

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), 360°, 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

Adeptus Mechanicus

Command Knight Paladin

3 Knight Paladins

3 Knight Paladins

Cost: 600

Adeptus Mechanicus

Command Knight Lancer

3 Knight Lancers

3 Knight Lancers

Cost: 600

Move: 20 cm	Save: 3+	CAF: +4
Weapon	Range	Shoot
Battlecannon	75cm	1d 4+ (-2)
Heavy Bolters	25cm	2d 5+ (-1)

Shock Lance, shield, PD (1)

Break: 4 Morale: 2

Victory points: 6

Move: 25 cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Battlecannon	75cm	1d 4+ (-2)
Power Lance	15cm	1d 3+ (-3)

Shield, Power Lance, PD (1)

Break: 4 Morale: 2

Victory points: 6

Adeptus Mechanicus

Command Knight Errant

3 Knight Errants

3 Knight Errants

Cost: 500

Adeptus Mechanicus

Tactical HQ Stand

6 Tactical Stands

6 Tactical Stands

6 Tactical Stands

Cost: 500

Move: 20 cm	Save: 3+	CAF: +3
Weapon	Range	Shoot
Thermal Cannon	25cm	2d 4+ (-3)

Shock Lance, shield, Penetrating +2+, PD (1)

Break: 4 Morale: 2

Victory points: 5

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasgun	50cm	1d 5+ (0)

Command, Elite, HQ

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasgun	50cm	1d 5+ (0)

Break: 10 Morale: 3

Victory points: 5

Tech-Guard Mechanized Company

Adeptus Mechanicus

Tactical HQ Stand

Command Chimera

Mechanized Tactical Platoon

6 Tactical Stands

3 Chimeras

Mechanized Tactical Platoon

6 Tactical Stands

3 Chimeras

Mechanized Tactical Platoon

6 Tactical Stands

3 Chimeras

Gold

Cost: 750

Tactical HQ

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasgun	50cm	1d 5+ (0)

Command, Elite, HQ

Chimera APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Tactical infantry

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasgun	50cm	1d 5+ (0)

Break: 15

Morale: 3

Victory points: 8

Tech-Guard Mechanized Assault Company

Adeptus Mechanicus

Assault HQ Stand

Command Chimera

Mechanized Assault Platoon

6 Assault Stands

3 Chimeras

Mechanized Assault Platoon

6 Assault Stands

3 Chimeras

Mechanized Assault Platoon

6 Assault Stands

3 Chimeras

Gold

Cost: 650

Assault HQ

Infantry (1)

Move: 15 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol & Sword	25cm	1d 5+ (0)

Command, Elite, HQ, Jump Pack

Chimera APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Assault infantry

Infantry (1)

Move: 15 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol & Sword	25cm	1d 5+ (0)

Jump Pack

Break: 15

Morale: 3

Victory points: 7

Tech-Guard Leman Russ Company

Adeptus Mechanicus

Command Leman Russ

Leman Russ Squadron

3 Leman Russ Tanks

Leman Russ Squadron

3 Leman Russ Tanks

Leman Russ Squadron

3 Leman Russ Tanks

Gold

Cost: 750

Leman Russ

Vehicle (3)

Move: 20 cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Battlecannon *	75cm	1d 5+ (-2)
Lascannon	75cm	1d 5+ (-1)

* Turret, PD (1)

Break: 5

Morale: 3

Victory points: 8

Tech-Guard Stormblade Company

Adeptus Mechanicus

Stormblade

Stormblade

Stormblade

Gold

Cost: 900

Stormblade

Superheavy (4)

Move: 10 cm	Save: 1+	CAF: +6
Weapon	Range	Shoot
Plasma Blastgun	50cm	2d 3+ (-4)
Battlecannon	50cm	1d 4+ (-2)
Hellion Missile *	75cm	1d 3+ (-4)
Hunter/Killer M. *	75cm	4d 3+ (-1)

* One-shot & Penetrating +2, Superheavy, PD (8)

Break: 2

Morale: 2

Victory points: 9

Adeptus Mechanicus Team

Adeptus Mechanicus

2 Adeptus Mechanicus
Command Rhino



Gold
Imaginix

Cost: 100

Adeptus Mechanicus Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol	25cm	1d 5+ (0)

HQ, Mechanic

Rhino Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: 2 Morale: -

Victory points: 1

Adeptus Psyker

Adeptus Mechanicus

Adeptus Psyker Stand
Command Rhino



Gold
Imaginix

Cost: 100

Adeptus Psyker Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Psyker

1)Embolden: All Imperial detachments within 15cm (including the psyker) become Fearless, immune to all types of morale effects and gain +1 CAF. These effects last until the End Phase.

