

Adeptus Mechanicus

“The only will of the Machine Spirit is that of the Omnissian technologies, for the Xenos will deceive you and tempt you, but you will not falter, for you are a Priest!”

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What are the Adeptus Mechanicus? The Adeptus Mechanicus are the technological backbone to the Imperium of Man. Their mighty forge worlds produce weapons of war without number on a daily basis, maintaining the sacred weapons from the lowliest of Lasguns to the mightiest Emperor Class Titan. While technology and knowledge has been lost, their devotion to knowledge keeps them scouring the galaxy for lost Standard Template Constructs to achieve their greatest achievements lost to the ravages of war long before the 41st Millenium.

Army Difficulty 1-5: 2. This army is a straightforward one. While it has a limited model line, they are highly adaptable. In large scale and Apocalypse battles, they field the mightiest war engines in the game! Devastating small arms and heavily armed war constructs ensure this army will bring defeat to any foe!

Strengths: The Adeptus Mechanicus are capable of equipping to handle any threat. They have many weapon options for each scenario and type of foe, and are able to build flexible army lists with minimal difficulty.

Weaknesses: This army has a limited model line to work from. They are well equipped, meaning they cannot spam the field with highly expendable cannon fodder.

Forge Worlds

The Adeptus Mechanicus operates out of mighty Forge Worlds. These worlds are typically giant factories that reach down as far as the planet core and can extend all the way into low orbit! Each one is unique, with its own set of jealously guarded secret STCs they are unwilling to share. Each have their own rules that trade off benefits for weaknesses, but you can use Forge World to field units exactly as they are presented in this rulebook.

Agripinaa:

- On the Defensive: Models in your army suffer double the Auto Wounds for losing Combat Resolution in the enemy Deployment Zone.
- Stalwart Defenders: Models in your army do not suffer Auto Wounds as a result of Combat Resolution while in your Deployment Zone.

Forge World:

- All models in your army are fielded exactly as presented in this rulebook.

Graia:

- Lost World: Models in your army only count as half as many models for Contesting Objective Markers.
- Rapid Deployment: You may Redeploy 1 unit for every 1000 points you have after Infiltrators and Scouts are placed. If someone else can Redeploy, alternate doing so starting with the player that won Initiative.

Lucius:

- Constant Acquisition: Models in your army cannot Claim or Contest Objective Markers within your Deployment Zone.
- Rare Materials: Models in your army may reroll 1s for Armour Saves.

Mars:

- Founding of the Adeptus Mechanicus: All models in your army gain Stubborn.
- Vanity: All Characters and Independent Characters in your army must Issue Challenges and Accept Challenges whenever possible. Characters and Independent Characters in your army suffer -1 To Hit in Melee unless they are in a Challenge.

Metalica:

- Blaring Weapons: Each roll of a 6 To Wound or Penetrate inflicts Pinning so long as it was fired from within your Deployment Zone.
- Blessed Sterility: Models in your army may only Claim or Contest Objective Markers in your Deployment Zone.

Ryza:

- Close Quarter Experts: All models in your army gain Furious Charge. If they already had Furious Charge they gain Shock Assault.
- Ruined Home World: All models in your army suffer Ld-1.

Stygies VIII:

- Forbidden Knowledge: Each time you complete an Objective, roll a d6. On a 1 score -1 Victory Points. Each phase each unit may reroll 1 die.

HQ Slots 1-2 Slots

Belisarius Cawl Cawl	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 6 8 5 5 10 3+	Points: 309 Composition: 1 Cawl
Wargear Cawl: Solar Atomizer Omniassian Axe Arc Scourge Mechandrite Hive Force Field	Options	Rules Cawl: Independent Character Monstrous Infantry Unique Fearless Heal Invasive Hack – 6" Aura, target non-Titanic unit suffers -1 To Hit. Lord of the Machine Cult – 6" Aura, this model and target unit may reroll 1s To Hit. Master of Machines – Target model in base contact Repairs d3 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed. May Repair d3 Wound on Monsters instead. This is an override to the normal rules.
Special Wargear: Force Field – 4+ Invulnerability Save.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Solar Atomizer	12	10	1+	Assault 2, Melta, (Monsterbane)
M	Omniassian Axe	Melee	+3	5+	None
M	Arc Scourge	Melee	User	3+	Auxiliary, Extra Attack 2, Haywire (2+)
M	Mechandrite Hive	Melee	User	-	Auxiliary, Extra Attack 2

Skitarii Marshall Marshall	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 3 4 10 3+	Points: 194 Composition: 1 Marshall
Wargear Marshall: Radium Serpenta Control Stave Force Field	Options Alpha may swap Radium Pistol for P Alpha may take one M Up to three Rangers may swap Galvanic Rifle for R	Rules Marshall: Independent Character Infantry Fearless Heal Servo Skull Uplink – 6 “ Aura, this model and target unit gain Objective Secured. Skitarii Marshall – 6” Aura, this model and target unit may reroll 1s To Wound.
Special Wargear: Force Field – 4+ Invulnerability Save.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Radium Serpenta	18	3	-	Pistol 1, Poisoned (2+)
M	Control Stave	Melee	+3	3+	None

Tech Priest Dominus Dominus	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 5 3 3 10 3+	Points: 162 Composition: 1 Dominus
Wargear Dominus: Macrostubber Volkite Blaster Ommissionian Axe Force Field	Options May swap Macrostubber for P May swap Volkite Blaster for S	Rules Dominus: Independent Character Infantry Fearless Heal Lord of the Machine Cult – 6” Aura, this model and target unit may reroll 1s To Hit. Master of Machines – Target model in base contact Repairs d3 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed. May Repair d3 Wound on Monsters instead. This is an override to the normal rules.
Special Wargear:	Special Wargear Upgrades:	

Force Field – 4+ Invulnerability Save.		
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Selection	Name	Range	S	AP	Rules
P	Macrostubber	12	4	-	Pistol 3
P +3 points	Phosphor Serpenta	18	5	4+	Pistol 1, Ignores Cover
S	Volkite Blaster	24	5	4+	Heavy 1, Beam
S +26 points	Eradication Array	24	8	1+	Heavy 1, Beam, Melta, (Monsterbane)
M	Omniussian Axe	Melee	+3	5+	None

Advisors 0-3/Troop Slot Purchased

Cybernetica Datasmith Datasmith	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 4 4 3 3 8 3+	Points: 123 Composition: 1 Datasmith
Wargear Datasmith: Gamma Pistol Powerfist Refractor Field	Options	Rules Datasmith: Independent Character Infantry Fearless Datasmith – 6” Aura, target Kastelan unit may reroll 1s To Wound. Escort – This model may join Kastelan units as if it were a Monster.
Special Wargear: Refractor Field – 5+ Invulnerability Save.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Gamma Pistol	12	3	2+	Pistol 1, Poisoned (2+)
M	Powerfist	Melee	X2	2+	Slow, Monsterbane

Daedalus Daedalus X-101	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 4 4 3 3 8 3+ 6 4+ 4+ 3 4 4 3 3 8 4+	Points: 200 Composition: 1 Daedalus 1 X-101
Wargear Daedalus: Eradication Pistol Servo Arm Refractor Field Archeotech Device X-101: Grav Gun Servo Arm	Options	Rules Daedalus: Independent Character Infantry Unique Master of Machines – Target model in base contact Repairs d3 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed. May Repair d3 Wound on Monsters instead. This is an override to the normal rules. X-101: Independent Character Infantry Unique Steady Feel No Pain 5+
Special Wargear: Archeotech Device – 6" Aura, this model and target unit may reroll 1s for Saves (Feel No Pains are not Saves). Refractor Field – 5+ Invulnerability Save. Servo Arm – Each model with a Servo Arm may add +1 to a Repair die roll to restore a weapon or mobilize result.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Eradication Pistol	12	7	2+	Pistol 1, Scatter
A	Servo Arm	Melee	X2	2+	Slow, Monsterbane, Auxiliary Servo Arm
R	Grav Gun	18	*	-	Rapid Fire 1, Grav

Enginseer Enginseer Servitor	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 4 4 3 3 8 3+ 6 4+ 4+ 3 4 1 3 1 8 4+	Points: 62 Composition: 1 Enginseer 0-9 Servitors
Wargear Enginseer: Laspistol Omniassian Axe Servo Arm Frag Grenades Krak Grenades Servitor: Servo Arm	Options Enginseer may swap Krak Grenades for G May take up to 9 Servitors for +21 points each Any Servitor may swap its Servo Arm for A	Rules Enginseer: Independent Character Infantry Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed. Servitor: Steady Feel No Pain 5+
Special Wargear: Servo Arm – Each model with a Servo Arm may add +1 to a Repair die roll to restore a weapon or mobilize result.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Laspistol	12	3	-	Pistol 1
M	Omniassian Axe	Melee	+3	5+	
A	Servo Arm	Melee	X2	2+	Slow, Monsterbane, Auxiliary Servo Arm
A +4 points	Heavy Bolter	36	5	4+	Heavy 3
A +9 points	Plasma Cannon	36	7	2+	Heavy 1, 3" Blast, Gets Hot!
A +22 points	Multimelta	24	8	1+	Heavy 2, Melta, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Non-Blast
G +5 points	Melta Bombs	6	8	1+	Grenade 1, Armourbane, Monsterbane Non-Blast

Manipulus Manipulus Servitor	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 4 5 3 3 8 3+ 6 4+ 4+ 3 4 1 3 1 8 4+	Points: 72 Composition: 1 Enginseer 0-9 Servitors
Wargear Enginseer: Flamer Omniissian Axe Mechadendrites Servitor: Servo Arm	Options May take up to 9 Servitors for +21 points each Any Servitor may swap its Servo Arm for A	Rules Enginseer: Independent Character Infantry Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed. Servitor: Steady Feel No Pain 5+
Special Wargear: Servo Arm – Each model with a Servo Arm may add +1 to a Repair die roll to restore a weapon or mobilize result.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Flamer	Flame	4	5+	Assault 1
S +5 points	Magnarail Lance	18	7	2+	Assault 2, Lance
M	Omniissian Axe	Melee	+3	5+	
M	Mechadendrites	Melee	User	-	Auxiliary, Extra Attack 1
A	Servo Arm	Melee	X2	2+	Slow, Monsterbane, Auxiliary Servo Arm
A +4 points	Heavy Bolter	36	5	4+	Heavy 3
A +9 points	Plasma Cannon	36	7	2+	Heavy 1, 3" Blast, Gets Hot!
A +22 points	Multimelta	24	8	1+	Heavy 2, Melta, Monsterbane

Sydonian Skatros Skatros	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 4 4 3 3 8 3+	Points: 80 Composition: 1 Skatros
Wargear Skatros: Radium Jezzail Archeo Revolver	Options	Rules Skatros: Independent Character Infantry Fearless Infiltrate Stealth High Vantage Point – This model may not Embark in Transports. Cover Saves against this model's attacks suffer -1. This model may ignore Infantry and Swarms when Moving, Advancing, Charging, and Falling Back.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Radium Jezzail	30	4	3+	Heavy 2, Sniper (3+)
S +11 points	Transuranic Arquebus	60	4	3+	Heavy 1, Sniper (2+)
P	Archeo Revolver	12	5	3+	Pistol 1

Troops 2-6 Slots

Kataphrons Kataphron	M WS BS S T W I A Ld Sv 6 3+ 3+ 5 5 3 3 3 7 4+	Points: 174 Composition: 3-6 Kataphrons
Wargear Kataphron: Heavy Arc Rifle Arc Claw	Options May take up to 3 more Kataphrons for +58 points each Any model may swap Heavy Arc Rifle for H Any model may swap Arc Claw for M Any model may take one B	Rules Kataphron: Monstrous Infantry Fearless Steady Very Bulky
Special Wargear:	Special Wargear Upgrades: B Heavy Armour +8 points	Sv-1 (Improves by 1)

Selection	Name	Range	S	AP	Rules
H	Heavy Arc Rifle	36	3	3+	Heavy 2, Haywire (3+)
H +5 points	Plasma Culverin	24	7	2+	Heavy 1, 3" Blast, Gets Hot!

H +8 points	Heavy Grav Cannon	30	*	-	Heavy 1, 3" Blast, Grav
H +11 points	Torsion Cannon	36	7	3+	Heavy 1, Beam
M	Arc Claw	Melee	User	3+	Haywire (3+)
M +1 point	Flamer	Flame	4	5+	Assault 1
M +2 points	Phosphor Blaster	24	5	4+	Rapid Fire 1, Ignores Cover
M +9 points	Hydraulic Claw	Melee	X2	2+	Slow, Monsterbane

Rangers Alpha Ranger	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 4 1 3 2 8 4+ 6 3+ 3+ 3 4 1 3 1 7 4+	Points: 81 Composition: 1 Alpha 4-19 Rangers
Wargear Alpha: Radium Pistol Ranger: Galvanic Rifle	Options May take up to 15 more Rangers for +16 points each Alpha may swap Radium Pistol for P Alpha may take one M Up to three Rangers may swap Galvanic Rifle for R	Rules Alpha: Character Infantry Fearless Ranger: Infantry Fearless
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Radium Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +3 points	Galvanic Rifle	24	4	-	Rapid Fire 1, Gauss
P +5 points	Arc Pistol	12	3	3+	Pistol 1, Haywire (3+)
P +8 points	Phosphor Pistol	12	5	4+	Pistol 1, Ignores Cover
M +4 points	Power Sword	Melee	+1	3+	None
M +4 points	Arc Maul	Melee	3	3+	Haywire (3+)
M +5 points	Taser Goad	Melee	+2	-	Tesla
R	Galvanic Rifle	24	4	-	Rapid Fire 1, Gauss
S +1 point	Arc Rifle	24	3	3+	Rapid Fire 1, Haywire (3+)
S +7 points	Plasma Caliver	18	7	2+	Assault 2, Gets Hot!
S +23 points	Transuranic Arquebus	60	4	3+	Heavy 1, Sniper (2+)

Vanguards Alpha Vanguard	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 4 1 3 2 8 4+ 6 3+ 3+ 3 4 1 3 1 7 4+	Points: 86 Composition: 1 Alpha 4-19 Vanguards
Wargear Alpha: Radium Pistol Vanguard: Radium Carbines	Options May take up to 15 more Vanguards for +17 points each Alpha may swap Radium Pistol for P Alpha may take one M Up to three Vanguards may swap Galvanic Rifle for R	Rules Alpha: Character Infantry Fearless Scout Vanguard: Infantry Fearless Scout
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Radium Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +2 points	Radium Carbine	18	3	-	Assault 1, Poisoned (3+)
P +5 points	Arc Pistol	12	3	3+	Pistol 1, Haywire (3+)
P +8 points	Phosphor Pistol	12	5	4+	Pistol 1, Ignores Cover
M +4 points	Power Sword	Melee	+1	3+	None
M +4 points	Arc Maul	Melee	3	3+	Haywire (3+)
M +5 points	Taser Goad	Melee	+2	-	Tesla
R	Radium Carbine	18	3	-	Assault 1, Poisoned (2+)
S +2 point	Arc Rifle	24	3	3+	Rapid Fire 1, Haywire (3+)
S +8 points	Plasma Caliver	18	7	2+	Assault 2, Gets Hot!
S +24 points	Transuranic Arquebus	60	4	3+	Heavy 1, Sniper (2+)

Elite 0-3 Slots

Electro Priests Alpha Priest	M WS BS S T W I A Ld Sv 6 4+ 4+ 3 4 1 3 2 8 - 6 4+ 4+ 3 4 1 3 1 7 -	Points: 74 Composition: 1 Alpha 4-19 Priests
Wargear Alpha: Electroleech Stave Electrical Forcefield Priest: Electroleech Stave Electrical Forcefield	Options May take up to 15 more Priests for +14 points each Any model may swap Electroleech Stave for M	Rules Alpha: Character Infantry Stubborn Priest: Infantry Stubborn
Special Wargear:	Special Wargear Upgrades:	

Electrical Forcefield – 5+ Invulnerability Save.		
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Selection	Name	Range	S	AP	Rules
M	Electroleech Stave	Melee	+2	-	Counterattack, Tesla
M +3 points	Electrostatic Gauntlet	12 Or Melee	3 Or User	- Or -	Pistol 2, Tesla Or Extra Attack 1, Tesla

Sicutarii Hoplites Alpha Hoplite	M WS BS S T W I A Ld Sv 6 2+ 2+ 3 4 2 3 3 9 3+ 6 2+ 2+ 3 4 2 3 2 8 3+	Points: 258 Composition: 1 Alpha 4-9 Hoplites
Wargear Alpha: Radium Pistol Storm Shield Hoplite: Arc Lance Storm Shield	Options May take up to 5 more Hoplites for +52 points each Alpha may swap Radium Pistol for P Alpha may take one M	Rules Alpha: Character Infantry Fearless Titan Protector – This model gains Bodyguard, but may only use it for Titanic Units. Hoplite: Infantry Fearless Titan Protector – This model gains Bodyguard, but may only use it for Titanic Units.
Special Wargear: Storm Shield – Sv-1 (Improves by 1), 4+ Invulnerability Save.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Radium Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +5 points	Arc Pistol	12	3	3+	Pistol 1, Haywire (3+)
P +6 points	Arc Lance	12 Or Melee	3 Or User	3+ Or 3+	Assault 1, Haywire (3+) Or Haywire (3+)
P +8 points	Phosphor Pistol	12	5	4+	Pistol 1, Ignores Cover
M +4 points	Power Sword	Melee	+1	3+	None
M +4 points	Arc Maul	Melee	3	3+	Haywire (3+)
M +5 points	Taser Goad	Melee	+2	-	Tesla
R	Arc Lance	12 Or Melee	3 Or User	3+ Or 3+	Assault 1, Haywire (3+) Or Haywire (3+)

Sicutarii Peltasts Alpha Peltast	M WS BS S T W I A Ld Sv 6 2+ 2+ 3 4 2 3 3 9 3+ 6 2+ 2+ 3 4 2 3 2 8 3+	Points: 206 Composition: 1 Alpha 4-9 Peltasts
Wargear Alpha: Radium Pistol Kryptopatris Field Generator Peltast: Galvanic Caster Kryptopatris Field Generator	Options May take up to 5 more Peltasts for +42 points each Alpha may swap Radium Pistol for P Alpha may take one M	Rules Alpha: Character Infantry Fearless Ignis Blaze – 12” Aura, target non-Titanic unit suffers -1 To Hit. This is cast as a unit. One Use Only. Titan Protector – This model gains Bodyguard, but may only use it for Titanic Units. Peltast: Infantry Fearless Ignis Blaze – 12” Aura, target non-Titanic unit suffers -1 To Hit. This is cast as a unit. One Use Only. Titan Protector – This model gains Bodyguard, but may only use it for Titanic Units.
Special Wargear: Kryptopatris Field Generator – 5+ Invulnerability Save.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Radium Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +5 points	Arc Pistol	12	3	3+	Pistol 1, Haywire (3+)
P +8 points	Galvanic Caster	18	5	4+	Assault 2, Gauss
P +8 points	Phosphor Pistol	12	5	4+	Pistol 1, Ignores Cover
M +4 points	Power Sword	Melee	+1	3+	None
M +4 points	Arc Maul	Melee	3	3+	Haywire (3+)
M +5 points	Taser Goad	Melee	+2	-	Tesla
R	Galvanic Caster	18	5	4+	Assault 2, Gauss

Sicarian Infiltrators Principes Infiltrator	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 3 3 9 4+ 6 3+ 3+ 4 4 2 3 2 8 4+	Points: 154 Composition: 1 Principes 4-9 Infiltrators
Wargear Principes: Stubcarbine Power Sword Infiltrator: Stubcarbine Power Sword	Options May take up to 5 more Infiltrators for +30 points each Any model may swap Stubcarbine for P Any model may swap Power Sword for M	Rules Principes: Character Infantry Fearless Infiltrator Neurostatic Interference – 6” Aura, target non-Titanic unit suffers Ld-1. Cast as a unit. Infiltrator: Infantry Fearless Infiltrator Neurostatic Interference – 6” Aura, target non-Titanic unit suffers Ld-2. Cast as a unit.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stubcarbine	18	4	-	Assault 2
P +3 points	Flechette Blaster	12	2	-	Pistol 3, Scatter
M	Power Sword	Melee	+1	3+	None
M +1 point	Taser Goad	Melee	+2	-	Tesla

Sicarian Ruststalkers Principes Ruststalker	M WS BS S T W I A Ld Sv 6 3+ 5+ 4 4 2 3 3 9 4+ 6 3+ 5+ 4 4 2 3 2 8 4+	Points: 139 Composition: 1 Principes 4-9 Ruststalker
Wargear Principes: Transonic Razors Chordclaw Ruststalker: Transonic Razors Chordclaw	Options May take up to 5 more Ruststalkers for +27 points each Any model may swap both their Transonic Razors AND Chordclaw for M	Rules Principes: Character Infantry Fearless Furious Charge Infiltrator Ruststalker: Infantry Fearless Furious Charge Infiltrator
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Transonic Razors	Melee	User	3+	Extra Attack 1
M	Chordclaw	Melee	User	4+	Rending
M +0 points	Transonic Razors	Melee	+1	2+	Extra Attack 1

Fast Attack 0-3 Slots

Ironstrider Ballistarii Ironstrider	M WS BS S FA SA RA W I A Ld Sv 10 3+ 3+ 5 11 10 10 6 3 2 8 4+	Points: 55 Composition: 1-6 Ironstriders
Wargear Ironstrider: Taser Lance	Options May take up to 5 more Ironstriders for +55 points each Any model may swap M for H Any model may take one P	Rules Ironstrider: Vehicle Combat Walker Fearless Open Topped Scout
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Taser Lance	Melee	User	-	Extra Attack 2, Tesla, Primary
H +2 points	Radium Jezzail	30	4	3+	Heavy 2, Sniper (3+), Hull, Primary
H +4 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull, Primary
H +12 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
P +5 points	Phosphor Serpenta	18	5	4+	Pistol 1, Ignores Cover, Hull

Pteraxii Alpha Pteraxii	M WS BS S T W I A Ld Sv 12 3+ 3+ 3 4 1 3 2 8 4+ 12 3+ 3+ 3 4 1 3 1 7 4+	Points: 135 Composition: 1 Alpha 4-9 Pteraxii
Wargear Alpha: Radium Pistol Pteraxii: Flechette Carbine	Options May take up to 5 more Pteraxii for +25 points each Alpha may swap Radium Pistol for P Alpha may take one OM Any Pteraxii may swap R for S	Rules Alpha: Character Infantry Deepstrike Fearless Flying Very Bulky Accurate Arrival – This model and its unit do not Scatter when arriving from Deepstrike.

		Pteraxii: Infantry Deepstrike Fearless Flying Very Bulky
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Radium Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +5 points	Arc Pistol	12	3	3+	Pistol 1, Haywire (3+)
P +5 points	Flechette Blaster	12	2	-	Pistol 3, Scatter
P +8 points	Phosphor Pistol	12	5	4+	Pistol 1, Ignores Cover
OM +4 points	Power Sword	Melee	+1	3+	None
OM +4 points	Arc Maul	Melee	3	3+	Haywire (3+)
OM +5 points	Taser Goad	Melee	+2	-	Tesla
R	Flechette Carbine	18	3	-	Assault 3, Scatter
S +3 points	Flamer	Flame	4	5+	Assault 1
M	Pteraxii Talons	Melee	User	5+	Rending

Serberys Alpha Serberys	M WS BS S T W I A Ld Sv 12 3+ 3+ 3 5 2 3 2 8 4+ 12 3+ 3+ 3 5 2 3 1 7 4+	Points: 160 Composition: 1 Alpha 4-9 Serberys
Wargear Alpha: Radium Pistol Cavalry Saber Clawed Limbs Serberys: Galvanic Carbine Cavalry Saber Clawed Limbs	Options May take up to 5 more Serberys for +32 points each Alpha may swap Radium Pistol for P Alpha may swap Cavalry Saber for OM Any Serberys may swap Galvanic Carbine for R Any Serberys may swap Cavalry Saber for M Any model may take one S	Rules Alpha: Character Infantry Steed Fearless Outflank Very Bulky Serberys: Infantry Steed Fearless Outflank Very Bulky
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Radium Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +4 points	Galvanic Carbine	18	4	-	Assault 2, Gauss
P +5 points	Arc Pistol	12	3	3+	Pistol 1, Haywire (3+)

P +6 points	Archeo Revolver	12	5	3+	Pistol 1
P +10 points	2 Linked Phosphor Pistols	12	5	4+	Pistol 1 x2, Ignores Cover
P +10 points	Phosphor Blast Carbine	18	5	4+	Assault 2, Ignores Cover
OM	Cavalry Saber	Melee	+4	4+	None
OM +1 point	Power Sword	Melee	+1	3+	None
OM +1 points	Arc Maul	Melee	3	3+	Haywire (3+)
OM +2 points	Taser Goad	Melee	+2	-	Tesla
R	Galvanic Carbine	18	4	-	Assault 2, Gauss
R +7 points	2 Linked Phosphor Pistols	12	5	4+	Pistol 1 x2, Ignores Cover
R +7 points	Phosphor Blast Carbine	18	5	4+	Assault 2, Ignores Cover
M	Cavalry Saber	Melee	+1	4+	None
M +1 points	Arc Maul	Melee	3	3+	Haywire (3+)
S +8 points	Flamer	Flame	4	5+	Assault 1
M	Clawed Limbs	Melee	+1	-	Rending

Heavy Support 0-3 Slots

Kastelan Robot Maniple Kastelan	M WS BS S T W I A Ld Sv 8 3+ 3+ 6 7 8 2 4 10 3+	Points: 171 Composition: 1-3 Kastelan
Wargear Kastelan: Dual Powerfists Flamer Repulsor Grid	Options May take up to 2 more Kastelan for +171 points each Any model may swap Dual Powerfists for M Any model may swap Flamer for S	Rules Kastelan: Monstrous Infantry Fearless Steady
Special Wargear: Repulsor Grid – 5+ Invulnerability Save against ranged attacks.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Dual Powerfists	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
M +8 points	2 Linked Heavy Phosphor Blasters	36	5	4+	Heavy 1, 3" Blast, Ignores Cover
S	Flamer	Flame	4	5+	Assault 1

S +8 points	Heavy Phosphor Blaster	36	5	4+	Heavy 1, 3" Blast, Ignores Cover
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Onager Dunecrawler Dunecrawler	M WS BS S FA SA RA W I A Ld Sv 8 3+ 3+ 6 12 12 10 11 3 4 8 3+	Points: 159 Composition: 1-3 Dunecrawlers
Wargear Dunecrawler: 2 Linked Heavy Phosphor Blasters Emnatus Force Field	Options May take up to 2 more Dunecrawlers for +159 points each Any model may swap 2 Linked Heavy Phosphor Blasters for T Any model may take one P Any model may take up to one of each E	Rules Ironstrider: Vehicle Combat Walker Fearless Steady
Special Wargear: Emnatus Force Field – 5+ Invulnerability Save.	Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points	You may treat all Crew Stun Results as Crew Shaken. 6" range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase only.

Selection	Name	Range	S	AP	Rules
T	2 Linked Heavy Phosphor Blasters	36	5	4+	Heavy 1 x2, 3" Blast, Ignores Cover, Turret, Primary
T +10 points	Eradication Beamer	36	8	1+	Heavy 1, Beam, Melta, (Monsterbane), Turret, Primary
T +28 points	Icarus Array	48 And 48	7 And 6	4+ And 4+	Heavy 2 x2, Monsterbane, Turret, Primary And Heavy 1, 5" Blast, Turret, Primary
T +44 points	Neutron Laser And Heavy Stubber	48 And 36	D And 5	2+ And 6+	Heavy 1, Destroyer, Monsterbane, Coaxial, Turret, Primary And Heavy 3, Coaxial, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Skorpius Disintegrators Disintegrators	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 13 11 10 12 1 3 8 3+	Points: 155 Composition: 1-3 Disintegrators
Wargear Disintegrator: Belleros Energy Cannon 2 Linked Disrupter Missile Launchers 2 Heavy Stubbers Heavy Stubber	Options May take up to 2 more Disintegrators for +155 points each Any model may swap Belleros Energy Cannon for H Any model may take up to one of each E	Rules Disintegrator: Vehicle Tank Fearless Open Topped
Special Wargear:	Special Wargear Upgrades: E Augur Array +5 points E Extra Armour +5 points	6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering. You may treat all Crew Stun Results as Crew Shaken.

Selection	Name	Range	S	AP	Rules
T	Belleros Energy Cannon	36	5	3+	Heavy 1, 5" Blast, Indirect Fire, Turret, Primary
T +11 points	Ferrumite Cannon	72	9	2+	Heavy 1, 3" Blast, Monsterbane, Turret, Primary
H	2 Linked Disrupter Missile Launchers	36	7	3+	Heavy 1 x2, 3" Blast, Hull, Primary
S	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull
P	Heavy Stubber	36	5	6+	Heavy 3, Turret

Flyer 0-2 Slots

Archaeopters Archaeopter	M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 11 11 10 10 1 3 8 3+	Points: 181 Composition: 1-3 Archaeopters
Wargear Archaeopter: 2 Linked Heavy Stubbers Bomb Rack	Options May take up to 2 more Archaeopters for +181 points each Any model may swap 2 Linked Heavy Stubbers for H Any model may take one S Any model may swap Bomb Rack for R	Rules Archaeopter: Vehicle Fearless High Altitude Hover Nimble – This model may turn 90 degrees before AND after moving at High Altitude. Transport 6 – Access Sides.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull, Primary
H +6 points	2 Linked Heavy Phosphor Blasters	36	5	4+	Heavy 1 x2, 3" Blast, Ignores Cover, Hull, Primary
S +10 points	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull
R	Bomb Rack	Bomb	6	4+	Heavy 1, 5" Blast, Hull, Primary
R +2 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson, Primary

Dedicated Transport 0-1/Legal Slot

Skorpius Dunerider Dunerider	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 10 10 10 12 1 3 8 3+	Points: 126 Composition: 1 Dunerider
Wargear Dunerider: 2 Linked Heavy Stubbers T 2 Linked Heavy Stubbers H	Options May take up to one of each E	Rules Dunerider: Vehicle Tank Fearless Open Topped Transport 12 – Access Front.
Special Wargear:	Special Wargear Upgrades: E Augur Array +5 points	6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first

	E Extra Armour +5 points	model is placed prior to scattering. You may treat all Crew Stun Results as Crew Shaken
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Selection	Name	Range	S	AP	Rules
T	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Turret, Primary
H	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull, Primary

Terrax Pattern Termite Terrax Pattern Termite	M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 7 12 12 10 14 1 3 8 3+	Points: 229 Composition: 1 Terrax Pattern Termite
Wargear Terrax Pattern Termite: Termite Drill Terrax Melta Cutter 2 Storm Bolters	Options May swap either Storm Bolter for H May take any E one time each	Rules Terrax Pattern Termite: Vehicle Tank Deepstrike Steady Transport 12 – Access Sides.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points	6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering. You may treat all Crew Stun Results as Crew Shaken Roll d6, on 5+ repair Immobilized or Crew Stun result

Selection	Name	Range	S	AP	Rules
M	Termite Drill	Melee	X2	1+	Accurate, Monsterbane, Primary
T	Terrax Melta Cutter	12	8	1+	Heavy 5, Melta, (Monsterbane), Hull, Primary
H	Storm Bolter	24	4	5+	Rapid Fire 2, Hull
H +1 points	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +2 point	2 Linked Terrax Volkite Chargers	18	5	4+	Heavy 1 x2, Beam, Hull

Lord of War 0-1 Slots

Imperial Titans

Emperor Class Titan Emperor	M WS BS S FA SA RA 12 5+ 3+ 12 14 14 13 W I A Ld Sv 160 1 15 9 3+	Points: 4445 Composition: 1 Emperor
Wargear Emperor: 2 Vengeance Cannons 6 Emperor Vulcan Megabolters 24 Ardex Defensor Lascannons Crushing Feet	Options May swap either Vengeance Cannon for T May swap any Emperor Vulcan Megabolter for H	Rules Emperor: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 8 Transport 104 – Each foot carriers up to Transport 52 with Access on the Front, Outer Side, and Rear. Each Foot as one Firing Port in the Front, Outer Side, and Rear. Create Panic – This model displaces all models when it moves, place them up to 1” Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 8d6” Radius. Titanic Tread – Any movement made by models that are not Flying or High Altitude cost twice as much within 30” of this model. Towering God Engine – This model may only be hit on a 5+ or worse in Melee. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging. Uparmoured – Only Ardex Defensor weapons may be disabled on this model.

		<p>Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.</p> <p>The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15” Blast radius rules.</p> <p>T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Deathstrike Missile still hits in your Command Phase.</p>
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
T	Vengeance Cannon	240	D	2+	Heavy 4, 7” Blast, Destroyer, Monsterbane, Hull, Primary
T +142 points	Hellstorm Cannon	96	9	3+	Heavy 8, 7” Blast, Ordnance, Monsterbane, Hull, Primary
T +250 points	Emperor Plasma Annihilator	120	10	2+	Heavy 6, 10” Blast, Monsterbane, Hull, Primary
T +413 points	Doomstrike Missile Launcher	24-240	8	3+	Heavy 5, Apocalyptic Barrage, Monsterbane, Hull, Primary
H	Emperor Vulcan Megabolter	36-60	6	3+	Heavy 20, Hull, Primary
H +72 points	Emperor Melta Cannon	36-72	10	1+	Heavy 1, 10” Blast, Melta, (Monsterbane), Hull, Primary
H +86 points	3 Linked Inferno Guns	Hell Storm	7	3+	Assault 1 x3, Hull, Primary
H +97 points	Deathstrike Missile	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, One Use Only, T Minus 5, The Hour is Nigh, Hull
H +114 points	Emperor Apocalypse Missile Launcher	36-240	7	3+	Heavy 1, Apocalypse Barrage, Hull, Primary

H +117 points	Emperor Gatling Blaster	36-72	8	3+	Heavy 6, 5" Blast, Monsterbane, Hull, Primary
H +125 points	Emperor Volcano Cannon	36-240	D	1+	Heavy 1, 10" Blast, Destroyer, Monsterbane, Hull, Primary
H +136 points	Emperor Quake Cannon	36-240	D	1+	Heavy 1, Indirect Fire, 10" Blast, Destroyer, Monsterbane, Earthshock , Hull, Primary
H +153 points	Emperor Laser Blaster	36-96	D	1+	Heavy 3, 5" Blast, Destroyer, Monsterbane, Hull, Primary
H +164 points	Emperor Plasma Blastgun	36-72	10	2+	Heavy 2, 10" Blast, Ordnance, Monsterbane, Hull, Primary
S	Ardex Defensor Lascannon	48	9	2+	Pistol 1, Monsterbane, Hull, Primary
B	Crushing Feet	Bomb	12	1+	Heavy 1, 10" Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Reaver Reaver	M WS BS S FA SA RA W I A Ld Sv 16 3+ 3+ 9 14 14 13 70 4 6 9 3+	Points: 1453 Composition: 1 Reaver
Wargear Reaver: 2 Melta Cannons Crushing Feet	Options May swap either Melta Cannon for H May take one T	Rules Reaver: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 4 Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 3d6" Radius. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In

		<p>your next Command Phase, the missile strikes! Scatter like normal, following the 15" Blast radius rules.</p> <p>T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Deathstrike Missile still hits in your Command Phase.</p>
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Melta Cannon	72	10	1+	Heavy 1, 10" Blast, Melta, (Monsterbane), Hull, Primary
H +1 points	Volcano Cannon	180	D	1+	Heavy 1, 7" Blast, Destroyer, Monsterbane, Hull, Primary
H +85 points	Laser Blaster	96	D	1+	Heavy 3, 5" Blast, Destroyer, Monsterbane, Hull, Primary
H +142 points	Gatling Blaster	72	8	3+	Heavy 6, 5" Blast, Monsterbane, Hull, Primary
H +143 points	Titan Powerfist	6 Or Melee	D Or D	1+ Or 1+	Assault 1, 5" Blast, Destroyer, Monsterbane, Hull, Primary Or Slow, Destroyer, Monsterbane
T +39 points	Vulcan Megabolter	60	6	3+	Heavy 20, Hull, Primary
T +120 points	3 Linked Titan Inferno Cannons	Hell Storm	7	3+	Assault 1 x3, Hull, Primary
T +133 points	Deathstrike Missile	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, One Use Only, T Minus 5, The Hour is Nigh, Hull
T +144 points	2 Linked Turbo Laser Destructors	96	D	1+	Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Hull, Primary
T +154 points	Plasma Blastgun	72	9	2+	Heavy 2, 7" Blast, Ordnance, Monsterbane, Hull, Primary
T +170 points	Apocalypse Missile Launcher	24-240	7	3+	Heavy 1, Indirect, Apocalyptic Barrage, Hull, Primary

B	Crushing Feet	Bomb	9	1+	Heavy 2, 5" Blast, Does Not Hit Self, Monsterbane, Hull, Primary
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Warbringer Nemesis Nemesis	M WS BS S FA SA RA W I A Ld Sv 14 5+ 3+ 9 14 14 13 100 4 6 9 3+	Points: 2049 Composition: 1 Nemesis
Wargear Nemesis: Nemesis Volcano Cannon 2 Melta Cannons 2 Sets of 4 Linked Anvillus Defense Batteries 3 Ardex Defensor Maulers Crushing Feet	Options May swap Nemesis Volcano Cannon for T May swap either Melta Cannon for H May take one T	Rules Nemesis: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 6 Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 4d6" Radius. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging. Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
T	Nemesis Volcano Cannon	24-120	D	1+	Heavy 1, 7" Blast, Destroyer, Monsterbane, Hull, Primary
T +86 points	Nemesis Quake Cannon	24-240	10/8 /6	1+/1+ /1+	Heavy 1, Indirect, 15" Blast, Monsterbane, Earthshock, Hull, Primary
H	Melta Cannon	72	10	1+	Heavy 1, 10" Blast, Melta, (Monsterbane), Hull, Primary

H +1 points	Volcano Cannon	180	D	1+	Heavy 1, 7" Blast, Destroyer, Monsterbane, Hull, Primary
H +85 points	Laser Blaster	96	D	1+	Heavy 3, 5" Blast, Destroyer, Monsterbane, Hull, Primary
H +142 points	Gatling Blaster	72	8	3+	Heavy 6, 5" Blast, Monsterbane, Hull, Primary
S	2 Sets of 4 Linked Anvillus Defense Batteries	72	8	4+	Heavy 2 x4 (x2), AA, Monsterbane, Sponson, Primary
S	3 Ardex Defensor Maulers	36	6	3+	Pistol 6 x3, Sponson, Primary
B	Crushing Feet	Bomb	9	1+	Heavy 1, 7" Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Warhound Warhound	M WS BS S FA SA RA W I A Ld Sv 20 5+ 3+ 9 14 13 12 50 4 6 9 3+	Points: 977 Composition: 1 Warhound
Wargear Warhound: 2 Vulcan Megabolters Crushing Feet	Options May swap either Vulcan Megabolter for H	Rules Warhound: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 1 Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 2d6" Radius. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Vulcan Megabolter	60	6	3+	Heavy 20, Hull, Primary
H +81 points	3 Linked Titan Inferno Cannons	Hell Storm	7	3+	Assault 1 x3, Hull, Primary
H +105 points	2 Linked Turbo Laser Destructors	96	D	1+	Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Hull, Primary
H +115 points	Plasma Blastgun	72	9	2+	Heavy 2, 7" Blast, Ordnance, Monsterbane, Hull, Primary
B	Crushing Feet	Bomb	9	1+	Heavy 3, 3" Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Warlord Warlord	M WS BS S FA SA RA 12 3+ 3+ 10 14 14 13 W I A Ld Sv 120 4 9 9 3+	Points: 2566 Composition: 1 Warlord
Wargear Warlord: 2 sets of 2 Linked Turbo Laser Destructors 2 Belicosa Volcano Cannons 2 Ardex Defensor Lascannons 2 Ardex Defensor Maulers Crushing Feet	Options May swap 2 Sets of 2 Linked Turbo Laser Destructors for T May swap either Belicosa Volcano Cannon for H	Rules Warlord: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 6 Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 6d6" Radius. Towering God Engine – This model may only be hit on a 5+ or worse in Melee. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging.

		<p>Uparmoured – Only Ardex Defensor weapons may be disabled on this model.</p> <p>World Ending Hammer – Monster or Vehicle units slain by these attacks can be thrown up to 48” away, scattering like a template and causing Auto Hits against each model underneath them at their S# with AP-. Titanic units can be thrown this way, but only up to 24” Instead and inflict S# AP2+. Roll for Explodes after the slain unit comes to a rest and Auto Hits are resolved.</p> <p>Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.</p>
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
T	2 Sets of 2 Linked Turbo Laser Destructors	12-96	D	1+	Heavy 1 x2 (x2), 5” Blast, Destroyer, Monsterbane, Hull, Primary
T +58 points	2 Linked Apocalypse Missile Launchers	24-240	7	3+	Heavy 1 x2, Indirect, Apocalyptic Barrage, Hull, Primary
T +138 points	2 Linked Laser Blasters	12-96	D	1+	Heavy 3 x2, 5” Blast, Destroyer, Monsterbane, Hull, Primary
H	Belicosa Volcano Cannon	120	D	1+	Heavy 1, 7” Blast, Destroyer, Monsterbane, Hull, Primary
H +31 points	Sunfury Plasma Annihilator	72	D	1+	Heavy 1, 10” Blast, Destroyer, Monsterbane, Hull, Primary
H +158 points	Macro Gatling Blaster	96	9	1+	Heavy 6, 5” Blast, Monsterbane, Hull, Primary
H +165 points	Mori Quake Cannon	240	D/10 /8	1+/1+ /1+	Heavy 1, Indirect, 15” Blast, Destroyer, Monsterbane, Earthshock, Hull, Primary

H +423 points	Arioch Power Claw and Vulcan Megabolter	36 And 12 Or Melee	6 And D Or D	3+ And 1+ Or 1+	Heavy 20, Hull, Primary And Heavy 1, 10" Blast, Destroyer, Monsterbane, Hull, Primary, Or Slow, Destroyer, Monsterbane, World Ending Hammer , Hull, Primary
S	2 Ardex Defensor Lascannons	48	9	2+	Pistol 1 x2, Monsterbane, Sponson, Primary
S	2 Ardex Defensor Maulers	36	6	3+	Pistol 6 x2, Sponson, Primary
B	Crushing Feet	Bomb	10	1+	Heavy 1, 10" Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Support

Ordinatus Aktaeus Aktaeus Drill Aktaeus Catapult	M WS BS S FA SA RA W I A Ld Sv 4 5+ 3+ 9 14 13 12 20 1 6 9 3+ 8 5+ 3+ 9 13 12 11 20 1 9 9 3+	Points: 783 Composition: 1 Aktaeus Drill 0-1 Aktaeus Catapult
Wargear Aktaeus Drill: Melta Array Titanic Drill Aktaeus Catapult: 3 Volkite Culverins	Options May take 1 Aktaeus Catapult for +441 points	Rules Aktaeus Drill: Titanic Vehicle Tank Deepstrike Fearless Transport 20 – Access Sides. Aktaeus Catapult: Titanic Vehicle Tank Fearless Drill Catapult – This model may Embark up to one Aktaeus Drill. This model may not Deepstrike by any means. During the Movement Phase, this model may catapult the Aktaeus Drill by placing it into Reserves if it is Embarked upon this model.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
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H	Melta Array	12	8	1+	Heavy 12, Melta, (Monsterbane), Hull, Primary
M	Titanic Drill	Melee	D	1+	Slow, Accurate, Destroyer, Monsterbane, Primary
S	Volkite Culverin	48	6	3+	Heavy 1, Beam, Sponson, Primary

Ordinatus Hunter Hunter	M WS BS S FA SA RA W I A Ld Sv 8 3+ 3+ 7 13 12 11 24 1 9 9 3+	Points: 719 Composition: 1 Hunter
Wargear Hunter: Belicosa Volcano Cannon 3 Volkite Culverins	Options May swap either Melta Cannon for H May take one T	Rules Hunter: Titanic Vehicle Tank Fearless Night Vision Void Shields 2 Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 3d6" Radius.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Belicosa Volcano Cannon	120	D	1+	Heavy 1, 7" Blast, Destroyer, Monsterbane, Hull, Primary
H +14 points	Sonic Destructor	Hell Storm	D	1+	Assault 1, Destroyer, Monsterbane, Hull, Primary
S	Volkite Culverin	48	6	3+	Heavy 1, Beam, Sponson, Primary

Imperial Fortress Gate Gate Towers Walls Towers	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+	Points: 2339 Composition: 1 Gate 2 Gate Towers 2 Walls 2 Towers
Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower:	Options May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points	Rules Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed.

2 Linked Autocannons		<p>Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear</p> <p>Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed.</p> <p>Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear</p>
<p>Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate when it is Closed. The Gate cannot be Closed if models are Obstructing the Gate.</p>	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret
H	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret

Primaris Redoubt Primaris Redoubt	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 629 Composition: 1 Primaris Redoubt
Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors	Options	Rules Primaris Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Turbolaser Destructors	96	D	1+	Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Turret

Fortification 0-1/1000 points

Aegis Weapon Emplacement Platform	M WS BS S T W I A Ld Sv - - 4+ - 7 5 - - - 3+	Points: 66 Composition: 1 Aegis Weapon Emplacement
Wargear Aegis Weapon Emplacement: Long Lascannon	Options May swap Long Lascannon for H	Rules Aegis Weapon Emplacement: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gun Emplacement – This Fortification does not replace an existing piece of Terrain in your Deployment Zone like normal, it is placed with the Terrain instead.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Long Lascannon	72	9	2+	Heavy 1, Monsterbane, AA, Turret
H +28 points	2 Linked Long Lascannons	72	9	2+	Heavy 1 x2, Monsterbane, AA, Turret
H +34 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret

H +40 points	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, AA, Turret
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Aquila Strongpoint Aquila Strongpoint	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 448 Composition: 1 Aquila Strongpoint
Wargear Aquila Strongpoint: Plasma Obliterator	Options	Rules Aquila Strongpoint: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front. Access Rear The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Plasma Obliterator	72	8	2+	Heavy 1, 7” Blast, Monsterbane, Turret
H +63 points	Macro Cannon	72	D	1+	Heavy 1, 5” Blast, Destroyer, Monsterbane, Turret
H +271	Deathstrike Missile Silo	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, Turret

Firestorm Redoubt Firestorm Redoubt	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 397 Composition: 1 Firestorm Redoubt
Wargear Firestorm Redoubt: Punisher Gatling Cannon Punisher Gatling Cannon	Options May swap any Punisher Gatling Cannon for H	Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed

		on the Table, except when it is destroyed. Transport 20 – 10 Fire Ports Front. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Imperial Bastion Imperial Bastion	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 429 Composition: 1 Imperial Bastion
Wargear Imperial Bastion: 4 Heavy Bolters	Options	Rules Imperial Bastion: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front and Back, 5 Fire Points each Side. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Heavy Bolter	36	5	4+	Heavy 3, Hull

Plasma Obliterator Plasma Obliterator	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 474 Composition: 1 Plasma Obliterator
Wargear Plasma Obliterator: Plasma Obliterator	Options	Rules Plasma Obliterator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 4 Fire Points Front, Sides, and Rear. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Plasma Obliterator	72	8	2+	Heavy 1, 7" Blast, Monsterbane, Turret

Vengeance Weapon Battery Vengeance Weapon Battery	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 267 Composition: 1 Firestorm Redoubt
Wargear Firestorm Redoubt: Punisher Gatling Cannon	Options May swap Punisher Gatling Cannon for H	Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Void Shield Generator Void Shield Generator	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 307 Composition: 1 Void Shield Generator
Wargear Void Shield Generator: none	Options	Rules Void Shield Generator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Shield Generator – 6" Aura, this model (and any models on top of this Terrain Feature) and target unit gain 5+ Invulnerability Save.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
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