

THE MECHANICUM AND COLLEGIA TITANICUS

Army List

Mark IV

V 1.3

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General Traits

This section covers the basic traits for the different factions.

Mechanicum Taghmata Traits

These characteristics apply to the Mechanicum Taghmata:

- **The Faction value is 400**
- **To-hit value for the Mechanicum Taghmata is 6+ for ranged and 7+ for close combat attacks**
- **To-hit values for Mechanicum Taghmata command and indentured knight elements is 6+ for ranged and close combat attacks**
- Autosimulacra. Mechanicum Taghmata vehicles and robotic elements gain the mechanicus [MK] ability. The target number for repair rolls is 10+. This ability does not apply to fliers unless the description gives it such an ability.
- Indentured Knights gain fear [FR], Agile [AG], night vision [N], +1 bonus to damage table rolls [Dmg+1], receive -1 to damage table rolls on hits against them, gains auto-repair on roll of 10+. Ion shield permits re-rolls of failed armor saves (second result stands).
- Essential Cog in the Machine. Mechanicum Taghmata command elements are hard to replace in an equally efficient manner and are harder to replace when lost in battle. This faction receives a -2 penalty to leader replacement rolls.
- Robotlike. While the Mechanicum uses partially troops, they are heavily modified and react differently to the pressures of battle than unaugmented troops. Mechanicum elements generally have the robotic [RC] ability and generally do not take morale tests.
- Cortex Controllers [CC]. Elements with this trait can server as commanders for formations composed of elements with the Robotic [RC] ability. They may also add up to 2 bonus support formations of infantry or walker elements directly to the command formation as a retinue. These bonus formations do not count towards the standard allotment of support formations added to a company.
- Archmagos. The overall army commander. Select a company Magos and replace it with an Archmagos of the Appropriate type.

Collegia Titanicus Traits

These characteristics apply to the Collegia Titanicus.

Corpus Secutarii (Tech Guard)

- **The Faction value is 400.**
- **To-hit value for the Secutarii is 6+ for ranged and 7+ for close combat attacks.**
- Secutarii infantry elements gain the agile [AG] and stubborn [SU] abilities. They also ignore the to-hit modifier for cover and gain a +1-outcome bonus to close combat resolution.
- Secutarii vehicle elements gain the agile [AG] ability.
- Secutarii elements gain the indomitable [ID] ability within 25cms of a titan engine.
- Secutarii formations within 25cms of a destroyed titan must make an immediate morale check.

Legio Titanicus

- **There is no faction value for titans. All ability is calculated into their cost already.**
- **To-hit value for Titans is 5+ for ranged and close combat attacks.**

Cybertheurgy [CY]

These abilities represent dark arcana, fragments of knowledge that is rare, powerful, and often forbidden. These powers only work on formation and elements with the Robotic [RC] ability. For each level of Cybertheurgy the element has the player may select one power to use during the game. One power may be used per game turn by each element capable of using Cybertheurgy. When a power is to be used roll 1d10 and on a roll of 5+ the Cybertheurgy [CY] ability is successful, and its effects applied. On a failed roll no effect is applied, however a mishap may occur. If the die roll is equal to or lower than the power rating of the power being used a mishap occurs. Roll a d10 on the Cybertheurgy Mishap Table when a mishap occurs and apply the result.

Cybertheurgy Mishap table	
Roll	Effect
1-4	Signal Corruption: Target formation or element receives no orders next game turn
5-8	Corrosive Paradox: Target formation or element receives 1d10 Hits at a -3 TSM
9+	Malefica: The element or formation is no longer under the players control. It will move towards the closest visible elements or formations firing in the advance fire phase or engaging in close combat. Each end phase the player may reassert control on a roll of 8+ on a d10. Elements or formations not under control of the owning player at the games end count as destroyed (award VP).

The Cybertheurgy powers available and their power rating are in the following table:

Cybertheurgy Powers	
Power and Rating	Effect
Rite of Celerity (level 1)	One formation within 25cms gains +10cms to move
Rite Eternity (level 1)	One element gains 1 DR lost
Rite of Fury (level 1)	One formation within 25cms gains +2 CAF to-hit bonus
Rite of Destruction (level 2)	One formation within 25cms may fire ONE weapon system twice during the shooting phase
Rite of Dread Castigation (level 2)	One opposing element that can use cybertheurgy within 25cm. Both players roll a d10 and add their Cybertheurgy level. If the player using this ability wins the roll, he may select one formation under the command of the target to receive no orders in the next game turn. If he loses, lose 1 DR. Re-roll in case of a draw until victor emerges.
Rite of Immolation (level 3)	May order friendly elements to self-destruct. Select an element (center of blast) and resolve a Blast 4 attack with -3TSM on all blast dice (no primary die). Affects closest opposing elements. A failed result that yields a mishap result automatically generates the Malefica result.

Titan Legion Specific Rules

The following rules apply to Titan Legion elements.

Titan Characteristics

Titans have the following traits and abilities.

- Titan Special Orders. Titans use the standard orders all other elements use. However, they have an additional order only titans may use.
 - Damage Control. The Titan element may not move or fire any weapon. The Titan gains +2 to all repair and shield generation rolls. However, due to its immobility all incoming fire gains +1 to-hit. The damage control order is revealed after all other orders have been revealed in the movement phase.
- Void Shields. A shield has an armor value like any element does. To knock out a shield it must fail its armor save. A successful armor save means the shield is still up and can protect from additional incoming fire. When all shields on an element are knocked out, additional incoming fire is against the elements own armor with no shield protection.
- Void Shield armor value is 4+
- Void Shields only protect against ranged fire. Void shields are ignored in close combat.
- Shield repair. Void shields may be repaired on a roll of 8+ on a d10 in each turns end phase.

- Titan elements that have lost half or more their total damage rating [DR], suffer -1 to all shield regeneration and repair rolls.
- When an unshielded Titan element fails an armor save additional damage may occur from the incoming fire. Roll on the Titan Damage Table (below) after each failed armor save. If a roll on the Titan Damage Table indicates a Critical Systems result, roll on that table as well (below).
- A damaged system may be repaired in the end phase on a roll of 8+ on a d10.
- All Titans have the terror [TR] ability
- All Titans receive a -2 to close combat to-hit rolls in close combat versus infantry and -1 to-hit versus cavalry elements in close combat (this represents how hard it is for the titan to fit small targets). Infantry and cavalry elements gain an invulnerable save of 10+ in close combat versus titans (this represents a small chance of dodging or evading the titans close combat attacks).
- Titans use the titan damage table below instead of the standard multi-DR damage table.

Titan Damage table	
D10 Roll	Effect
1-6	1 DR damage
7-9	1 DR damage and one roll on critical systems table
10	1 DR damage and 2 critical systems table rolls
Critical Systems Table	
1-3	Legs/propulsion system: -5cm base move, may not charge move until repaired. If base move is reduced to zero titan is crippled and immobilized (cannot be repaired). Once immobilized any additional roll on this result snaps the leg and titan falls in random direction. Any elements underneath is hit with -5 save modifier. Titan is destroyed.
4-5	Void Shield Generator Overload: -1 shield, -1 on shield regeneration rolls until repaired. If shield total is reduced to zero, generator is destroyed (cannot be repaired) +1DR damage, no shields
6-7	Weapon Hit: (Warhound: 1-5 left weapon 6-10 right weapon; Reaver: 1-3 carapace weapon, 4-6 left weapon, 7-9 right weapon, 10 shooting players choice; Warlord: 1-2 left carapace weapon, 3-4 right carapace weapon, 5-6 right arm weapon, 7-8 left arm weapon, 9-10 shooting players choice); cannot use weapon until repair, second result destroys weapon (cannot be repaired) and +1DR damage.
8-9	Bridge Hit: no orders next turn, -1 to all repair rolls until repaired. Second hit to bridge kills some crew +1DR damage. Orders can be issued on 6+ roll, failure are no orders. Third hit destroys the bridge. Titan counts as destroyed.
10+	Reactor Breach: +1 DR damage roll again on critical systems table. A titan that is reduced to zero DR after a reactor breach explodes. Roll a d10 hits each against any units within 15cm Hits on 7+ -3 save modifier
Any hit further results on a destroyed location adds +1 DR damage	

Optional Titan Damage Rules

If desired, players may agree to use this rule when titans have lost 50% of their DR (Round down).