2)Telepathic Link: The psyker spots for artillery and may act as a Forward Observer. In addition, any indirect barrages aimed at a point visible to the psyker are treated as direct. The power lasts until the End Phase.

3)Righteous Fire: The psyker makes a physical psychic attack. Pick a target within 25cm and line of sight, and on a 4+ it takes a hit at -2TSM.

Rhino Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand Morale: -

Victory points: 1

Astropath

Adeptus Mechanicus

Astropath Stand
Command Rhino



Gold
Imaginix

Cost: 100

Astropath Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Laspistol	25cm	1d 5+ (0)

HQ, Psyker

1)Beacon: Until the End Phase, any Greater Daemon, Psyker, or Eldar Waystone Spirit unit within 100cm may only fire at, or target psychic/magic powers at the Astropath. They may violate the normal line of sight and HQ targeting restrictions.

2)Cancellation: Can cancel any Psyker or Greater Daemon psychic ability. Each player rolls a die(Astropath+2, Greater Daemons +3). If the Astropaths total is higher, the ability fails. Remains in effect until the End Phase.

3)Guidance: There must be an Imperial unit within 25cm of the Astropath that can see the target, and the artillery detachment being sited for must be within 75cm of the Astropath. The artillery makes a direct fire

Rhino Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand Morale: -

Victory points: 1

Forward Observer Team

(Adeptus Mechanicus)

2 Forward Observer Stands
Command Rhino



Gold
Imaginix

Cost: 50

Forward Observer Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Stealth, Forward Observer

Rhino Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: 2 Morale: -

Victory points: 1

Grey Knight Detachment

Adeptus Mechanicus

4 Grey Knight Stands



Gold

Cost: 400

Grey Knight

Infantry (1)

Move: 10 cm	Save: 4+/6+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Deamon hunter, Elite, 4+ Psychic save, Teleport

Break: 2

Morale: 1

Victory points: 4

Knight Baron

Adeptus Mechanicus

Knight Baron



Gold

Cost: 200

Baron

Knight (4)

Move: 25 cm	Save: 2+	CAF: +4
Weapon	Range	Shoot
Battlecannon	75cm	2d 4+ (-2)
Power Lance	15cm	1d 3+ (-3)

Command, HQ, PD (2), Inspirational, Power Lance, Shield

Break: Model

Morale: -

Victory points: 2

Inquisitor

Adeptus Mechanicus

Inquisitor Stand
Command Rhino



Gold

Cost: 100

Inquisitor

Infantry (1)

Move: 10 cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Command, Elite, HQ, Fearless, 4+ Psychic save, All Imperial troops within 25cm automatically pass any morale check.

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand

Morale: -

Victory points: 1

Ordo - Malleus Inquisitor

(Adeptus Mechanicus)

Ordo - Malleus Inquisitor Stand
Command Rhino



Gold

Cost: 150

Ordo - Malleus Inquisitor

Infantry (1)

Move: 10 cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Psycannon	50cm	1d 4+ (0)
Vs. Deamon	50cm	1d 4+ (-2)

Command, Elite, HQ, Fearless, 4+ Psychic save, Physical Psychic attack

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand

Morale: -

Victory points: 2

Imperial Dropship

(Adeptus Mechanicus)

Imperial Dropship



Gold

Cost: 400

Imperial Dropship

Praetorian (5)

Move: 100 cm	Save: Card	CAF: +8
Weapon	Range	Shoot
Battlecannons	50cm	3d 4+ (-2)
Missiles	50cm	4BP 5+ (-1)
Lascannons	75cm	2d 4+ (-2)

2 void shields, Transport lots, PD (16), Special

Break: Model

Morale: -

Victory points: 4

Ordinatus Armageddon

Adeptus Mechanicus

Ordinatus Armageddon



Gold

Cost: 500

Ordinatus Armageddon

Praetorian (5)

Move: 10 cm	Save: Card	CAF: +5
Weapon	Range	Shoot
See Card		

4+ Psychic save, PD (8)

Break: Model

Morale: -

Victory points: 5

Ordinatus Golgotha

Adeptus Mechanicus

Ordinatus Golgotha



Gold

Cost: 350

Ordinatus Golgotha

Praetorian (5)

Move: 10 cm	Save: Card	CAF: +5
Weapon	Range	Shoot
See Card		

4+ Psychic save, PD (8)

