatus are constructed for specific campaigns, but there are also some rare, renowned Ordinatus engines which have seen battle time and time again.

ORDINATUS MAJORIS

Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
2x Heavy Bolter	30cm	AP5+		
2x Lascannon	45cm	AT5+		

Critical Hit Effect: The Ordinatus'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+. Any friendly formations with line of sight to the explosion receive one Blast marker.

Notes: Damage Capacity 4; 4 Void Shields; Reinforced Armour, Inspiring. Select two Battle Titan weapons (They must both be of the same type) or a single Ordinatus weapon; whichever weapon(s) is chosen, it is carried on a fixed forward arc.

ORDINATUS MINORIS

'*Ordinatus Minoris*' is a catch-all term that covers many different and powerful designs of war Engine, and each might come from a different origin to the next.

Some are ancient machines from the dawn of the Imperium, carefully preserved through litanyes and maintenance for ten thousand years, whilst other Ordinatus Minorii represent a lifetime of toil, the culmination of careful archaeological research of a Tech-Priest obsessed with uncovering the secrets of the past.

Still other Ordinaus Minorii are the consequences of mere expediency, a Forgeworld that comes under severe enough attack will militarise all conceivably available assets, which often necessitates affixing Titan-class weapons to non-optimum carriage vehicles, protecting them with void shields, and sending these jury-rigged Engines to war.

Whatever their origins and armaments, Ordinatus Minorii are invariably powerful machines, feared and respected by enemies, and jealously protected by the Adeptus Mechanicus.

ORDINATUS MINORIS

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin Heavy Bolter	30cm	AP4+		

Critical Hit Effect: The Ordinatus'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. Select one Battle Titan weapon; the Ordinatus Minoris carries this weapon on a fixed forward arc.

WARHOUND TITAN

The Warhound Titan is not the mainstay of the War Gryphons Titan Legion, but they are still common enough that almost all Titan Battlegroups will include several Warhound Titans.

Some Legions such as the Legio Ignatum and the Legio Tempestor are known to make much more extensive use of Warhound class Titans, but even they will rarely take to the field in open battle without support of their Battle class brethren.

It is only in relatively small scale wars like the Taros Campaign or the Keeler Intervention where Warhound class Titans will be the largest Mechanicus Engines.

During the Keeler Intervention, the War Gryphons Titan Legion fielded a force of nineteen Warhound class Titans, and while each Engine was generally seconded to assist other Imperial forces, on day 113 of the Intervention twelve Warhound Titans were brought together to act as the spearhead for an armoured push that ultimately broke the back of the rebel forces.

WARHOUND TITAN (Gryphon Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. 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).

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. Warhound Titans select may select any two weapons from the 'scout titan' weapons list. When fired, both arm weapons have a forward arc.



REAYER TITAN

The Reaver Titan is the oldest design of Titan (Perhaps even the oldest class of machine) currently in regular and widespread military service within the Imperium.

The arcane construction techniques necessary for its creation mean that it takes considerably more time to construct a Reaver class Titan than either a Warhound or a Warlord Titan. As a result, the Reaver has fallen out of favour with many of the younger Legions, which have relegated the Reaver into mostly supporting roles, where each ancient relic-machine is generally safe from reprisal attacks. Understandably, such

younger Legions treat their Reaver Titans more as mobile shrines than pure war engines.

The War Gryphons Legion was a long-established Titan Legion however, and as a consequence had a good number of Reaver Titans before the catastrophic final days of their parent Forgeworld ; At least forty-five Reaver Titans are known to have been on the planet at the time of the Tyranid invasion, and data packets indicate that the Reaver class Titan *Rex Imperatus* that was the last remaining active Gryphon Engine to fall in combat with the Tyranid menace, on the twentieth day of the war.

REAYER TITAN (Gryphon Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

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. Reaver Titans select may select any three weapons from the 'scout titan' and 'battle titan' weapons lists. When fired, the Carapace weapon has a fixed forward arc, whilst both arm weapons have a forward arc.



WARLORD TITAN

Warlord Titans are the most common Titan in most Titan Legions. Striding across the battlefields from a height of more than thirty metres, the Warlord Titan is the ultimate icon of the Imperial Titan Legions, instantly recognizable to the foes of the Imperium galaxy-wide.

Able to mount a vast variety of heavy weaponry to suit any kind of battle engagement, the Warlord Titan can be custom-armed to fight any foe.

The War for Gryphonne IV saw the full might of the Warlord Titans of the *Legio Gryphonicus* deployed to fight the Tyranid menace; More than fifty Warlord class Titans stepped from their cathedral-hangers on the first day of the conflict, and from then on did not rest until they were all laid low by the rampaging Xenos.

Deus Ferrusi, a Warlord Titan armed entirely with Plasma weaponry, was the last Warlord class Titan to fall, locked in battle with five Hierophant Bio Titans.

WARLORD TITAN (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord 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 Warlord will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Walker, Thick Rear Armour*, the Warlord Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2.5cm tall. Warlord Titans may select any four weapons from the 'scout titan' and 'battle titan' weapons lists. When fired, both Carapace weapons have a fixed forward arc, whilst both arm weapons have a forward arc.



Titan Equipment : Corvus Assault Pod

Notes: Transport 10 of the following units

- Any 'regular size' infantry, this includes Skitarii, Steel Legion Guardsmen and Space Marine Tactical, Assault and Devestator Units).

Certain units take up two slots, these include:

- Prætorian Combat servitors, Ogryns, Space Marine Terminators.

Infantry units with the 'mounted' special rule may not be transported within the Corvus Assault Pod.

FORGE KNIGHT

The Forge Knights of Gryphonne IV were a variant on the hull pattern used to make the Paladin class Knight ; Normally used to maintain the Titans when on campaign, and to carry out construction-related duties on their home Forgeworld, they were often pressed into military duty, as their heavy armour and powerful construction tools made for respectable combat prowess.

In the lead up to the Tyranid invasion of Gryphonne IV, the Forge Knights of the world were called together and militarised for the last time.

During the war itself, Forge Knight formations distinguished themselves in valour and daring, as despite their lack of training they fought with as much persistence as a dedicated military force.

Forge Knight

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Arc Lance	30cm	AT4+	—	
Manipulators	(Base contact)	(Assault Weapons)	+1 Extra Attack, Macro Weapon	

Reinforced Armour, Walker, Invulnerable Save, Infiltrator.



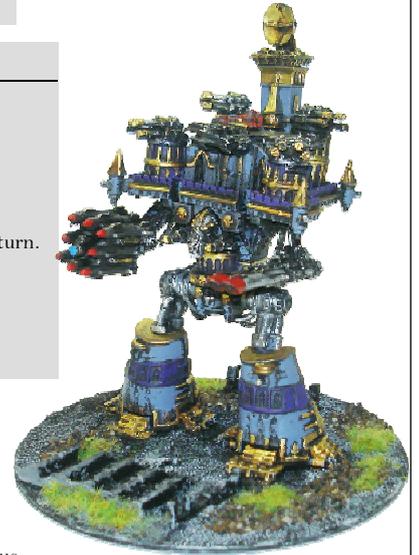
WARMONGER CONFIGURATION EMPEROR TITAN (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	5+

Weapon	Range	Firepower	Notes
8x Doomstrike Missiles	Unlimited	Warhead(s)	May fire only one missile per turn.
Vengeance Cannon	90cm	2x MW2+	Titan-Killer (D3), Forward Arc
4x Hydra Autocannon	45cm	2x AP4+ / AT5+ / AA5+	
Fire Control Centre	—	—	Re-roll one failed to-hit roll on one of the Warmonger Titan's weapon systems per turn.
Head Gun	45cm	AP4+ / AT4+	Fixed Forward Arc
Tertiary armament	(15cm)	(Small Arms)	Extra Attacks (+2)
Leg Bastions	—	—	Counts-as a Corvus Assault Pod

Damage Capacity 12. 8 Void Shields. Critical Hit Effect: The Warmonger's plasma reactor has been damaged. Roll a D6 for the Warmonger in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warmonger, on a roll of 2-3 the Warmonger 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 Warmonger will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Walker, Inspiring.* The Warmonger Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall.



LYSANDER FIGHTER (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	—	—

Weapon	Range	Firepower	Notes
Storm Bolters	15cm	AP4+ / AA5+	Fixed Forward Arc
Heavy Bolter	30cm	AP5+ / AA6+	Fixed Forward Arc

IMPERATOR CONFIGURATION EMPEROR TITAN (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	3+

Weapon	Range	Firepower	Notes
Plasma Annihilator	90cm	4x MW2+	Titan-Killer (D3), Forward Arc, Slow Firing
Hellstorm Cannon	60cm	10BP	Forward Arc
Defence Laser	90cm	MW2+ / AA4+	Titan-Killer (D3)
4x Battle Cannon	75cm	AP4+ / AT4+	—
Quake Cannon	90cm	3BP	Fixed Forward, Macro-Weapon
Tertiary armament	(15cm)	(Small Arms)	Extra Attacks (+2)
Leg Bastions	—	—	Counts-as a Corvus Assault Pod

Damage Capacity 12. 8 Void Shields. Critical Hit Effect: The Emperor's plasma reactor has been damaged. Roll a D6 for the Emperor in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Emperor, on a roll of 2-3 the Emperor 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 Emperor will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Walker, Inspiring.* The Emperor Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall.



ADEPTUS MECHANICUS GOTHIC CLASS CRUISER

The war for Gryphonne IV was not only fought on the ground, a great, perhaps more important battle also raged in space above the planet during the Tyranid invasion.

A full war fleet of Mechanicus vessels lay at high anchor above the planet throughout the first days of the invasion, and it wasn't until day fifteen that the remaining vessels of the fleet

was forced to retreat, as the main Hive Fleet nexus finally arrived in the system.

During the fifteen days the Mechanicus ships were able to stay in orbit, the Gothic class cruiser *Eclipse* was tasked with pin-point target destruction duties. Acting in close communication with Skitarii Tech Priests on the ground, the *Eclipse's* Lance strikes were instrumental in the killing of at least four hundred large Tyranid bio-organisms.

ADEPTUS MECHANICUS GOTHIC CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
2x Pin-Point Attack	n/a	MW2+	Titan Killer (D3)	

ARC MECHANICUS

The Arc Mechanicus is an ancient and revered battleship, which was present during the opening stages of the fall of Gryphonne IV.

ARC MECHANICUS

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	6BP	Macro Weapon	
Pin-Point Attack	n/a	MW2+	Titan Killer (D3)	

Notes: Slow and Steady

Collector's upgrades / weapons.

The items on this page are not recommended for use in tournaments, but you may want to enjoy using them in friendly games.

WEAPON / UPGRADE	RANGE	EFFECT	COST
Rubble Claws	—	The Titan counts ruins and woods as open terrain, -5cm speed, may not undertake the March order.	<i>Free</i>
Extra Shield Generator	—	The Titan adds +2 Shields, for the cost of -5cm speed.	<i>+25 pts</i>
Overcharged Servos	—	The Titan adds +5cm speed, for the cost of 2 Void Shields	<i>Free</i>
Centreline Quake Cannon (Deathstrike Head)	As Quake Cannon	The Titan gains a Quake Cannon fitted to its head. If this upgrade is used, the Titan must also use a Carapace Landing Pad.	<i>+100 pts</i>
Battle Claw	(Base Contact)	Assault Weapon, Macro Weapon, Extra Attacks (+2), Titan Killer (D3+1)	<i>Free</i>
Chain Fist	(Base Contact)	Assault Weapon, Extra Attacks (+6), Macro Weapon	<i>+25 pts</i>
Close Combat Head	n/a	+1 CC value, -1 FF value	<i>Free</i>
Corvus Assault Head	n/a	As Corvus assault pod, but replaces the Titan's head.	<i>+50 pts</i>
Fire Control Centre		Re-roll one failed to-hit roll on one of the Titan's weapon systems per turn.	<i>Free</i>
Harpoon Missile	Unlimited	MW4+, Single Shot, any War Engine that takes damage joins your side!	<i>+100 pts</i>
Power Fist	(Base Contact)	Assault Weapon, Extra Attack (+1), Titan-Killer (D6+2)	<i>Free</i>
Power Ram	(Base Contact)	Assault Weapon, Extra Attack (+1), Macro-Weapon, <i>Walkers</i> damaged by this weapon are instantly destroyed.	<i>+25 pts</i>
Power Saw	(Base Contact)	Assault Weapon, Extra Attacks (+6), Macro Weapon	<i>+25 pts</i>
Trident	30cm	MW3+, Ignores shields, always causes critical hits	<i>+50 pts</i>
Weapon Head	n/a	+1 FF value, -1CC value	<i>Free</i>
Wrecker	(Base Contact)	Assault Weapon, Macro-weapon, Extra Attacks (+1), Titan-Killer (D3+1), First Strike.	<i>+25 pts</i>
Devotional Bell	45cm	Takes up two carapace weapon slots. Each Daemonic unit (Including Daemon Engines, Daemon Princes, and greater & lesser daemons) that makes a move that passes within 45cm of the Devotional Bell will be hit on a 5+. Formations that are 'attacked' in this manner receive a blast marker for coming under fire. <i>Inspiring</i> .	<i>Free</i>
Banner Pole	n/a	<i>Inspiring</i> . +5cm Speed. Takes up a carapace slot.	<i>Free</i>

Titan Legion Changelog

V3.01

Ordinatus Minoris changed from 150 to 175pts
Ordinatus Minoris lost inspiring (It shouldn't have had it in the first place).

V3.02

Ordinatii go from initiative 1+ to 2+
Skitarii added to allies section.

V3.03

Ordinatus Majoris limited to 0-1
Ordinatus Minoris set to 0-1 per 1000pts

V3.04

Gave Lasburners a CC mode
Allowed Ordinatae to take Carapace Multilasers
Moved orbital support to support formations

V3.05

Added arcs to titan weapon mounts.
Renamed carapace landing pad to fire control centre.
Added 'slow and steady' to the Battleship.

V3.06

Added Mechanicus army list.
Changed demi-century to 9 units + 1 commander instead of 10+1
Set new stats for the Ad-Mech ships (Simply based on the weapons fit of the example ships on the online store)

V3.07

Added the Corvus Assault Pod
Plasma Destructor goes up to 75pts
Plasma Destructor goes up to 75cm range

V3.08

Demi-Century allied formation dropped in size to Quattro-Century.
Warlord Titan increased to 750pts
Gatling Blaster made a *Free* weapon system
Changed Melta Cannon to be more powerful in firefights than at range.

V3.09

Support Missile changed to 75pts
Gatling Blaster returns to being a +25pt weapon
Ordinatus Majoris base cost reduced to 300pts
Reduced Lasburners to +2 attacks instead of +3.
Moved most of the allies into the Support Formations section.
Quake Cannon loses *ignore cover*.
Quake cannon reduced to 75pts
Vortex missile reduced from TKD3 to TK1
Renamed Fire control centre to CLP
Carapace Landing Pad dropped from +150 to +100pts
Veteran Princeps added.
Fixed CCW stat.
Added Emperor class titans! :-)

V3.10

Increased lasburner CC attacks to +4
Corrected Warlord's points cost to 725
Split warlord and reaver's carapace landing pad costs.
Added leg bastions (Corvus pod) to Emperor titans
Added +2FF attacks on the Warmonger to match the Imperator
Allowed a Legate to be taken on an Emperor Titan
Added the Hydra Turret weapon
Reduced the cost of carapace multi-lasers to +25pts
Restricted Ordinatus Minoris to one per 1500pts rather than one per 1000
Ordinatus Minoris restricted to battle-titan weapons.
'Special Character' Ordinatus Majorae re-introduced.
Skitarii changed to 0-1 per Corvus Assault Pod.
Melta Cannon changed to D3 damage at range.
Added the 'collector's' weapons / upgrades.
Increased Support Formations to 3 per Battle Titan.
Changed Quattro-Century back to Demi-Century

V3.11

Both Ordinatus moved to the Skitarii army list only.
Apocalypse Rocket Launcher changed to +25pts
Carapace Landing pad made *Free* for both Titans.
ForgeKnight added
+25pts for dual-fit Warhounds
Two support formations per Titan, restrictions on support formation types scrapped.
Set supreme commander to 0-1, and allowed him on Reavers.
Added Banner Pole to the Collector's section.

V3.12

Mostly typo corrections.

V3.13

Plasma Cannon increases range from 45cm to 60cm.

V3.14

Increased cost of Cruiser from 150 to 200pts
Restricted the Veteran Princeps Upgrade to 0-1 per formation (prevents Warhound Pairs both being Veterans).
Removed the ground-targeting shots from the Carapace Multilasers.
Made the document more printer-friendly.

V3.15

Decreased cruiser cost to 175pts
Renamed Skitarii to Hypaspists

V3.16

Made the Lysander fighter cost 75pts
Changed CCW to +25pts
Restricted Reavers to 1 free weapon
Restricted Warlords to 2 free weapons
Created the God Machines special rule

V3.17

Turbolaser Destructor goes from 25 to 35 pts.
Warhound Weapons special rule deleted, general weapons rule modified.
New army list structure adopted in order to allow a few more activations into the list

Skitarii Army Changelog

VI.01

Added the list.

VI.02

Gorgon changed to 75pts each.

VI.03

Changed mole mortar upgrade from 3 to 4 mortars.

Restricted Tech Lords so that they can only join Tech Priest units.

VI.04

Skitarii given Heavy Bolters instead of Autocannons

VI.05

Allowed tank companies to take SHT command tanks.

Allowed Demolishers as an Upgrade

Deleted the Fire Support unit

Ordinatus Minoris restricted to battle-titan weapons

Moved several support formations to become core formations

VI.06

Tech Lords lose Inspiring.

Ordinatus Minoris Company introduced.

VI.07

Ordinatus Minoris Company increased to 450pts.

Ordinatus Minoris goes from 175 to 200pts.

Introduced the Forge Knight

Allowed 50% points to be spent on Titans

Gorgon critical hit made simpler.

VI.08

Changed Praetorian formation size from 10 to 5.

VI.09

Fixed typo in cost of Praetorian upgrade.

Matched Gorgon stats from the Death Korps of Krieg list.

Added Executioner, Stormblade & Stormsword stats.

VI.10

Increased cost of Cruiser from 150 to 200pts

Denied the list access to the Legate upgrade on a Titan.

Reduced the speed of the Mole Mortar to 10cm.

Removed *mounted* note from Mole Mortar.

Expanded the reference sheet

VI.11

Decreased cruiser cost to 175pts

Renamed Skitarii to Hyaspists

VI.12

Removed Super-Heavy Tank Company

Moved Tank Company to Support Choices,

Moved single Ordinatus Minoris from Support to Upgrades.

Deleted Deathstrike Launchers.

Added Macharius Heavy Tank Company.

Deleted Hydra, Hellhound and Leman Russ Upgrades.

Restricted Allies to 33% of the list.