- Titan loses 5cms of base move.
- -1 to ranged to-hit rolls.
- -1 To all repair rolls.
- CAF dice are reduced by half (round up).

Titan Legion Formations

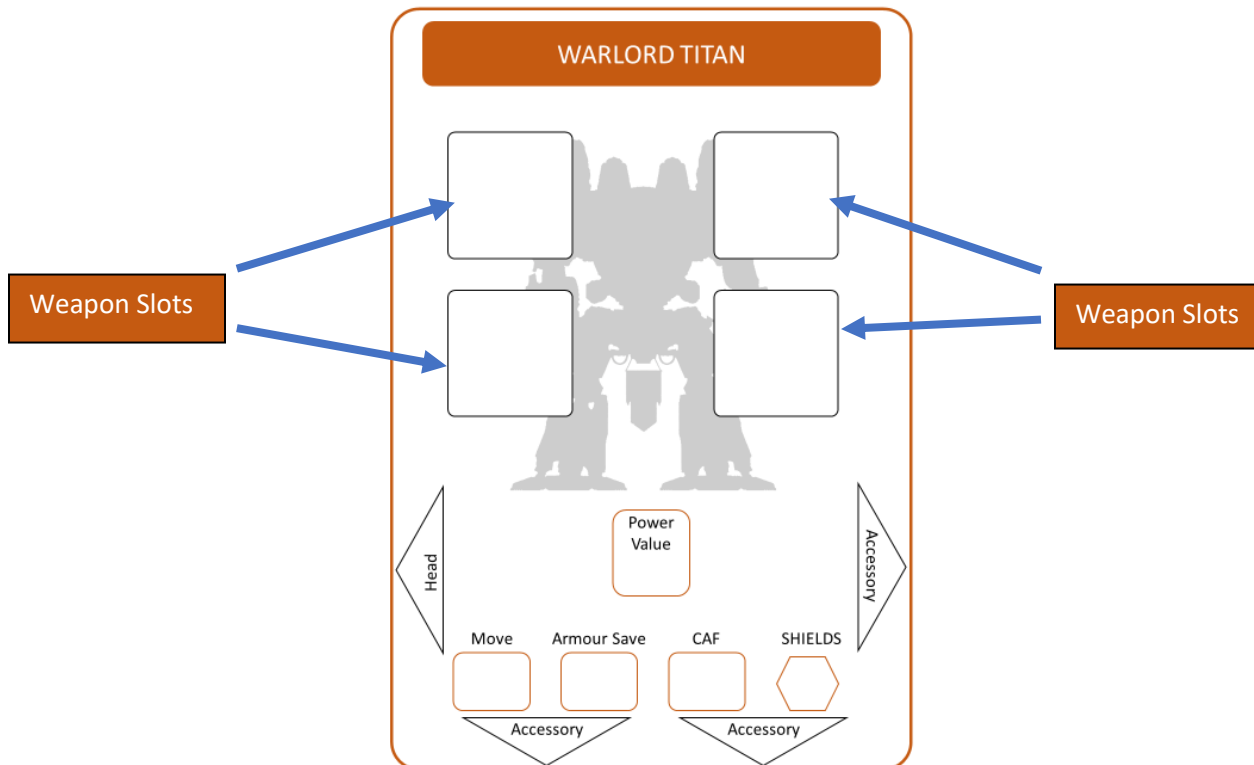
- For most factions, Titan elements are added as a Special Card formations.
- Only a Titan Legion faction may use company and support cards composed of titan elements. A Company card composed of Titan elements may only attach support and special formations composed of titan elements, Secutarii elements, or Questoris knight elements (may not use mechanicum indentured knights).
- Only a Titan Legion faction may use company and support cards composed of Secutarii elements. A Company card composed of Secutarii elements may only attach support and special formations composed of titan elements, Secutarii elements, Questoris knight elements or Mechanicum vehicular, artillery or light weapons platform elements.
- Titan formations consisting of more than one Titan element have a formation coherency distance of 25cms.

Titan Building

This section covers the rules on how to arm a Titan with its specialized weaponry.

Titan Template

Once a player decides to include titans in his force, select the appropriate template for that titan type as a play aid to arm your titan.



The Template let you keep track of several important things:

- Weapon Slots. How many weapons can a titan fit on its frame.
- Power value. The total output of energy the titan's reactor provides.
 - Movement. The Titans base movement.
 - Armor Save. The titans overall armor saves.
- Close Assault Factor. The titans close combat attack dice and TSM.
- Shields. Where the player can keep track of shield number via tokens.
 - Head Slot. Where specialized head can be added
- Accessory. Slots for specialized titan add-ons (chaos tails, assault pods, etc.)

Once the appropriate template is selected, choose the weapon and accessory cards you wish to arm the titan with and place them in the appropriate slots.

Weapon	
Belicosa Volcano Cannon	
Value 8M	
Range	180
Save Mod	-6

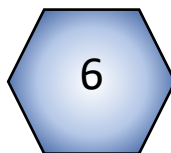
Weapon	
Arioch Power Claw	
Value 8H	
Range	Melee/70
Save Mod	-1

Weapon	
Apocalypse Launcher	
Value 4H	
Range	25-360
Save Mod	-2

Weapon	
Apocalypse Launcher	
Value 4H	
Range	25-360
Save Mod	-2

A player is not required to fill all the weapon slots. The player cannot exceed the number of slots available.

You can use a shield counter to keep track of the amount of shields the titan has during the game by placing it in the shield location on the template.



Titan Energy Management

The arming of a titan is an interplay between the amount of energy a weapon needs to function and the Titans over all power production.

- The overall power production is known as the titans Power Value. It represents the total amount of power available for weapons and other functions.
- Each weapon or other titan add-ons have a Power value that represents how much energy from the reactor it needs to function adequately.
- The player must add the power value of ALL weapon cards and other titan add-ons to determine the total energy consumption.

- Compare the total energy consumption with the titans Power Value. If the Titans Power value is greater this is called a Power Surplus. If the Energy Consumption is greater than the Titans Power Value, then this is called a Power Deficit.
- In case of a Power Surplus the player may use that excess power to purchase Customization Options for that titan.
- In the case of a Power Deficit the player must sacrifice other aspects of titan function until the deficit no longer exists. A player may not field a titan at an energy deficit.
- Consult the Power Management Options table for Customization Options for Surplus and Deficit Power.