Break: Model

Morale: -

Victory points: 4

Ordinatus Mars

Adeptus Mechanicus

Ordinatus Mars



Gold

Cost: 350

Ordinatus Mars

Praetorian (5)

Move: 10 cm	Save: Card	CAF: +5
Weapon	Range	Shoot
See Card		

4+ Psychic save, PD (8)

Break: Model

Morale: -

Victory points: 4

Psy Titan

(Adeptus Mechanicus)

Psy Titan Hull



Gold

Cost: 650

Psy Titan

Titan (5)

Move: 15 cm	Save: Card	CAF: +14
Weapon	Range	Shoot
Psy Blasters *	50cm	2d 4+ (-2)
Psy Cannon **	100cm	LT 4+ (-1)

4+ Psychic save, +2 Psychic save from void shields with undamaged head, Physical Psychic close combat attacks 6 void shileds

*Psy Blasters :Physical Psychic attack, unavailable if head is damaged.

**Psy Cannon: Ethereal Psychic attack, Ignores Cover, roll on head/bridge location of unshielded Titan/Praetorian,-2TSM against Daemons and Chaos Titans.

Psychic Resonator :No psychic power or Chao sreward card can be cast/used within 25cm of an undamaged Resonator. Minor Daemon and Chaos Marine powers can not work in this field. Farseers, High Slann/ Time Mages and Greater Daemons need to roll a 4+ to use any power within the field.

Break: Model

Morale: -

Victory points: ____

Reaver Titan

Adeptus Mechanicus

Reaver Titan Hull



Gold

Cost: 300

Reaver Titan

Titan (5)

Move: 20 cm	Save: Card	CAF: +12
Weapon	Range	Shoot

4 void shields, purchase 3 weapons

Break: Model

Morale: -

Victory points: ____

Warlord Titan

Adeptus Mechanicus

Warlord Titan Hull



Gold

Cost: 500

Warlord Titan

Titan (5)

Move: 15 cm	Save: Card	CAF: +14
Weapon	Range	Shoot

6 void shields, purchase 4 weapons + head

Break: Model

Morale: -

Victory points: ____

Warhound Titan

Adeptus Mechanicus

Warhound Titan Hull



Gold

Cost: 125

Warhound Titan

Titan (5)

Move: 25 cm	Save: Card	CAF: +8
Weapon	Range	Shoot

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Model

Morale: -

Victory points: ____

Warhound Titan Squadron

Adeptus Mechanicus

Warhound Titan Hull

Warhound Titan Hull



Gold

Cost: 250

Warhound Titan

Titan (5)

Move: 25 cm	Save: Card	CAF: +8
Weapon	Range	Shoot

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Each

Morale: -

Victory points: ____

Mechanized Assault Platoon

Adeptus Mechanicus

6 Assault Stands

3 Chimeras

Gold

Cost: 225

Assault Infantry

Infantry (1)

Move: 15 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol & Sword	25cm	1d 5+ (0)

Chimera APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Break: 5

Morale: 3

Victory points: 2

Tactical Platoon

Adeptus Mechanicus

6 Tactical Stands

Gold

Cost: 150

Tactical Infantry

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasgun	50cm	1d 5+ (0)

Break: 3

Morale: 3

Victory points: 2

Heavy Platoon

Adeptus Mechanicus

6 Heavy Weapons Stands

Gold

Cost: 250

Heavy Weapon Infantry

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

Break: 3

Morale: 3

Victory points: 3

Mechanized Heavy Platoon

(Adeptus Mechanicus)

6 Heavy Weapons Stands

3 Chimeras

Gold

Cost: 350

Heavy Weapon Infantry

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

Chimera APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Break: 5

Morale: 3

Victory points: 4

Mechanized Tactical Platoon

Adeptus Mechanicus

6 Tactical Stands

3 Chimeras

Gold

Cost: 275

Tactical Infantry

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasgun	50cm	1d 5+ (0)

Chimera APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Break: 5

Morale: 3

Victory points: 3

Chimera Squadron

Adeptus Mechanicus

3 Chimeras

Gold

Cost: 100

Chimera APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Break: 2


Morale: 3

Victory points: 1

Chimedon Squadron

Adeptus Mechanicus

Swap 3 Chimeras for 3 Chimedons

Gold  Cost: 50

Chimedon APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Battlecannon	50cm	1d 4+ (-2)

Turret, Transport 2


Break: - Morale: 3

Victory points: +1

Chimerax Squadron

Adeptus Mechanicus

Swap 3 Chimeras for 3 Chimerax

Gold  Cost: 50

Chimerax APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Autocannon	50cm	2d 5+ (0)

Turret, Transport 2


Break: - Morale: 3

Victory points: +1

Chimerro Squadron

Adeptus Mechanicus

Swap 3 Chimeras for 3 Chimerros

Gold  Cost: 50

Chimerax APC

Vehicle (3)

Move: 20 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Multi-Laser *	25cm	1d 4+ (0)
Hunter Missile	50cm	1d 5+ (-2)

* Turret, Transport 2


Break: - Morale: 3

Victory points: +1

Hellhound Squadron

Adeptus Mechanicus

3 Hellhounds

Gold  Cost: 150

Hellhound

Vehicle (3)

Move: 15 cm	Save: 3+	CAF: +0
Weapon	Range	Shoot
Fire Thrower	LT	- 4+ (0)

Ignores cover


Break: 2 Morale: 3

Victory points: 2

Hydra Squadron

Adeptus Mechanicus

3 Hydras AA Tanks

Gold  Cost: 300

Hydra AA Tank

Vehicle (3)

Move: 15 cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Autocannon	100cm	4d 5+ (-1)

Anti-Aircraft


Break: 2 Morale: 3

Victory points: 3

Leman Russ Squadron

Adeptus Mechanicus

3 Leman Russ Tanks

Gold  Cost: 250

Leman Russ

Vehicle (3)

Move: 20 cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Battlecannon *	75cm	1d 5+ (-2)
Lascannon	75cm	1d 5+ (-1)

* Turret, PD (1)


Break: 2 Morale: 3

Victory points: 3

Sabre Tank-Hunter Squadron

(Adeptus Mechanicus)

3 Sabre Tank-Hunters

Gold  Cost: 100

Sabre Tank-Hunter

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
Weapon	Range	Shoot
Autocannon	75cm	1d 5+ (-2)

Turret


Break: 2 Morale: 3

Victory points: 1

Basilisk Battery

Adeptus Mechanicus

3 Basiliks

Gold  Cost: 200

Basilisk

Heavy artillery (3)

Move: 15 cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Earthshaker cannon	150cm	2SB @ # (-2)

ROF 2

Break: 2 Morale: 3

Victory points: 2

Bombard Battery

Adeptus Mechanicus

3 Bombards

Gold

Cost: 200

Bombard

Heavy artillery (3)

Move: 10 cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Siege Mortar	50-150cm	3SB @ # (-3)

Destroys Buildings

Break: 2

Morale: 3

Victory points: 2

Griffon Battery

Adeptus Mechanicus

3 Griffons

Gold

Cost: 200

Griffon

Heavy artillery (3)

Move: 10 cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Earthshaker	25-100cm	2LB @ # (0)

Ignores Cover

Break: 2

Morale: 3

Victory points: 2

Manticore Battery

Adeptus Mechanicus

3 Manticores

Gold

Cost: 200

Manticore

Heavy artillery (3)

Move: 15 cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Rockets	200cm	6SB @ # (0)

ROF 1/2, May fire independently (barrage template must be in contact)

Break: 2

Morale: 3

Victory points: 2

Light Off-Board Barrage

(Adeptus Mechanicus)

One Light Orbital Barrage Round

Gold

Cost: 1 VP

Light Off-Board Barrage

Cost 1 VP

Weapon	Range	Shoot
Orbital Barrage	Special	6SB 4+ (-1)

Break: -

Morale: -

Victory points: -

Heavy Off-Board Barrage

(Adeptus Mechanicus)

One Heavy Orbital Barrage Round

Gold

Cost: 2 VP

Heavy Off-Board Barrage

Cost 2 VP

Weapon	Range	Shoot
Orbital Barrage	Special	10SB 2+ (-2)

Break: -

Morale: -

Victory points: -

Marauder Squadron

Adeptus Mechanicus

3 Marauder Fighter-Bombers

Gold

Cost: 350

Marauder Fighter-Bomber

Flyer (3)

Move: 75 cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Battlecannon	50cm	1d 4+ (-1)
Lascannon	50cm	3d 5+ (-2)
Missiles	50cm	4SB 5+ (-2)

Flyer

Break: 2

Morale: 3

Victory points: 4

Thunderbolt Squadron

Adeptus Mechanicus

3 Thunderbolt Fighters

Gold

Cost: 250

Thunderbolt Fighter

Flyer (3)

Move: 100 cm	Save: 4+	CAF: +4
Weapon	Range	Shoot
Autocannon	25cm	3d 5+ (-1)
Rockets	25cm	4SB 5+ (-1)

Flyer

Break: 2

Morale: 3

Victory points: 3

Castellan Detachment

Adeptus Mechanicus

3 Knight Castellans

Gold

Cost: 500

Castellan

Knight (4)

Move: 15 cm	Save: 2+	CAF: +3
Weapon	Range	Shoot
Quake Cannon	100cm	1d 3+ (-3)
Autocannon	50cm	3d 5+ (-1)

Shield, PD(1)

Break: 2

Morale: 2

Victory points: 5

Crusader Detachment

Adeptus Mechanicus

3 Knight Crusaders

Gold

Cost: 500

Crusader

Knight (4)

Move: 15 cm	Save: 2+	CAF: +3
Weapon	Range	Shoot
Quake Cannon	100cm	1d 3+ (-3)
Lascannon	75cm	2d 5+ (-2)

Shield, PD(1)

Break: 2 Morale: 2

Victory points: 5

Errant Detachment

Adeptus Mechanicus

3 Knight Errants

Gold

Cost: 250

Errant

Knight (4)

Move: 20 cm	Save: 3+	CAF: +3
Weapon	Range	Shoot
Thermal Cannon	25cm	2d 4+ (-3)

Shock Lance, Shield, Penetrating +2, PD(1)

Break: 2 Morale: 2

Victory points: 3

Lancer Detachment

Adeptus Mechanicus

3 Knight Lancers

Gold

Cost: 300

Lancer

Knight (4)

Move: 25 cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Battlecannon	75cm	1d 4+ (-2)
Power Lance	15cm	1d 3+ (-3)

Shield, Power Lance, PD (1)

Break: 2 Morale: 2

Victory points: 3

Paladin Detachment

Adeptus Mechanicus

3 Knight Paladins

Gold

Cost: 300

Paladin

Knight (4)

Move: 20 cm	Save: 3+	CAF: +4
Weapon	Range	Shoot
Battlecannon	75cm	1d 4+ (-2)
Heavy Bolters	25cm	2d 5+ (-1)

Shock Lance, shield, PD (1)

Break: 2 Morale: 2

Victory points: 3

Warden Detachment

(Adeptus Mechanicus)

3 Knight Wardens

Gold

Cost: 250

Warden

Knight (4)

Move: 15 cm	Save: 3+	CAF: +3
Weapon	Range	Shoot
Autocannon	75cm	1d 4+ (0)
Multilasers	25cm	6d 5+ (0)

Shield, PD(3)

Break: 2 Morale: 2

Victory points: 3

Stormblade

Adeptus Mechanicus

Stormblade

Gold

Cost: 300

Stormblade

Superheavy (4)

Move: 10 cm	Save: 1+	CAF: +6
Weapon	Range	Shoot
Plasma Blastgun	50cm	2d 3+ (-4)
Battlecannon	50cm	1d 4+ (-2)
Hellion Missile *	75cm	1d 3+ (-4)
Hunter/Killer M. **	75cm	4d 3+ (-1)

* One-shot, Superheavy, PD (8)
** One-shot & Penetrating +2

Break: Model Morale: 3

Victory points: 3

Titan Legions List

Imperator Titan

Titan Legion

Imperator Titan



Gold

Cost: 2250

Imperator Titan

Titan (5)

Move: 10 cm	Save: Card	CAF: +22
Weapon	Range	Shoot
See chart		

12 void shields, Transport 25, 2+ Psychic save

Break: Model

Morale: -

Victory points: 23

Warlord Titan Battle Group

Titan Legion

3 Warlord Titan Hulls

25cm coherency



Gold

Cost: 1500

Warlord Titan

Titan (5)

Move: 15 cm	Save: Card	CAF: +14
Weapon	Range	Shoot

6 void shields, purchase 4 weapons + head

Break: Each

Morale: -

Victory points: ____

Reaver Titan Battle Group

Titan Legion

3 Reaver Titan Hulls

25cm coherency



Gold

Cost: 900

Reaver Titan

Titan (5)

Move: 20 cm	Save: Card	CAF: +12
Weapon	Range	Shoot

4 void shields, purchase 3 weapons

Break: Each

Morale: -

Victory points: ____

Warlord Titan

Titan Legion

Warlord Titan Hull

Gold

Cost: 500

Warlord Titan

Titan (5)

Move: 15 cm	Save: Card	CAF: +14
Weapon	Range	Shoot

6 void shields, purchase 4 weapons + head

Break: Model

Morale: -

Victory points: ____

Reaver Titan

Titan Legion

Reaver Titan Hull

Gold

Cost: 300

Reaver Titan

Titan (5)

Move: 20 cm	Save: Card	CAF: +12
Weapon	Range	Shoot

4 void shields, purchase 3 weapons

Break: Model

Morale: -

Victory points: ____

Warhound Titan

Titan Legion

Warhound Titan Hull

Gold

Cost: 125

Warhound Titan

Titan (5)

Move: 25 cm	Save: Card	CAF: +8
Weapon	Range	Shoot

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Model

Morale: -

Victory points: ____

Warhound Scout Detachment

Titan Legion

Warhound Titan Hull

Warhound Titan Hull

Gold

Cost: 250

Warhound Titan

Titan (5)

Move: 25 cm	Save: Card	CAF: +8
Weapon	Range	Shoot

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Each

Morale: -

Victory points: ____

Titan Weapons

<div><div>Doomburner</div><div>(Reaver or Warlord Titan)</div><div>Arm/Carapace</div><div>This weapon fires a bolt of super-heated molten metal that bores through its target in a searing flash of flames.</div><div><div>Gold</div><div>Cost: 75</div></div></div>	<div><div>Doomburner</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Doomburner</td><td>75cm</td><td>1d 3+ (-3)</td></tr></table><div> Ignores cover, Damages Buildings, Penetrating +1</div></div>	Weapon	Range	Shoot	Doomburner	75cm	1d 3+ (-3)	<div><div>Quake Cannon</div><div>Reaver, Warlord or Warhound Titan</div><div>Arm/Carapace</div><div>This is a large bore cannon that fires an extremely powerful shell that can burst apart even the most heavily armoured opponent.</div><div><div>Gold</div><div>Cost: 100</div></div></div>	<div><div>Quake Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Quake Cannon</td><td>100</td><td>8BP 3+ (-3)</td></tr></table><div>Standard barrage templat, but not artillery (no scatter, no indirect fire). Destroy Buildings with -4 modifier.</div></div>	Weapon	Range	Shoot	Quake Cannon	100	8BP 3+ (-3)
Weapon	Range	Shoot													
Doomburner	75cm	1d 3+ (-3)													
Weapon	Range	Shoot													
Quake Cannon	100	8BP 3+ (-3)													
<div><div>Gatling Blaster</div><div>Reaver, Warlord or Warhound Titan</div><div>Arm/Carapace</div><div>The Gatling Blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armed troops.</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Gatling Blaster</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Gatling Blaster</td><td>75cm</td><td>4d 5+ (-1)</td></tr></table></div>	Weapon	Range	Shoot	Gatling Blaster	75cm	4d 5+ (-1)	<div><div>Turbo-Laser Destructor</div><div>Reaver, Warlord or Warhound Titan</div><div>Arm/Carapace</div><div>This is a highly effective rapid-fire anti-tank weapon.</div><div><div>Gold</div><div>Cost: 75</div></div></div>	<div><div>Turbo-Laser Destructor</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Turbo-Laser Dest.</td><td>75cm</td><td>2d 3+ (-2)</td></tr></table></div>	Weapon	Range	Shoot	Turbo-Laser Dest.	75cm	2d 3+ (-2)
Weapon	Range	Shoot													
Gatling Blaster	75cm	4d 5+ (-1)													
Weapon	Range	Shoot													
Turbo-Laser Dest.	75cm	2d 3+ (-2)													
<div><div>Laser Blaster</div><div>Reaver or Warlord Titan</div><div>Arm/Carapace</div><div>This is a rapid-fire laser cannon, highly effective against massed ranks of lightly armoured targets.</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Laser Blaster</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Laser Blaster</td><td>50cm</td><td>6d 5+ (0)</td></tr></table></div>	Weapon	Range	Shoot	Laser Blaster	50cm	6d 5+ (0)	<div><div>Volcano Cannon</div><div>Reaver or Warlord Titan</div><div>Arm/Carapace</div><div>This large laser cannon fires a bolt of explosive laser energy, which tears through steel and destroys the best-armoured enemy.</div><div><div>Gold</div><div>Cost: 100</div></div></div>	<div><div>Volcano Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Volcano Cannon</td><td>100cm</td><td>1d 3+ (-4)</td></tr></table><div>Penetrating +3</div></div>	Weapon	Range	Shoot	Volcano Cannon	100cm	1d 3+ (-4)
Weapon	Range	Shoot													
Laser Blaster	50cm	6d 5+ (0)													
Weapon	Range	Shoot													
Volcano Cannon	100cm	1d 3+ (-4)													
<div><div>Melta Cannon</div><div>Reaver or Warlord Titan</div><div>Arm/Carapace</div><div>This weapon fires concentrated heat energy that turns all matter to molten slag. The damaging heat is dissipated over long distances, but at short ranges its attack is devastating.</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Melta Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Melta Cannon</td><td>25cm</td><td>4d 3+ (-3)</td></tr></table></div>	Weapon	Range	Shoot	Melta Cannon	25cm	4d 3+ (-3)	<div><div>Vulcan Mega-Bolter</div><div>Reaver, Warlord or Warhound Titan</div><div>Arm/Carapace</div><div>The vulcan is a short-ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anything that strays too close.</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Vulcan Mega-Bolter</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Vulcan Mega-Bolter</td><td>25cm</td><td>8d 4+ (0)</td></tr></table></div>	Weapon	Range	Shoot	Vulcan Mega-Bolter	25cm	8d 4+ (0)
Weapon	Range	Shoot													
Melta Cannon	25cm	4d 3+ (-3)													
Weapon	Range	Shoot													
Vulcan Mega-Bolter	25cm	8d 4+ (0)													


<div>Plasma Blastgun</div> <div>Reaver, Warlord or Warhound Titan</div> <div>Arm/Carapace</div> <div>The blastgun siphons small amounts of plasma energy from the reactor and fires it at nearby enemies.</div> <div><div>Gold</div><div>Cost: 75</div></div>	<div>Plasma Blastgun</div> <table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Plasma Blastgun</td><td>50cm</td><td>2d 3+ (-4)</td></tr></table> <div>A Blastgun has a plasma reserve, represented by a number of attack dice available for firing. It begins the game fully charged with 2 dice, and may fire one or two dice each turn. The reserve will regain one dice per turn, or two if the Titan is on first fire Orders.</div>	Weapon	Range	Shoot	Plasma Blastgun	50cm	2d 3+ (-4)	<div>Plasma Destructor (own reactor)</div> <div>Warlord Titan</div> <div>Arm/Carapace</div> <div>This is a more powerful version of the plasma cannon.</div> <div><div>Gold</div><div>Cost: 225</div></div>	<div>Plasma Destructor</div> <table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Plasma Destructor</td><td>100cm</td><td>4d 3+ (-6)</td></tr></table> <div>If engaged in close combat while immobilized, they lose the 2D6 CC dice. Regular troops receive +2 to their roll to survive, and are only hit on a 5+ with zero TSM.</div>	Weapon	Range	Shoot	Plasma Destructor	100cm	4d 3+ (-6)
Weapon	Range	Shoot													
Plasma Blastgun	50cm	2d 3+ (-4)													
Weapon	Range	Shoot													
Plasma Destructor	100cm	4d 3+ (-6)													
<div>Plasma Cannon</div> <div>Warlord Titan</div> <div>Arm/Carapace</div> <div>This weapon fires highly volatile, energized matter called plasma. The effect is devastating since plasma converts matter struck by it to plasma as well.</div> <div><div>Gold</div><div>Cost: 100</div></div>	<div>Plasma Cannon</div> <table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Plasma Cannon</td><td>75cm</td><td>6d 4+ (-3)</td></tr></table> <div>May not fire other weapons</div>	Weapon	Range	Shoot	Plasma Cannon	75cm	6d 4+ (-3)	<div>Inferno Gun</div> <div>Reaver, Warlord or Warhound Titan</div> <div>Arm/Carapace</div> <div>The inferno gun fires a devastating spray of super-heated, burning fuel.</div> <div><div>Gold</div><div>Cost: 50</div></div>	<div>Inferno Gun</div> <table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Inferno Gun</td><td>Template</td><td>- 4+ (0)</td></tr></table> <div>Use large teardrop Template.</div>	Weapon	Range	Shoot	Inferno Gun	Template	- 4+ (0)
Weapon	Range	Shoot													
Plasma Cannon	75cm	6d 4+ (-3)													
Weapon	Range	Shoot													
Inferno Gun	Template	- 4+ (0)													
<div>Plasma Cannon (own reactor)</div> <div>Warlord Titan</div> <div>Arm/Carapace</div> <div>This weapon fires highly volatile, energized matter called plasma. The effect is devastating since plasma converts matter struck by it to plasma as well.</div> <div><div>Gold</div><div>Cost: 150</div></div>	<div>Plasma Cannon</div> <table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Plasma Cannon</td><td>75cm</td><td>6d 4+ (-3)</td></tr></table>	Weapon	Range	Shoot	Plasma Cannon	75cm	6d 4+ (-3)	<div>Deathstrike Cannon</div> <div>Warlord Titan</div> <div>Head</div> <div>This head mounts a powerful cannon.</div> <div><div>Gold</div><div>Cost: 75</div></div>	<div>Deathstrike Cannon</div> <table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Deathstrike Cannon</td><td>200cm</td><td>10BP 2+ (-2)</td></tr></table> <div>Head save armor reduced by 1. Artillery, 30 arc of fire, movement cut in half (rounded up).</div>	Weapon	Range	Shoot	Deathstrike Cannon	200cm	10BP 2+ (-2)
Weapon	Range	Shoot													
Plasma Cannon	75cm	6d 4+ (-3)													
Weapon	Range	Shoot													
Deathstrike Cannon	200cm	10BP 2+ (-2)													
<div>Plasma Destructor</div> <div>Warlord Titan</div> <div>Arm/Carapace</div> <div>This is a more powerful version of the plasma cannon.</div> <div><div>Gold</div><div>Cost: 125</div></div>	<div>Plasma Destructor</div> <table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Plasma Destructor</td><td>100cm</td><td>4d 3+ (-6)</td></tr></table> <div>May not fire other weapons or move next turn. If engaged in close combat while immobilized, they lose the 2D6 CC dice. Regular troops receive +2 to their roll to survive, and are only hit on a 5+ with zero TSM.</div>	Weapon	Range	Shoot	Plasma Destructor	100cm	4d 3+ (-6)	<div>Hellstrike Cannon</div> <div>(Reaver or Warlord Titan)</div> <div>Arm/Carapace</div> <div>This cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture. The shells explode and scatter over a large area.</div> <div><div>Gold</div><div>Cost: 50</div></div>	<div>Hellstrike Cannon</div> <table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Hellstrike Cannon</td><td>50cm</td><td>6BP 4+ (-1)</td></tr></table> <div>Ignores cover</div>	Weapon	Range	Shoot	Hellstrike Cannon	50cm	6BP 4+ (-1)
Weapon	Range	Shoot													
Plasma Destructor	100cm	4d 3+ (-6)													
Weapon	Range	Shoot													
Hellstrike Cannon	50cm	6BP 4+ (-1)													

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.


GoldCost: 75

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.


GoldCost: 100

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.


GoldCost: 75

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.

GoldCost: 150

Multiple Rocket Launcher

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 between them each turn. Both are artillery so they scatter, damage buildings and may fire indirectly.

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.

Harpoon Missile

Weapon	Range	Shoot
Harpoon Missile	LoS	- 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 -2 TSM or the Harpoon has lodged itself successfully. 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.

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")

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.

Gold

Cost: 125

Warp Missile

Weapon	Range	Shoot
Warp missile	LoS	- Auto/3+ -

One-shot, Destroys Buildings, Ethereal psychic, 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

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 Free
Reaver X2
Warhound x3

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.

Gold

Cost: 15

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

Laser Burner

Reaver or Warlord Titan

Arm

This devastating weapon uses a short range, high-energy beam to slice through opponents . The enemy, if it survives, is likely to be severely damaged.

Gold

Cost: 10

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

Gold

Cost: 150

Corvus Assault Pod

Must end movement in contact with a building/fortification. During the close combat segment the terminators disembark on charge orders (losing 5cm) and gain +D6 CAF for 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)

Elite

Move: 10 cm	Save: 4+/6+f	CAF: +6
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

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

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.

Devotional Bell

Warlord Titan

Carapace (does not occupy 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

Gold

Cost: 75

Fire Control Center

All weapons gain +1 To-Hit (including barrages). Carapace location save reduced to 3+.

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

Trident

Weapon	Range	Shoot
Trident	25cm	1d 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 firing Titan gains another D6 if on first fire Orders. -If firing Titan wins, the location suffers maximum damage -If tie, the Trident becomes useless -Else the chain can be fired the next turn.

Weapon Head

Reaver or Warlord Titan

Head

This variant emphasizes additional firepower at the expense of armor.

Gold

Cost: Free

Weapon Head

Weapon	Range	Shoot
Weapon Head	25cm	1d 5+ (-1)

Head Armor save reduced by 1. Titan Cost Multiplier: Warlord Free