ADEPTUS MECHANICUS



ARMY CARDS

- @ Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

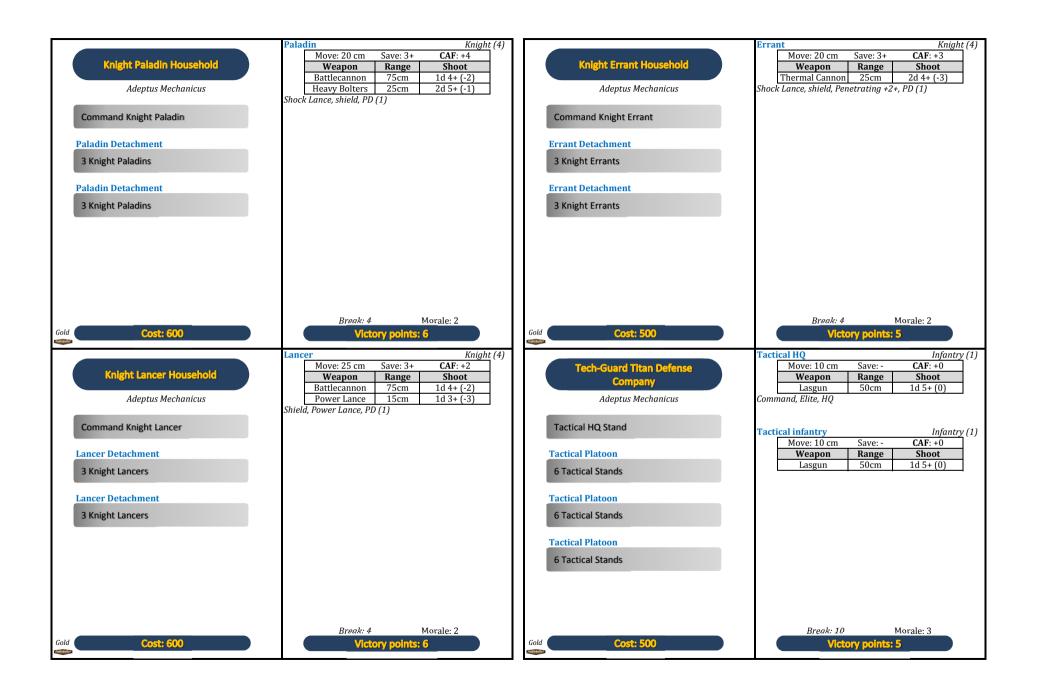
- #Refer to table to compute to-hit:

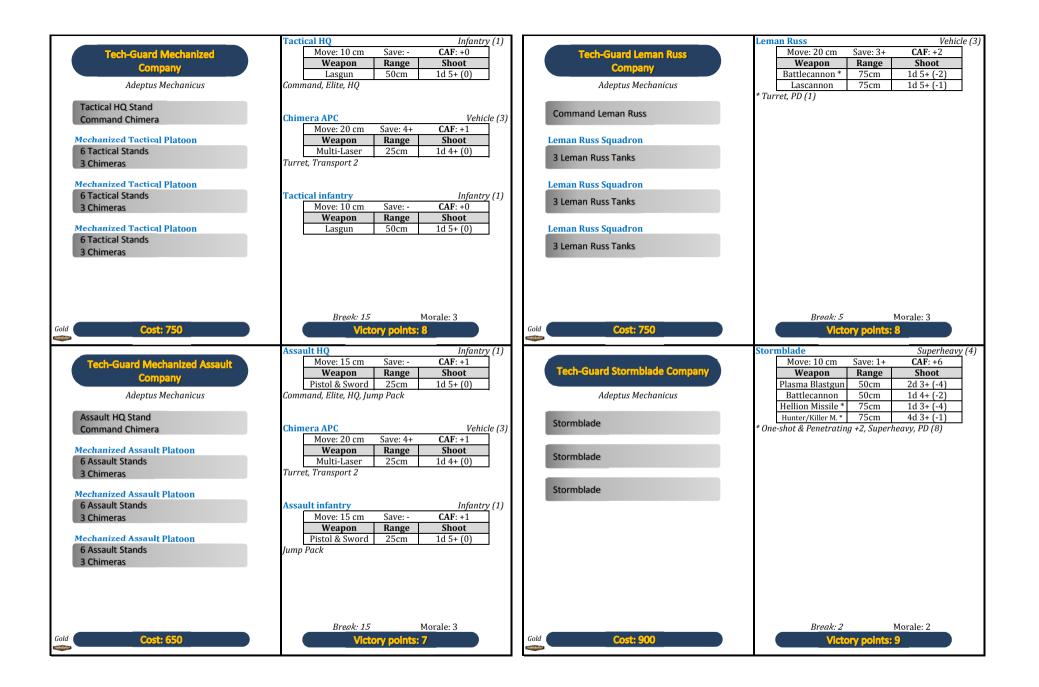
Army indication is between parenthesis for optional units.
 PD is point defence (15cm 1D 6+ (0), 360⁹, always on First Fire)
 Templates are:

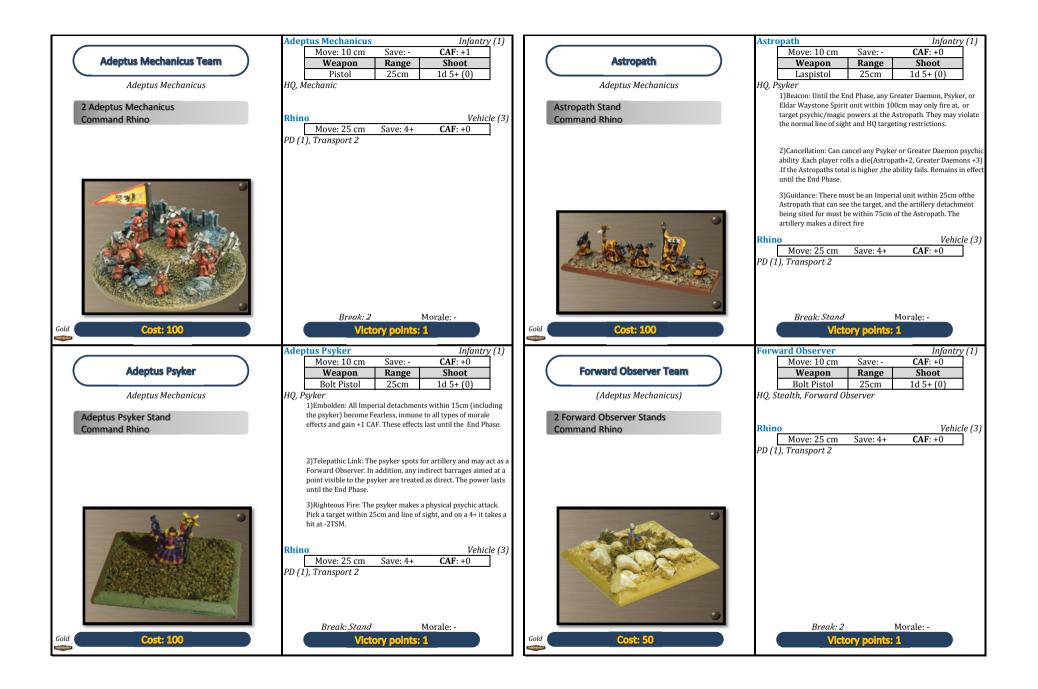
* SB: Standard Barrage, 6cm diameter circle.

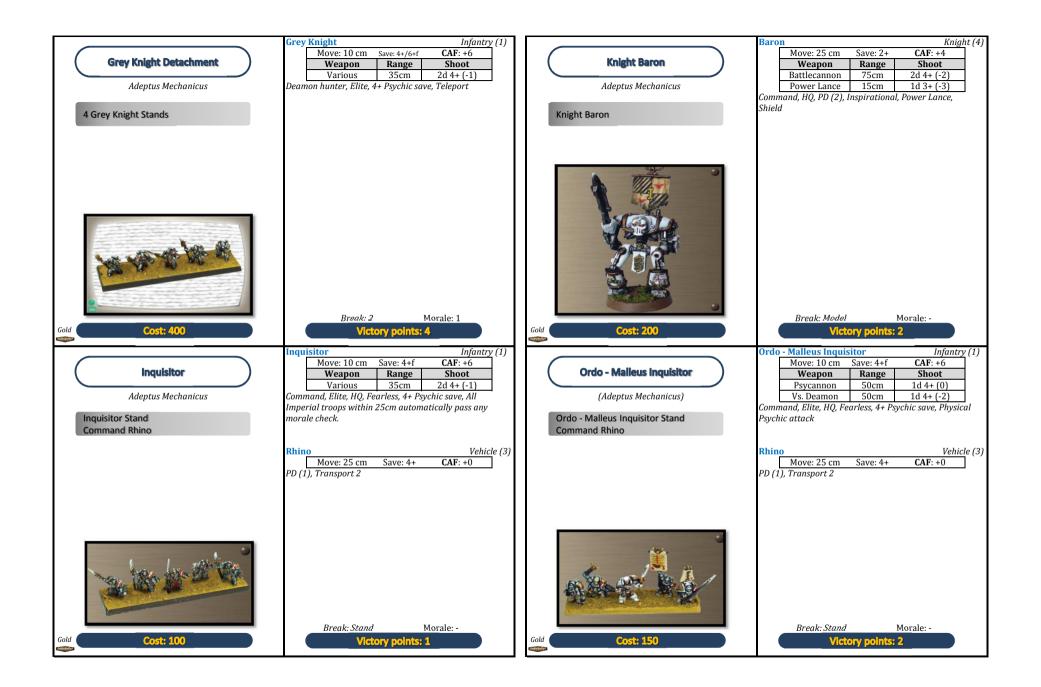
* LB: Large Barrage, 12cm diameter circle.
* ST: Small Teardrop, 5cm diameter circle ending a 10 cm long triangle.
*LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

Standard Adeptus Mechanicus List





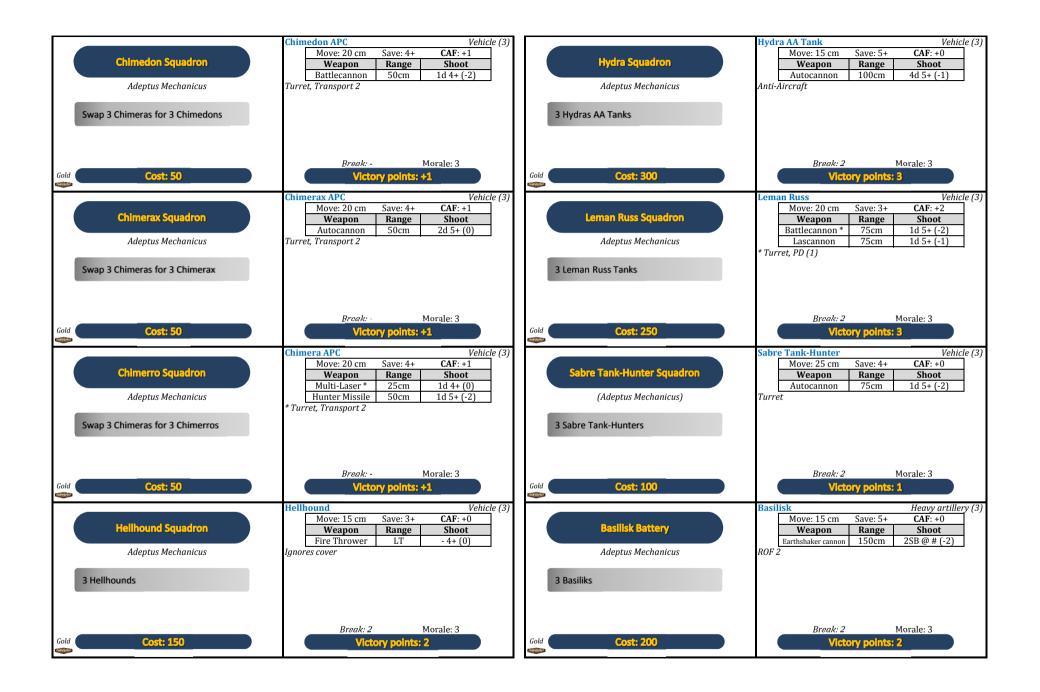


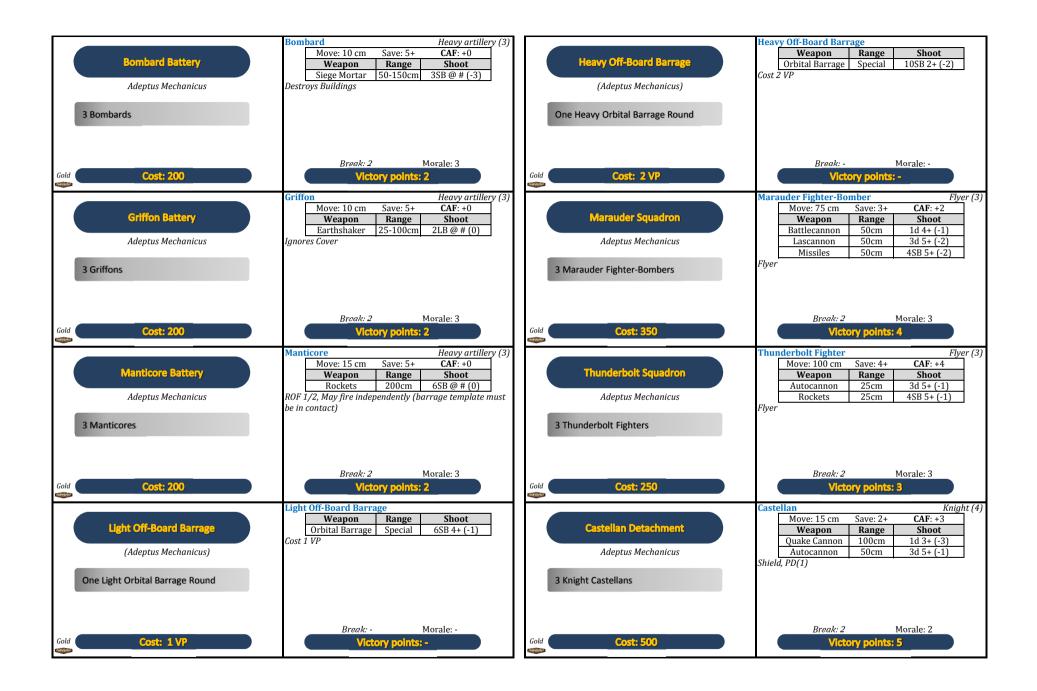


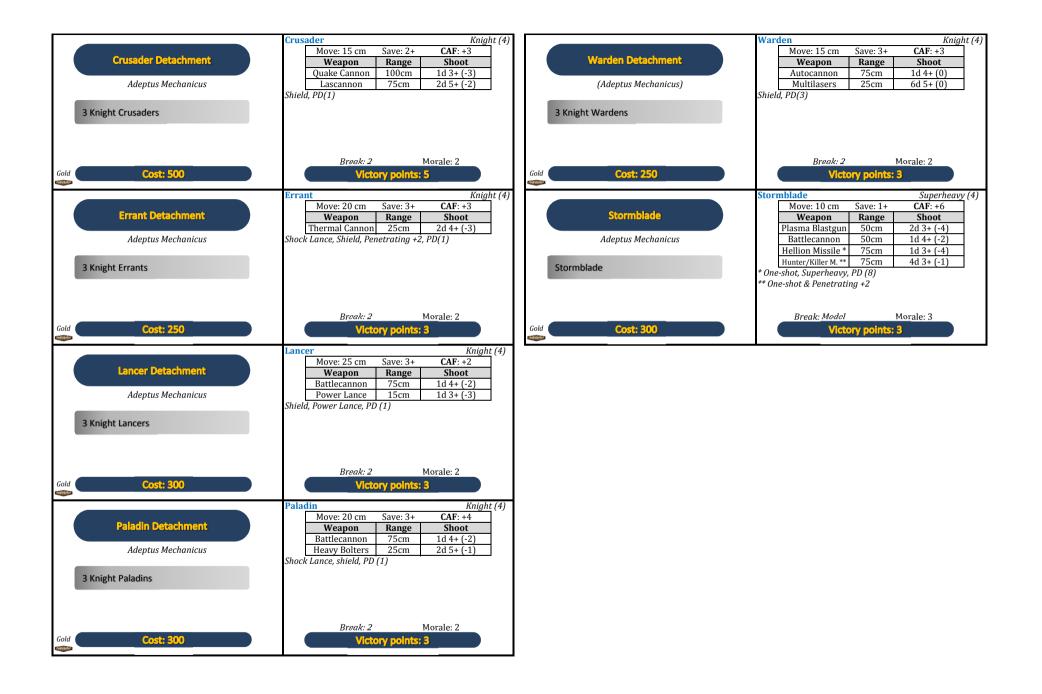










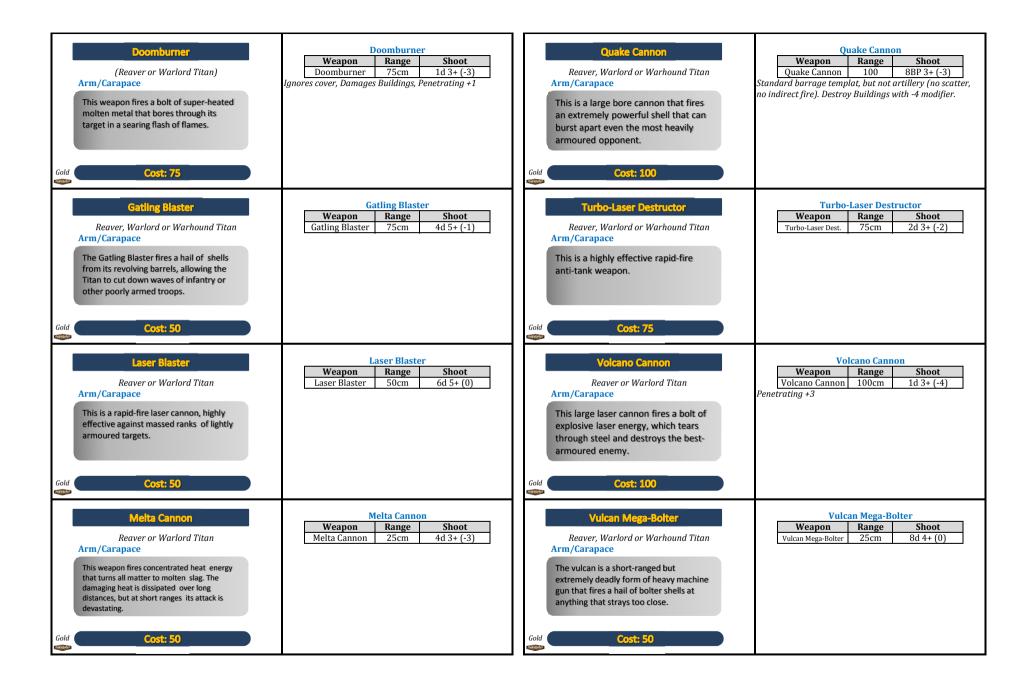


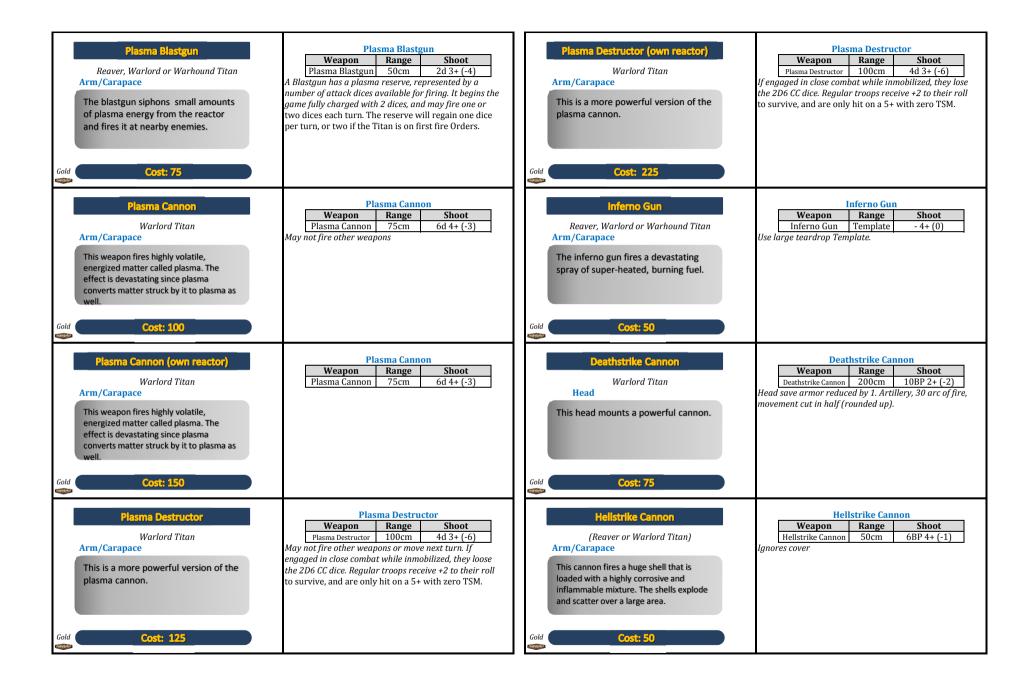
<u> Titan Legions List</u>



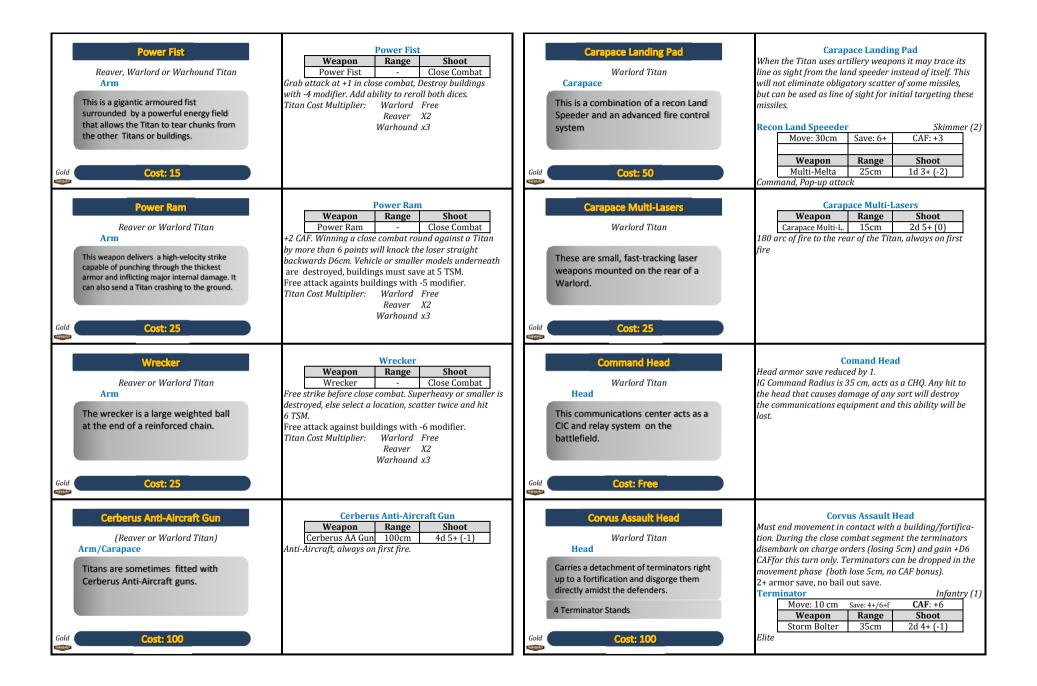
	Warhound Titan Titan (5)
	Move: 25 cm Save: Card CAF: +8
Warhound Titan	Weapon Range Shoot
Titan Legion	2 void shields, Agile, Hard to Hit on Charge, purchase 2
Warhound Titan Hull	weapons
Gold Cost; 125	Break: Model Morale: - Victory points:
	Warhound Titan Titan (5)
	Move: 25 cm Save: Card CAF: +8
Warhound Scout Detachment	Weapon Range Shoot
Titan Legion	
Warhound Titan Hull	
Warhound Titan Hull	2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons
Gold Cost: 250	Break: Each Morale: - Victory points:

<u>Titan Weapons</u>





Multiple Rocket Launcher Reaver or Warlord Titan Arm/Carapace The multiple rocket launcher fires a barrage of explosive rockets and is used to provide long range support fire for advancing troops. Gold Cost: 75	Weapon Range Shoot Penetration mode 100cm 6BP 4+ (-1) Shotgun mode 100cm 4LBP 5+ (0) The rocket launcher has two modesof fire, and may choose betwen them each turn. Both are artillery so they scatter, damage buildings and may fire indirectly.	Warp Missile Reaver or Warlord Titan Carapace This is a one-shot weapon which contains a miniature warp drive that allows the missile to bypass armor and shields, materializing multiple melta-bombs inside the target. Goid Cost: 125	Warp Missile Weapon Range Shoot Warp missile LOS - Auto/3+ - One-shot, Destroys Buildings, Ethereal psychc, Automatically hits buildings, Titans and Praetorians, else hit on a 3+ with no save. Scatters twice on templates, ignores save, and uses 2 dices on the damage table. Shields give n psychic save
Barrage Missile Launcher Reaver or Warlord Titan Carapace This devastating weapon hurls huge bolts of super heated plasma at the enemy. It is a one-shot weapon.	Barrage Missile Launcher Weapon Range Shoot Barrage Missile L. LoS 8BP 3+ (-2) One shot, always scatter 2D6cm, add D6 extra templates when fired which must touch at least two others.	Chain Fist Reaver, Warlord or Warhound Titan Arm This weapon , also called a power saw, is a motorized blade capable of ripping apart the toughest opponent. Gold Cost: 25	Chain Fist Weapon Range Shoot Chain Fist - Close Combat +D6 CAF, Penetrating +2, can additionally Destroy Buildings with a -4 modifier. Titan Cost Multiplier: Warlord Reaver X2 Warhound x3
Harpoon Missile Reaver or Warlord Titan Carapace This special one-shot weapon possesses the ability to take control of enemy titans. Does not affect Gargants, Bio- Titans and greater deamons Titans.	Harpoon MissileWeaponRangeShootHarpoon MissileLoS- Auto (-2)Shielded targets will loseone shield. Units that do not possess a hit location template must save at -2 or be destroyed. Else pick a location and scatter , save at -2TSM or the Harpoon has lodged itself succesfully. A unit that has been harpooned must roll a D6 in each of subsequent Orders Phase. On a 1 the missile falls out and the Titan may be given orders as normal. On a 2+ the Titan comes under the control of the player who fired the Harpoon.	Close Combat Head Reaver or Warlord Titan Head One of the more gruesome head variants, this one displays jagged blades, spikes and shortrange weaponry that increase performance in close combat.	Close Combat Head Weapon Range Shoot Close Combat head - Close Combat Head armor save reduced by 1. +3 CAF Titan Cost Multiplier: Warlord Free Reaver X2 Warhound x3
Vortex Missile Reaver or Warlord Titan Carapace This is a one-shot weapon which explodes on impact creating a whirling vortex of dark energy. Anything caught on the vortex is reduced to its component atoms and destroyed.	Vortex Missile Can only be shot on first fire orders. One shot, Destroys Buildings, Ethereal Psychic. Palce the 6cm template within LoSand scatter 2D6cm. Anything under the templates is destroyed. Units with template receive D6 hits (attacker's choice, no location hit more than once) with no save. All void/power shileds are lost. Succesful psychic save moves stand to the edge of the template. Roll a D6during end phase: 1-2: The vortex dissipates. 3-4: The vortex don't move. 5-6: The vortex scatters 2D6cm (reroll "hit")	Laser Burner Reaver or Warlord Titan Arm This devastating weapon uses a shor range, high-energy beam to slice through opponents . The enemy, if it survives, is likely to be severely damaged.	Laser Burner Weapon Range Shoot Laser Burner - Close Combat A Titan that wins a round of close combat may strike with this weaponinstead of rolling for damage as normal The laser burner causes D6 hits, and each hit is worked out by selecting a location and rolling on the damage table. No square on the the hit location template may be selected more than once, but adjacent areas with the same location are valid targets. Titan Cost Multiplier: Warlord Free Reaver X2 Warhound x3 x3



Corvus Assault Pod Warlord Titan Arm Carries a detachment of terminators right up to a fortification and disgorge them directly amidst the defenders. 4 Terminator Stands	Corvus Assault Pod Must end movement in contact with a building/fortifica- tion. During the close combat segment the terminators disembark on charge orders (losing 5cm) and gain +D6 CAFfor this turn only. Terminators can be dropped in the movement phase (both lose 5cm, no CAF bonus). 2+ armor save, no bail out save. Terminator Infantry (1) Move: 10 cm Save: 4+/6+f CAF: e6 Shoot Storm Bolter 35cm Elite	Trident Reaver or Warlord Titan Arm This specialized weapon takes the form of a rocket-propelled grappling hook, used to seize opponents and drag them closer via an attached chain and power winch. Gold Cost: 50	TridentWeaponRangeShootTrident25cm1d 3+ -Ignores shields. Vehicle/Superheavy is destroyed, smaller units is unaffected.Targets with a hit location template roll for scatter normally, then both sides roll 2D6, add their CAF score to the roll and the fireing Titan gains another D6 if on first fire OrdersIf firing Titan wins, the location suffers maximum damage -If tie, the Trident becomes useless -Else the chain can be fired the next turn.
Custodian Head Warlord Titan Head This rare head is imbued with psychic energy capable of lethal attacks. The Titan may, in addition to other attacks, project an ethereal psychic blast attack. Gold Cost: Free	Custodian Head Weapon Range Shoot Custodian Head 25cm 6BP 4+ - Head armor save reduced by 1. Everything under the 6cm template is hit on a 4+ and is destroyed with no armor save. Unit with a hit location template suffer hit to the head /crew compartment location with no armor save.	Weapon Head Reaver or Warlord Titan Head This variant emphasizes additional firepower at the expense of armor. Gold Cost: Free	Weapon Head Weapon Head Shoot Weapon Head 25cm 1d 5+ (-1) Head Armor save reduced by 1. Titan Cost Multiplier: Warlord Free
Devotional Bell Warlord Titan Carapace (does not ocuppy a weapon slot) This rare device is an anatheme to the beings of Chaos as it carries a single drop of blood of the Emperor himself! Gold Cost: 50	Devotional Bell Only available against Chaos. Provides a +1 to all Imperial morale checks within 25cm Optional Effect: Greater Daemons may not use chaos rewards cards to negate wounds if they are within 25cm of the bell.		
Fire Control Center Reaver or Warlord Titan Carapace Fire control Center is a carapace- mounted package containing range finding and targeting equipment	Fire Control Center All weapons gain +1 To-Hit (including barrages). Carapace location save reduced to 3+.		