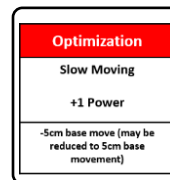
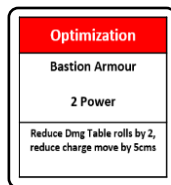
Power Management Options		
Power Cost	Customization Options	Power Bonus
Power Surplus		
0 Power	Bi-folded Power Containment: adds 1 power and -1 to shield repair rolls (cannot be used with Plasma channels)	-
0 Power	Rubble feet: gain durable ability, -5cm base move reduction	-
0 Power	Plasma Gargoyles: AP is converted to flamer weapons (10cm range, -1TSM, IC)	-
0 Power	Janus Pattern Missiles: Apocalypse Missiles change to B1x2, -3 TSM, range 25-180/360	-
0 Power	Thermo-siphon Reactor: Gains bonus 1 power, opposing hits gain Dmg+1	-
1 Power	Gravitonic Sensor Array: ignores hit modifiers for cover, +1 to Artillery table	-
1 Power	Hardened Weapon Casing: +2 to weapon repair rolls	-
1 Power	Automated Failsafes: Once per game may repair one damaged critical system on a roll of 3+	-
1 Power	Disruption Emitters: +1 CC die to one close combat weapon. Bonus Str+1 to that CC weapon	-
1 Power	Earthbreaker Missiles: Adds bonus Str+3 to Apocalypse Missile Launchers and arrays. Energy Cost per weapon	-
1 Power	Enhanced Auspex Relays: Scout Titans Only. Allows friendly titans to ignore long range modifiers of targets within 25cms of the scout titan.	-
1 Power	Hunter Shells: allows rerolls of 1's for gatling blaster weapons only	-
1 Power	Tracking Arrays: Re-roll 1's with weapons that have the [AA] trait versus aircraft.	-
1 Power	Oath banner: allows any knight elements within 25cm to reroll failed morale tests	-
1 Power	Gravatus Plating: Reduces Dmg table rolls by 1, reduce charge move by 5cms	-
1 Power	Clinging Phosphex: Inferno Guns gain bonus Dmg+1 and +1 bonus to rolls on fire table	-
1 Power	Cameleoline Shrouding: Scout titans only. Increases cover 1 step if incoming fire is over 25cm range, any DR damage negates this effect that turn, (no cover = light cover)	-
1 Power	Ranging Auspexes: Add +20cms to the range of 1 weapon (limited to one such upgrade per weapon)	-
1 Power	Overcharged Weaponry: Energy Weapons only. Adds bonus of Dmg+1 to one weapon. Energy cost per weapon	-
1 Power	Static Rounds: Vulkan Mega-bolters gain bonus -1TSM when striking shields	-
2 Power	Fortis Motivators: Scout Titans Only. Adds 1 DR and agile ability	-
2 Power	Basilius Throne: A roll of 6+ on a d10 allows titan to change their order when activated	-
2 Power	Null Emitters: Corrupted/possessed titans receive -1 penalty to all to-hit rolls within 15cms.	-
2 Power	Hunting Auspex: Eliminates the long-range fire restriction and the -1 penalty to hit firing on charge orders	-
2 Power	Terminus Override Mechanisms: -1 on critical damage table rolls	-
2 Power	Maglock Shells: Adds -1 TSM for 1 weapon (limited to one such upgrade per weapon) Not applicable to energy weapons	-
2 Power	Plasmatic Binders: Allows 2 plasma weapons to be overcharged in a turn. If a misfire happens this system is damaged and cannot be used till repaired.	-
2 Power	Aquila Benedictus: Grants +1 to morale and to all hero versus fool checks within 25cm. +1VP for destroying this titan	-
2 Power	Blind Launchers: Provides the titan with light cover. Shooting out also receives a -1 to hit.	-
2 Power	Devotional War Sirens: grants stubborn ability to allied elements within 15cm	-
2 Power	Bastion Armour: Reduces Dmg table rolls by 2, reduce charge move by 5cms	-
2 Power	Auditory Barrage: -1 to enemy morale tests within 15cm	-

2 Power	Machine Defiance: Once per game turn, the first time a void shield fails its armor save, roll 2d10, on roll of 6+ the shield is restored	-
2/3 Power	Motive Sub-reactors: Adds +5cm base move (limited to 2 such upgrades). Warlords and larger Titans cost 3 power. Cannot be combined with Siege armor or Gravatus Plating	-
3 Power	Bastion Shielding: Add +1 Void Shield (limited to 2 such upgrades)	-
3 Power	Plasma Channels: +1 to all repair rolls (cannot be used with Bi-folded)	-
3/4 Power	Siege Armour: Add 1DR, reduces Dmg table rolls by 1. 4 power for Warlord class and larger, reduce charge move by 5cm	
Power Deficit		
-	Slow Moving: -5cm base move (may be reduced to minimum of 5cms base move)	+1 Power
-	Short Barrel: -20 cm range to one weapon (may be applied 2 times total to 2 different weapons, does not apply to support missiles)	+1 Power
-	-1 Void Shield (may be reduced to a minimum of 1 void shield)	+2 Power

Once the power management options are completed, the titan is ready for play.

Titan Optimization Cards

To facilitate selection optimization options and track them use the optimization cards which may be placed on the titans accessory slots on its templates for easy reference.



Cards will list the name of the optimization, the power cost or surplus (expressed as a "+") and the effect.

Titan Support Missiles

Titan support missiles are rare. Therefore, the types and amount available is variable and cannot be predicted due to local battlefield conditions.

The player may roll once per titan that can be armed with a support missile on the Titan Missile Table (below). That Titan may use the missile available, and that selection cannot be transferred to another titan (each roll applies to the titan being rolled for). The player may opt not to use the missile at all, but the player may not choose any other missile type other than the type resulted on its die roll.

Titan Support Missiles	
D10 Roll	Missile Type
1-4	Barrage Missile
5-6	Harpoon Missile
7-8	Warp Missile
9-10	Vortex Missile

Titan Weapon Slot Restrictions

The array of titan weapons and accessories are quite varied. However, not all options can be fitted into any available slot on a given titan frame. The following table specifies where a weapon type or accessory can be fitted on a given titan frame.

Titan Weapon Slot Restrictions				
Titan Type	Arms	Carapace	Head	Accessory
Warhound	Dual turbo-laser destructor Plasma Blast gun Vulcan mega bolter Inferno gun Volkite Eradicator Ursus Claw Matrix Shock Lance	None	Weapon head	None
Reaver	Apocalypse Launcher Reaver Gatling Blaster Laser Blaster Dual barrel Laser Blaster Melta cannon, Reaver Volcano cannon Reaver powerfist Reaver chainfist Dual turbo-laser destructor Titan Vulcan Megabolter Incinerator Missile launcher Titan inferno gun Titan Plasma BlastGun Power Ram Volkite Eradicator Wrecker	Twin Linked turbo-laser destructor Laser Blaster Dual barrel Titan Vulcan Megabolter Incinerator Missile launcher Anvillus Defense Batteries Harpoon missile Warp missile Barrage missile Vortex missile Volkite Eradicator	Weapon head	None
Warbringer Nemesis	Same as reaver	Nemesis Quake Cannon Belicosa Pattern Volcano Cannon	Weapon head	None
Warlord	Apocalypse Launcher Mori Quake Cannon Belicosa Volcano Cannon Warlord Gatling Blaster Saturnyne lascarutter Sunfury Plasma Destructor Trident Corvus Assault pod Power Ram Volkite Destructor Wrecker	Laser Blaster Dual barrel Laser Blaster Tri barrel Titan Vulcan Megabolter Incinerator Missile launcher Fire control center Anvillus Defense Batteries Harpoon missile Warp missile Barrage missile Vortex missile Volkite Eradicator Havoc Missile Rack	Weapon Head Corvus Assault head Deathstrike cannon	None
Warmaster	Plasma Blastgun (Upper arm) Turbo Laser Destructor (Upper arm) Vulcan Mega-bolter (Upper arm) Inferno Gun (Upper arm) Apocalypse Launcher (Upper arm) Melta Cannon, short barrel (Upper arm) Defense Laser (Main Arm) Suzerian Class Plasma Destructor (Main Arm)	See data card	None	None
Imperator	HellStorm Cannon Defense Laser Plasma Annihilator	See data card	None	None

Warmaster Class Titan Rules

The following specific characteristics apply to Warmaster Class Titans

- Rare. Special Formation
- Player may select one of two upgrade options for the Warmaster.
 - Plasmatic Locomotors: Adds +5cms to base move.
 - Infusive Super Coolant: Allows two plasma weapons to be overcharged the same game turn (misfire rules apply to both weapons). A misfire will render this system destroyed for the rest of the game.

Warmaster Secondary Titan Weapons Systems

Name	Range	AD	TSM	Notes
Legs				
2x Ironstorm Missile Pod*	35/70	B1	-1	*Select one option
2x Lascannon*	25/50	2TL1	-3	*Select one option
Rear Arc				
Antipersonnel	25	2	-1	
Ardex Defensor Laser	25/50	2	-3	Antipersonnel Trait
Carapace				
2x Anvillus Defense Battery*	35/70	4TL2 [AA]	-2	*Select one option, 360 arc
4x Heavy Mortars*	25/50	B1x2	-1	*Select one option, 360 arc
Battlecannons	35/70	B1x2	-2	
Revelator Missile Launcher	B3	75/150	-3	

Imperator Class Titan Rules

The following specific characteristics apply to Imperator Class Titans.

- Rare. Special Formation
- Transport Capacity is 25. Up to 10 stands may fire according to the orders given.
- Imperators gain 1 Surplus power point per game turn to use on its systems.
- The player may select one option in the table below.

Imperator Surplus Power Usage Options
Movement: increases Imperators base move by +5cms.
Repair: gains +1 bonus to shield and repair rolls
Over Charge: Plasma Annihilator

Imperator Secondary Titan Weapons Systems

Name	Range	AD	TSM	Notes
Secondary weapons (Battlecannons)	25/50	8	-2	8 Attack Dice (5 forward and 3 rear)
Quad Icarus Lascannon	50/100	8TL4 [AA]	-3	360 arc of fire
Main Battery (Mori Quake Cannon)	25-180/360	B8[W, Str+3, HM]	-4	Causes suppression to any unit hit including titans. Options*
Anti-personnel	25	8	-1	-
4x Gun Towers (standard)	35/70	B6[IC, Str+4,M]	-4	only 2 can target rear. Options**

- * May replace Mori Quake Cannon with any titan weapon, except for Plasma weapons or close combat weapons.

- ** May replace standard Hellhammer cannons with choice of: Turbo laser Destructors, Vulcan Mega-bolter, Inferno gun, Apocalypse missile array or Melta Cannon, short barreled.

Warmonger Class Titan Rules

The following specific characteristics apply to Warmonger Class Titans.

- Rare. Special Formation
- Transport Capacity is 15. Up to 6 stands may fire according to the orders given.
- Warmongers gain 1 Surplus power point per game turn to use on its systems.
- The player may select one option in the table below.

Warmonger Surplus Power Usage Options
Movement: increases Warmongers base move by +5cms.
Repair: gains +1 bonus to shield and repair rolls
Rapid Fire: May Fire up to 3 missiles

Warmongers Secondary Titan Weapons Systems

Name	Range	AD	TSM	Notes
Secondary weapons (Battlecannons)	25/50	8	-2	8 Attack Dice (5 forward and 3 rear)
4x Anvillus Defense Gun Towers	35/70	4TL2 [AA]	-2	360 arc of fire
Sensorium*	-	-	-	Special*
Anti-personnel	25	8	-1	-
2x Head Weapons	35/70	B6[IC, Str+4,M]	-4	-
Landing Pad with Primaris Lightning Strike Recon Aircraft**	-	-	-	Special**

- *Grants a to-hit bonus to one weapon system per game turn. Grants the warmonger the recon ability out to 50cms range.
- **Use stats for Lightning Strike Interceptor. Gains recon ability when on advance orders. Aircraft returns to Warmonger after sorties. Removed from play when Warmonger is destroyed.

Warlord Sinister Battle Psi-Titan Rules

Warlord Sinister Pattern Battle Psi-Titan. Made by order and creation of the Emperor of Mankind the Warlord Sinister represents an arcane merge of techno-sorcery. The following rules apply to only the Psi-Titan:

- Extremely rare. Special Formation.
- Only may be fielded by loyalist battlegroups
- The Warlord Sinister uses stats for the Mars Alpha Pattern Warlord.
- Must use the Sinistramanus Tenebrae as one of its weapons. Only Psi-titan may use this weapon.
- Shroud of terror. Causes terror [TR] 20cm radius
- Sinistramanus Tenebrae negates the invulnerable saves on daemonic elements as it has the Psyk – out weapon trait.

- The Psi-titan counts as a psyker 3 (level 3) and receives 3 psi-points per turn to power the Sinistramanus or use psychic powers. Additional points spent into the weapon or psychic powers give greater power to the attack. Psi-points do not carry over turn to turn, nor can the player spend more than 3 psi-points in a game turn.
- As all psychic powers they are successful on rolls of 5+ on 1d10.
- May use one of three powers:
 - Antipathetic Tempest (level 3). Range is 50cms, Blast 4 [B4] Range is 150cms. Blast 4, -3 TSM. Ignores cover. Each Psi-point spent adds +50cms to the range. All attacks cause suppression as artillery and can destroy buildings. This power possesses the Psyk-out [PY] weapon trait
 - Death Pulse (level 2). ALL Elements within 5cms (friend AND foe) will be attacked by this power and it has the psyk-out [PY] trait for these attacks. Each Psi-point spent adds +5cms to radius. Attacks with this power have a -1TSM
 - Necrotechnics (level 1). May “repair” lost DR points on a roll of 7+ on 1d10. A successful rolls means 1 DR point is restored. Each Psi-point spent permits another roll to repair an additional DR point lost (to a maximum of 3).
 - Quickening (level 2). The titan gains +1 to hit in close combat, +1 close combat die and +5cms to its base move. Psi-points spent grant a cumulative +1 close combat die and +5cms to base move.
- The presences of a Pariah (blank) princeps means that the psi-titan never takes any perils of the warp tests.

Element Descriptions

Detailed descriptions of all Mechanicum and Collegia Titanicus elements.

Command and Specialists [1]

Magos and Archmagos Prime

Commanders of the Taghmata, chosen by their peers to conduct war in the name of the Mechanicum. No two Magos Prime are alike and in their own way are as superhuman as the astartes. They mainly lead formations of mechanicum infantry (level 3 for the Archmagos Prime [HQ3]), can use Cybertheurgy [CY] (level 2 for the Magos Prime [HQ2] and level 3 for the Archmagos Prime [HQ3]), have invulnerability saves of 5+ (Archmagos) or 6+ (Magos), the mechanicus [MK] ability, melta bombs [MB] and cortex controllers [CC]. A mechanicum tagmata force must include the Archmagos as its army commander. One company cards magos is replaced by the Archmagos of the type replaced. In this capacity a +1-reserve roll bonus is added for formations attached to it.





Magos and Archmagos Dominus

Masters of the Legio Cybernetica they are granted by Mars to create and control the automata built for war with secrets from the Dark Age of Technology. They mainly lead the Cybernetic formations of Robots. All Magos Dominus are commanders (level 2 for the Magos Dominus [HQ2] and level 3 for the Archmagos Dominus [HQ3]), can use Cybertheurgy [CY] (level 2 for the Magos Dominus [HQ2] and level 3 for the Archmagos Dominus [HQ3]), have invulnerability saves of 5+ (Archmagos) or 6+ (Magos), the mechanicus [MK] ability, melta bombs [MB] and cortex controllers [CC].



Magos and Archmagos Reductor

A breed apart amongst the Mechanicum, they specialize in siege craft and warfare. Ruthless warriors of steel feared and respected in the Imperium. They mainly lead the Taghmata's armored and artillery formations. All Magos Reductor are commanders (level 2 for the Magos Reductor [HQ2] and level 3 for the Archmagos Reductor [HQ3]), can use Cybertheurgy [CY] (level 2 for the Magos Reductor [HQ2] and level 3 for the Archmagos Reductor [HQ3]), have invulnerability saves of 5+, the mechanicus [MK] ability, Breacher charges (-3 TSM vs Structures and +2 on structure damage tables), phosphex bombs (attacks cause fires), rad grenades (close combat attacks ignore cover) and cortex controllers [CC]. Formations in command radius of these Magos add +1 DR to structure damage table results.



Secutarii Axiarch

In command of larger forces of Secutarii, their selection is arcane and involves more than perfection on the battlefield. The major criteria being the successful recovery of a fallen titan in the face of the enemy – the holiest act any Secutarii can perform! All Axiarch are commanders (level 2 for the Axiarch [HQ2] and level 3 for the Axiarch Prime [HQ3]), have invulnerable saves of 5+, the stubborn [SU] and 'it will not die' [IWD] abilities. The Axiarch's weapon has the haywire [HW] trait and they add +1 DR of damage they inflict in close combat.



Secutarii Alpha

The Alpha is the designated Secutarii to transmit the will and order of the Axiarch directly to the formations that execute those actions. The Alpha is a level one commander [HQ1] with an invulnerable save of 6+ and the stubborn [SU] ability. Their weapons have the haywire [HW] trait.



Tech-Priest Auxilia

These Priests form the vital link between the mighty Magos and the hosts of the Taghmata on the battlefield. They are the indispensable cog in the machinery of battle. All Tech-Priests are level one commanders [HQ1], re-roll failed armor saves (second result stands), the mechanicus [MK] ability and melta bombs [MB]. The Enginseer's weapon has the Volkite [VK] trait and gain a +1 bonus to repair rolls using the mechanicus [MK] ability. Lacyraemarta confers a re-roll of failed armor saves (second result stands) to the infantry formation they are a part of. Reductors confer a +1 bonus to damage and structure table rolls made by the formation they are a part of.

Infantry [1]



Myrmidon

Ordained priests of the Cult Mechanicus, their sole purpose is dedicated to the art of destruction, their augmentations affording them the ability to carry heavier weaponry. All Myrmidon variants have an invulnerability save of 7+ and the night vision [N] and robotic [R] abilities.



Scyllax Guardian Automata

Formidable power packed into a frame the size of an armored human. Neither fully fledged automata nor servitors, they serve as retinue to power magi. Their armor as powerful as astartes and wielding potent weapon means they excel at guarding their masters. The Scyllax have the agile [AG] and night vision [N] and robotic [RC] abilities.



Secutarii Hoplite

The Hoplite is the principal battlefield formation of the Secutarii. An augmented defensive force specialized to resist infantry assaults under the harshest conditions. Their surgically implanted shielding makes them capable of resisting phenomenal amounts of enemy fire. The hoplite has an invulnerable save of 6+. Their weapon has the haywire [HW] trait.



Secutarii Peltast

Where the hoplite is the anvil the Secutarii Peltasts are the hammer. Their concentrated firepower can blast even those enemies seeking refuge in cover. Their key task is to reach, encircle and defend damaged or fallen god-engines and crew rescue. A task they gladly give their lives for. All Secutarii Peltasts have an invulnerable save of 7+. Variants armed with the Galvanic Caster gain +1 to their attack dice if targets are in the weapons short range band.



Thallax

Heavily augmented cyborgs shock troops of the Ordo Reductor, they are often attached to Solar Auxilia forces to boost effectiveness and replace losses. All variants have an invulnerable save of 8+, melta bombs [MB] (Gains attack versus structures in base-to-base contact -2 TSM and [Dmg+1, Str+1]) and the stubborn [SU] and robotic [RC] abilities. Their attacks decrease cover modifiers by one step (light cover becomes no cover). Opponents cannot deploy stealth formations within 25cms of these elements. Their weapons gain +1 on damage [Dmg+1] table rolls. They count as support cards for formations that have an attached Enginseer equipped with cortex controllers.



Ursarax

A Thallax variants that specializes in close combat, they live to kill. Neural drugs are administered to dull their pain when they kill ensuring their lust and drive for the hunt never dwindles. Ursarax have an invulnerable save of 7+, the stubborn [SU] and robotic [RC] abilities. And Jump packs [J].



Adsecularis Tech-thralls

Serving as a flexible labor pool, they can also be pressed into combat duties as an expendable military asset. Although unskilled, they are relentless and untiring. A horde of zombie machines to do the bidding of the Mechanicum. The Tech-thrall has an invulnerable save of 9+, and the robotic [RC] ability. Assault Thralls have an invulnerable save of 8+, and the night vision [N] and robotic [RC] abilities.

Walkers [2]



Arlatax Class Battle Automata

A variant of the versatile Conqueror automata STC they hail from the magos-wrights of Xana the traitors stockpiled many of this variant until the loyalists could field more sanctified versions. The Arlatax has a damage rating [DR] of 2, re-roll failed armor saves (second result stands), the jump pack [J], robotic [RC] and “it will not die” [IWD] abilities.



Castellax Class Battle Automata

The most common general battle automata used during the Great Crusade, its role is mainly for shock assaults and siege work. All Castellax variants have a damage rating [DR], re-roll failed armor saves (second result stands), the robotic [RC], “it will not die” [IWD] and night vision [N] abilities. The siege variants wrecker weapon can damage buildings it is in contact with and gain +1 to structure damage rolls. Siege variants have flamer weapons [FW].



Domitar Class Battle Automata

A larger automata designed to engage the enemy directly and use its special gravitic hammers to pulverize anything from battle tanks to fortifications. The Domitar Class has a damage rating [DR] of 2, re-roll failed armor saves (second result stands), the robotic and “it will not die” abilities. The missile launcher uses a special Ignus rocket that ignores cover [IC] and its Graviton Hammers gain +2 to structure damage rolls when in contact with it.



Thanatar Class Siege Automata

Designed as a heavy, mobile artillery platform with a heavily reinforced chassis perfect for assault fortifications. All Thanatar variants possess a damage rating [DR] of 2, re-roll failed armor saves (second result stands), the “it will not die” [IWD], robotic [RC] and night vision [N] abilities. Variants armed with the Sollex Heavy lascannon gain +2 to structure damage rolls. The Graviton Ram causes suppression as artillery and gains a +3 to structure table rolls. The Helix Plasma Mortar and Plasma Ejector ignore cover [IC].



Vorax Class Battle Automata

Fielded as hunter killer formations, the pattern itself dates to the Dark age of Technology. Originally made to hunt rogue machines and mutants, they hunt high priority targets on the battlefields in relentless fashion. The Vorax has the recon [R], night vision [N], robotic [RC] and the “it will not die” [IWD] abilities.



Vultarax Stratos Automata

The most common of the Stratos-automata, they are widespread and used in a variety of hostile environments as armed scouts, rapid response formations or hunter killers. Vultarax can re-roll failed armor saves (second result stands), the agile [AG], robotic [RC] and night vision [N] abilities. The Arc Blaster has the Haywire [HW] trait. The Vultarax is a Skimmer [K]

Vehicles [3]



Krios Battle Tanks

An ancient early design from Mars that integrates so many modifications beyond its original STC that it is not fielded by anyone but the Mechanicum. Rather than depending on traditional armor plates for protection, its overlapping dispersion fields account for its durability. All Krios variants can re-roll failed armor saves (second result stands), the agile [AG], robotic [RC] and night vision [N] abilities.



Mechanicum Pattern Assault Drill

While sluggish above ground, its rapid tunneling through even the densest materials make it excel at engaging fortified positions. Termites are tunnelers [TN] with a transport [TR] capacity of 3 and gain deep strike [T], Robotic [RC], the melta cutters receive a +2 bonus on structure damage [Str+2] table rolls and are Durable [DU].

Heavy Tanks [3]



Karacnos Assault Tank

A dedicated assault vehicle with ample transport capacity and heavy weapon systems capable of a damage rating [DR] of 2, has the agile [AG], robotic [RC], and night vision [N] abilities. The Karacnos Mortar battery ignores cover [IC]. The lightning blasters have the Volkite [V] trait. Infantry elements in close combat with the Karacnos are considered suppressed due to the Shock Ram.



Macronid Explorator

Heavily armored, environmentally sealed frontline combat and mobile command vehicles used by the Magi when traversing hostile territories or warzones. A Macronid has a damage rating [DR] of 2, transport capacity [TR] of 2, re-roll failed armor saves (second result stands), the recon [R], robotic [RC] and night vision [N] abilities.



Triaros Armored Conveyor

The Triaros is the primary armored transport of the Mechanicum. It possesses unique technologies never divulged for wider imperial use. The Triaros has a damage rating [DR] of 2, transport [TR] capacity of 4, it has the agile [AG], robotic [RC] and night vision [N] abilities. Infantry elements in close combat with the Triaros are suppressed by its Shock Ram.

Indentured Knights [4]



Mechanicum Indentured Acastus Knights

One of the most heavily armed and armored knights, a symbol of status and favor of the Omnissiah and serve as enforcers of a Households will over its Scions. All variants have a damage rating [DR] of 3 and re-roll failed armor saves (second result stands). Variants armed with the Twin linked Magna Lascannon are macroweapons [M] and those with Helios Defense Missiles have the anti-aircraft [AA] ability for that weapon.



Mechanicum Indentured Cerastus Knight Acheron

A fearsome sight on the battlefield it is deployed for extermination. No quarter given or asked when these mighty machines stride across the battlefield. The Knight Acheron has a damage rating [DR] of 2 and re-roll failed armor saves (second result stands). The Acheron Pattern Flame Canon is a flamer weapon [FW] and gains +1 to damage table and fire table rolls. It also ignores cover [IC].



Mechanicum Indentured Knight Castigator

A Knight favored for use when facing hordes of lesser foes. Capable of eradicating whole formations of infantry with mighty explosive force and ruining armored vehicles with powerful blades. A Knight Castigator has a damage rating [DR] of 2 and re-roll failed armor saves (second result stands). When engaged with infantry elements in close combat it gains +1 close combat dice (a total of 6). The Twin linked Castigator Pattern Bolt Cannon gains +1 to damage table rolls



Mechanicum Indentured Cerastus Knight Lancers

A widely known Cerastus type pattern of knight, that possess speed and agility. A legacy from the age of strife, this pattern is used aggressively and solely for war. The Knight Lancer has a damage rating [DR] of 2 and re-roll failed armor saves (second result stands). The Shock Lance causes suppression as artillery.



Mechanicum Indentured Knight Errant

Based on the Knight Paladin frame, the Errant is the hunter of the most dangerous of prey – those armored with super heavy armor and weapons! Their scions are aggressive, and it is armed by powerful antiarmor weapons. All Knight Errant variants have a damage rating [DR] of 2, re-roll failed armor saves (second result stands). The Reaper Chainsword gains +2 to damage table rolls in close combat. Variants armed with the Twin Icarus Autocannon gain the anti-aircraft [AA] ability for that weapon.



Mechanicum Indentured Knight Magaera

The rarest of knightly types, it is a marvel of lost technology. Excelling in shock attacks and breaching heavily defended enemy positions while able to endure punishment that would destroy lesser knights. All Knight Magaera variants have a damage rating [DR] of 2 and re-roll failed armor saves (second result stands). Variants armed with the Reaper Chainsword gain +2 to damage table rolls in close combat and those armed with the Hekaton Siege Claw gain +3 on structure damage table rolls. The Rad Cleaner weapon ignores cover [IC].



Mechanicum Indentured Knight Paladin

The most common of knight patterns, it is dependable and has a wide variety of weapon loadouts. Its versatility means there are few challenges it can face on the battlefield. All Knight Paladin variants have a damage rating [DR] of 2 and re-roll failed armor saves (second result stands). The Reaper Chainsword gains +2 to damage table rolls in close combat. Variants armed with the Twin Icarus Autocannon gain the anti-aircraft [AA] ability for that weapon.



Mechanicum Indentured Knight Styrix

A rare and highly sophisticated knight pattern that has been engineered to efficiently destroy infantry formations and their supporting vehicles. All Knight Styrix variants have a damage rating [DR] of 2 and re-roll failed armor saves (second result stands). The Volkite Chieorovile is a volkite [V] weapon that ignores cover [IC] and suppresses as artillery. Variants armed with the Reaper Chainsword gain +2 to damage table rolls in close combat and those armed with the Hekaton Siege Claw gain +3 to structure damage table rolls and the wrecker [W] trait. The rad cleanser ignores cover [IC].

Ordinatus Minoris (Super Heavy Vehicles) [4]



Ordinatus-Minoris Macro Engines

The Centurio Ordinatus famed macro engines are systems of enormous power. They are embodiments of the Omnissiah's divine wrath. All ordinatii minors have a damage rating [DR] of 6, re-roll failed armor saves (second result stands) and the terror [TR] ability. They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves). Variants armed with the Belicosa Pattern Volcano Cannon are macroweapons [HW] and gain +5 to damage table rolls on the primary blast die and +2 to damage table rolls on the secondary blast dice. Variants with the Ulator Class Sonic Destructor are macroweapons [HW]. All elements and structures in a straight line out to 70cms receives 1-5 hits (roll d10 half the result for amount of hits, then roll to hit normally) and gains +2 to damage and structure damage table rolls.

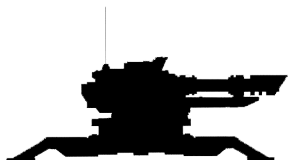


Ordinatus Aktaeus Mole

The most recognizable of the Ordinatus Minoris vehicles. It is a Super Heavy transport that can bypass fortifications by tunneling beneath them. The Mole has a transport capacity [TR] of 11 (6 robots or dreadnoughts). It is Durable [DU]. The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR] (2), the dispersion

field bonus is lost. It can re-roll failed armor saves (second result stands). Blessed autosimulacra grant self-repair on a roll of 6+. The mole is a tunneler [TN] and its damage rating [DR] is 4.

Light Weapons Platforms [1]



Tarantula Sentry Gun Batteries

Automated sentry gun batteries that can be rapidly deployed and possess formidable firepower. All tarantulas cannot charge move and have the Robotic [RC], Infiltrate [IF] and Deep Strike [T] abilities. All variants are considered to have stealth [SH] until they fire for the first time. Variants armed with the Hyperios gain the anti-aircraft [AA] ability. Variants armed with the Twin-linked Volkite Culverin have the volkite [V] trait.

Artillery [3]



Ordo Reductor Artillery Tanks

The Mechanicum makes extensive use of modified and augmented patterns of mobile artillery that are commonly used by imperial forces. All Ordo Reductor Artillery has the robotic [RC] and night vision [N] abilities. The Earthshaker cannon is a heavy macroweapon [HW] and gains +1 to damage table rolls. The Colossus Siege Mortar is a heavy macroweapon [HW] and gains +2 to structure damage table rolls. The Medusa Siege Gun is a heavy macroweapon [HW] and gains +1 to structure damage table rolls. The Whirlwind Launcher has several warheads the player may fire on type per turn. The vengeance warhead gains +1 to damage table rolls, the castellan warhead ignores cover [IC] and can cause fires, the Hyperios warhead has the anti-aircraft [AA] ability and the heat seeking [HS] trait. The Demolisher Cannon gains +2 to damage table rolls. Choose one type of launcher for the whole formation of a given type.



Ordo Reductor Minotaur

A heavy self-propelled artillery gun whose origins are lost in the antiquity of ancient Terra. While their number has dwindled in other imperial forces, they are still used within the Mechanicum. The Ordo Reductor has a damage rating [DR] of 2, the robotic [RC] and night vision [N] abilities. The twin linked Earthshaker cannon is a heavy macroweapon [HW] and gains +1 to damage table rolls.



Arvus Lighter Orbital Shuttle

A light transport craft used to shuttle supplies or small formations of auxilia between void ships and to planetary surfaces. The Arvus is a flier [F] that can re-roll failed armor saves (second result stands) and has a transport capacity [TR] of 3 and the robotic [RC] ability.



Avenger Strike Fighter

A dedicated strike fighter that excels high speed, low level ground attacks on enemy armored formations. The Avenger is a flier [F], re-roll failed armor saves (second result stands) versus anti-aircraft missiles and the night vision [N] and robotic [RC] abilities.



Primaris Lightning Strike Fighters

A recent addition to the Imperial arsenal, it is a high-speed fighter aircraft that excels in the role of interception, interdiction, and surgical strikes. All Primaris variants are fliers [F] can re-roll failed armor saves (second result stands). Variants with phosphex bombs, ignore cover [IC], cause fires, gains a +2 bonus to fire table rolls and the robotic [RC] ability.

Special Characters [1]



Archmagos Draykavac

The most reviled figures of the Dark Mechanicum with many acts of atrocities and massacres in the name of the Warmaster. He is a level 3 commander [HQ3] with an invulnerable save of 5+ and has the agile [AG], fear [FR], level 3 Cybertheurgy [CY3] and mechanicus [MK] abilities. This character is a special card that may be attached to traitor armies.



Archmagos Inar Satarel

One of the most infamous Archmagos of the Great Crusade, thought mad by even those in the Mechanicum, a malevolent being obsessed with power and immortality. He declared himself for the Warmaster. Satarel is a level 3 commander [HQ3], cyberthurgist of level 3 [CY3], has a damage rating [DR] of 2, an invulnerable save of 5+, the fear [FR] and mechanicus [MK] abilities. This character is a special card that may be attached to traitor armies.



Magos Reductor Calleb Decima

Distrusted and feared by those within the Mechanicum who would turn to Horus, he made the traitors pay dearly during the firestorm of Istvan III. Decima is a level 3 commander [HQ3], has an invulnerable save of 6+, the mechanicus [MK], agile [AG] and "it will not die" [IWD] abilities. He may use melta bombs [MB]. Formations within his command radius gain +1 to damage table rolls. He must charge enemy formations within 15cms. This character is a special card that may be attached to loyalist armies.



Anacharis Scoria

Cast down and removed from Mechanicum records long before the Heresy, he resurfaces after a bloody coup during the Heresy more powerful than before scouring those loyalist that judged him. Scoria has a damage rating [DR] of 2, an invulnerable save of 4+, the "it will not die" [IWD], jump packs [J] and the robotic [RC] abilities. This character is a special card that may be attached to traitor armies.

Titans [5]



Warhound Scout Titan

Small only in relation to other god engines, they surge ahead of the titan maniples relaying important tactical information and destroying targets of opportunity. See Titan Statline for full information.



Reaver Battle Titan

A mainstay of the Collegia Titanicus, it is a medium titan with heavier armor and armament than the Warhound. It can serve in a wide amount of different battlefield roles. See Titan Statline for full information.



Warbringer Nemesis Titan

Occupying a support role between the reaver and warlord titans. In the carapace slot, it may select one of two warlord level weapons: The Nemesis Quake Cannon or the Belicosa Pattern Volcano Cannon. The arm slots may use any standard Reaver type weapon. See Titan Statline for full information.



Warlord Titan

The backbone of the Collegia Titanicus, the warlord has enough firepower to destroy armies and cities. See Titan Statline for full information.



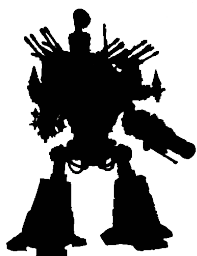
Warmaster Titan

A Heavy Battle Titan that is the embodiment of the Omnissiah's wrath. It's power eclipses that of the Warlord.



Imperator Titan

The Holiest of God Engines, they are the living embodiment of the Omnissiah. A walking battle cathedral of the Mechanicum's might. See Titan Statline for full information.



Warmonger Titan

Amongst the Holiest of God engines, its configuration lends itself to provide long range fire support and massive anti-aircraft umbrella.



Warlord Sinister Pattern Battle Psi-Titan

Made by the writ and hand of the Emperor himself, a melding of science and techno-sorcery, the Psi-titan is a thing of terror and where it treads the enemies of man perish. The Psi-Titan must arm itself with the Sinistramanus Tenebrae on one of its arm mounts. It can use standard warlord weapons on its other mounts. It possesses a remaining 16 Power value for remaining slots. See Statline for full information.

Mechanicum Taghmata Statlines

Name	Move	Armor	CAF	Weapon	SR/LR	AD	TSM	Notes
<i>Commanders and Specialists [1]</i>								
Magos Prime	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MB], [MK], [CY3], [CC]
Archmagos Prime	15	3[5]+	4/-3	Support Weapons	25	3	-2	[HQ3], [MB], [MK], [CY3], [CC], <i>Special</i>
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Archmagos Dominus	15	3[5]+	4/-3	Support Weapons	25	3	-2	[HQ3], [MK], [MB], [CY3], [CC]
Magos Reductor	15	4[5]+	4/-3	Support Weapons	25	3	-2	[HQ2], [MK], [CC], <i>Special</i>
Archmagos Reductor	15	3[5]+	5/-4	Support Weapons	25	6	-2	[HQ3], [MK], [CC], <i>Special</i>
Secutarii Axiarch Prime	15	4[5]+	5/-4	Arc-Lance [A, HW]	10	2	-2	[HQ3], [SU], [IWD], +1 DR point on damage rolls in CC
Secutarii Axiarch	15	4[5]+	4/-3	Arc-Lance [A, HW]	10	2	-2	[HQ2], [SU], [IWD], +1 DR point on damage rolls in CC
Secutarii Alpha	15	4[6]+	3/-2	Arc-Lance [A, HW]	10	2	-1	[HQ1], [SU]
Tech Priest – Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], <i>Special</i>
Tech Priest – Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], <i>Special</i>
Tech Priest – Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], <i>Special</i>
Archmagos Draykavac (Traitor)	15	3[5]+	5/-4	CC Weapons	-	-	-	[HQ3], [FR], [MK], [AG], [CY3]
Archmagos Inar Satarael (Traitor)	15	4[5]+	4/-3	TL Maxima Bolter	25	2	-1	[DR2], [HQ3], [FR], [MK], [CY3]
Magos Reductor Calleb Decima (Loyalist)	10	5[6]+	5/-4	Curse of the Ommissiah [A]	20	4	-1	[HQ3] [MB], [MK], [AG], [IWD], <i>Special</i>
Anacharis Scoria (Traitor)	15	3[4]+	6/-4	Photon thruster	25/50	2	-2	[DR2], [HQ3], [MK], [AW], [IWD], [AG], [CY3]
<i>Infantry [1]</i>								
Myrmidon Destructors	10	5[7]+	2/-2	Heavy Weapons	25/50	3	-2	[N], [RC]
Myrmidon Secutors	10	5[7]+	2/-2	Support Weapons	25	4	-2	[N], [RC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
Secutarii Hoplite	10	5[6]+	2/-1	Arc Lance [A, HW]	10	2	-1	
Secutarii Peltast (Type 1)	10	5[7]+	1/-1	Galvanic Caster [IC]	15/30	1	-1	AD 2/1 at SR/LR
Secutarii Peltast (Type 2)	10	5[7]+	1/-1	Radium Carbine [A]	20	3	0	
Thallax (Type 1)	15	6[8]+	1/-1	Lightning Gun [Dmg+1]	20	1	-3	[SU], [MB], [RC], <i>Special</i>

Thallax (Type 2)	15	6[8]+	1/-1	Photon Thruster [Dmg+1]	25/50	2	-2	[SU], [MB], [RC], Special
Ursarax Cohort	15[J]	5[7]+	4/-3	Volkite Incinerator [VK]	10	1	-2	[SU], [RC]
Tech-Thrall Adsecularis	10	9[9]+	1/-	Las-lock [A]	20	2	0	[RC]
Tech-Thrall Assault Adsecularis	10	7[8]+	2/-2	CC Weapons	-	-	-	[RC], [N]
Walkers [2]								
Arlatax Battle Automata	15[J]	4+	4/-3	Arlatax Cannon [A]	25	2	-1	[IWD], [DR2], [RC], Special
Castellax Battle Automata (Type 1)	15	5+	3/-3	Mauler Bolt Cannon [AP]	25	2	-1	[DR2], [IWD], [RC], [N], Special
				Flamers [FW]	10	2	-1	
				Siege Wrecker [Str+1]	-	-	-	
Castellax Battle Automata (Type 2)	15	5+	2/-2	Darkfire Cannon	30/60	2	-3	[DR2], [RC], [IWD], [N], Special
				Anti-Personnel	25	2	-1	
Domitar Battle Automata	15	5+	4/-3	Missile Launcher (Krak/Ignus) [IC]	25/50	1	-2	[DR2], [RC], [IWD], Special
				Graviton Hammers [Str+2 CC]	-	-	-	
Thanatar-Calix Siege Automata	15	3+	4/-3	Sollex Heavy Lascannon [Str+2]	30/60	1	-4	[DR2], [N], [RC], [IWD], Special
					25	4	-1	
				Anti-Personnel	10	2	-2	
				Graviton Ram [Str+3]				
Thanatar Siege Automata	15	3+	3/-2	Hellex Plasma Mortar [IC, M]	50	B2	-3	[DR2], [N], [IWD], [RC], Special
				Anti-Personnel	25	4	-1	
Thanatar-Cynis Siege Automata	15	3+	3/-2	2x Plasma Ejector [IC]	20	2x B1	-2	[DR2], [N], [RC], Special
				Anti-Personnel	25	4	-1	
Vorax Battle Automata	20	5+	3/-3	Lightning Gun	25/50	1	-3	[R], [N], [RC], [IWD]
				2x Rotor Cannon	30	3	0	
Vultarax Stratos Automata	20[K]	4+	2/-2	Arc Blaster [HW]	25	2	-2	DR2, [N], [RC], Special
				Setheno Havoc Launcher	25/50	1	-1	
Vehicles [3]								
Krios Battle Tank	25	3+	2/-1	Lightning Cannon	25/50	B2	-3	[AG], [RC], [N], Special
				Anti-Personnel	25	2	-1	
Krios Venator	25	3+	2/-1	Pulsar-Fusil	20/35	3	-4	[AG], [RC], [N], Special
				Anti-Personnel	25	2	-1	
Karacnos Assault Tank (Type 1)	20	2+	3/-2	Karacnos Mortar battery [IC]	30/60	B2	-2	[DR2], [AG], [RC], [N], Special
				Anti-Personnel	25	4	-1	
Karacnos Assault Tank (Type 2)	20	2+	3/-2	Karacnos Mortar battery [IC]	30/60	B2	-2	[DR2], [AG], [RC], [N], Special
				2xLightning blaster sentinels [VK]	20	4	-3	
Macrocarid Explorator	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2], [R], [RC], [N], Special
				Anti-Personnel	25	4	-1	
Termite Assault Drill	10[TN]	4+	3/-3	Heavy Flamers [FW]	10	4	-1	[TR3], [DU], [RC], Special
				Melta Cutter [W, Str+2]	10	B2	-2	
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Knights [4]								
Acastus Knight Porphyryon (Type 1)	15	2+	4/-3	2xTL magna Lascannon [M]	35/70	4TL2	-4	[DR3]
				2x Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	
Acastus Knight Porphyryon (Type 2)	15	2+	4/-3	2xTL Magna Lascannon	35/70	4	-4	[DR3]
				2x Lascannons	25/50	2	-3	
				Helios Defense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	
Cerastus Knight Acheron	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	
Cerastus Knight Castigator	25	3+	4/-4	Castigator Bolt Cannon [Dmg+1]	35	6	-2	[DR2], Special
				Tempest Warblade	-	-	-	
Cerastus Knight Lancer	30	3+	5/-4	Cerastus Shock Lance	20	2	-2	[DR2], Special

Knight Errant (Type 1)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2]
				Anti-Personnel	25	4	-1	
				Ironstorm Missile Pod	35/70	B2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Errant (Type 2)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2]
				Anti-Personnel	25	4	-1	
				Twin Icarus Autocannon [AA]	25/50	2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Magaera (Type 1)	20	3+	4/-4	Lightning Cannon	25/50	B1	-3	[DR2]
				Anti-Personnel	25	2	-1	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Magaera (Type 2)	20	3+	4/-4	Lightning Cannon	25/50	B1	-3	[DR2]
				Anti-Personnel	25	2	-1	
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
Knight Paladin (Type 1)	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2]
				Anti-Personnel	25	4	-1	
				Ironstorm Missile Pod	35/70	B2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Paladin (Type 2)	20	3+	4/-4	Questoris Battlecannon	35/70	2	-2	[DR2]
				Anti-Personnel	25	4	-1	
				Twin Icarus Autocannon [AA]	25/50	2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Styrix (Type 1)	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], suppresses as artillery
				Anti-Personnel	25	2	-1	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Styrix (Type 2)	20	3+	4/-3	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], suppresses as artillery
				Anti-Personnel	25	2	-1	
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
Ordinatus Minoris (Super Heavy Vehicles) [5]								
Ordinatus Sagittar	15	2+	8/-4	Volcano Cannon [HM, Dmg+5/+2]	90/180	B2	-8	[DR6], [TR], Dispersion Field, Special
					25/50	6TL3	-1	
				Volkite Culverin [T, VK]	25	8	-1	
				Anti-Personnel				
Ordinatus Ulator	15	2+	8/-4	Sonic Destructor [HM, Str+2]	35/70	1	-4	[DR6], [TR], Dispersion Field, Special
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	
Ordinatus Aktaeus Mole	10[TN]	0/2+	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11 (Special)], [DU], [DR4], -2 penalty on damage rolls against it, auto-repair 6+, Special
				Terrebrax Rockets [W]	25/50	3x B1	-2	
				Seismic Drill [W]	-	-	-	
Light Artillery [1]								
Tarantula Sentry Gun (Type 1a)	5[T]	5+	1/0	Anti-Personnel	35	2	-1	[RC], [N], [IF], Special
Tarantula Sentry Gun (Type 1b)	5[T]	5+	1/0	Heavy Flamers [FW]	10	4	-1	[RC], [N], [IF], Special
Tarantula Sentry Gun (Type 2)	5[T]	5+	1/0	TL Lascannons	25/50	2	-3	[RC], [N], [IF], Special
Tarantula Sentry Gun (Type 3)	5[T]	5+	1/0	TL Rotor Cannon	15/30	8TL4	0	[RC], [N], [IF], Special
Tarantula Sentry Gun (Type 4)	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [N], [IF], Special
Tarantula Sentry Gun (Type 5)	5[T]	5+	1/0	TL Volkite Culverin [VK]	20/50	4TL2	-1	[RC], [N], [IF], Special
Heavy Artillery [3]								
Ordo Reductor Artillery Tank (Type 1)	15	3+	2/-1	Earthshaker Cannon [HM, Dmg+1]	25-240	B2	-3	[RC], [N]
				Anti-Personnel	25	2	-1	

Ordo Reductor Artillery Tank (Type 2)	15	3+	2/-1	Colossus Mortar [IC, HM, Str+2] Anti-Personnel	25-100 25	B2 2	-2 -1	[RC], [N]
Ordo Reductor Artillery Tank (Type 3)	15	3+	2/-1	Medusa Siege Gun [M, Str+1] Anti-Personnel	35-120 25	B2 2	-4 -1	[RC], [N]
Ordo Reductor Artillery Tank (Type 4)	15	3+	2/-1	Whirlwind Launcher Vengeance Warhead [Dmg+1] Castellan Warhead [IC, Fire] Hyperios Warhead [HS, AA] Anti-Personnel	10-50 10-50 25/50 25	B1 B1 1 2	-2 0 -2 -1	[RC], [N], Special
Ordo Reductor Artillery Tank (Type 5)	15	3+	2/-1	Demolisher Cannon [M, Str+2] Anti-Personnel	25/50 25	B2 2	-4 -1	[RC], [N]
Ordo Reductor Artillery Tank (Type 6)	15	3+	2/-1	Quad-Lascannon Anti-Personnel	25/50 25	4TL2 2	-3 -1	[RC], [N]
Ordo Reductor Minotaurs	15	2+	3/-1	TL Earthshaker [HM, Dmg+1] Anti-Personnel	25-240 25	2x B2 4	-3 -1	[DR2], [RC], [N], Special
Fliers [F]								
Arvus Lighter Orbital Shuttle	Flier	5+	1/0	Air Defense	25	2	-1	[TR3], [RC]
Avenger Strike Fighter	Flier	4+	3/-2	Avenger Bolt Cannon 2x Lascannons Missile Launchers Air Defense	20/35 25/50 25/50 25	4 2 2 2	-1 -3 -2 -1	[N], [RC], invulnerable 6+ save versus AA missiles
Primaris Lightning Strike Fighter Interceptor	Flier	5+	3/-2	TL Lascannons Air Defense	25/50 25	2 4	-3 -1	[RC]
Primaris Lightning Ground Attack Fighter	Flier	5+	2/-2	TL Lascannons Phosphex bombs [IC, Fire+2] Air Defense	25/50 0 25	2TL1 B4 2	-3 -1 -1	[RC]

Titan Statlines

Name	Move	Armor	CAF	Power Value	Shields	Weapon Slots	AP	DR	Cost/VP
Titans [5]									
Warhound Scout Titan	25	2+	6/-4	10	2	2	1	4	400 4VP
Reaver Battle Titan	20	1+	12/-5	20	4	3	2	8	750 9VP
Warbringer Nemesis Titan*	10	1+	13/-5	20	6	3	3	10	1000 10VP
Warlord Titan	15	1+	16/-5	28	6	4	2 plus 2 lascannons	12	1200 12VP
Warmaster	10	0+	20/-5	36	7	4	2 plus 2 lascannons	18	2200 22VP
Imperator Titan*	10	0+	28/-6	1*	12	Fixed	8	30	3400 31VP
Warmonger	10	0+	24/-6	1*	12	Fixed	8	30	3400 34VP
Warlord Sinister Pattern Battle Psi-Titan*	15	1+	16/-5	16*	6	4*	2 plus 2 lascannons	12	1800 18VP

- Warbringer Nemesis Titan has 2 Anvillus AA defense batteries on its carapace as fixed weapon additions. The Power Value of 19 for weapon slots. It can only choose 1 of 2 options for the

carapace slot (Belicosa Pattern Volcano cannon and Nemesis Quake cannon). No other weapon type may be fitted to the carapace.

- Warmaster Titan may select one carapace weapons options. See Warmaster Titan Rules.
- Imperator and Warmonger Titans have 1 surplus power for specific functions (See Imperator and Warmonger Titan Rules)
- