

ADEPTUS MECHANICUS ARMoured DIVISION 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.

MECHANICUS ARMoured DIVISION FORMATIONS

Formation	Units	Cost
Tank Formation	Five Leman Russ Executioners or Leman Russ Vanquishers or Valdors	450 Points
Heavy Tank Formation	Two Macharius Heavy Tanks and One Macharius Vulcan, Vanquisher, or Omega.	350 Points
Super Heavy Tank Formation	Three Baneblades, Stormblades, or Shadowswords in any combination May replace any number of Baneblades with Decimators	500 Points +25 Points each
Artillery Formation	Five Manticores	350 Points
Forge Knight Squadron	Five Forge Knights	325 Points
Mobile Skitarii Demi-Century	Nine Hypaspist units, plus one Tech Priest unit and two Crassus Armoured Assault Transports May add a Tech Lord to the Tech Priest unit (0-1 per army)	425 Points +100 Points
Imperial Robots	Four Colossus Robots and one Tech Priest unit	150 Points
Heavy Artillery Formation	Three Praetor Launchers or Three Dominus Siege Bombards	425 Points
0-1 Orbital Support	One Mechanicus Gothic Class Cruiser	150 Points
	One Ark Mechanicus	150 Points
Shark Assault Boat	One Shark Assault Boat	200 Points

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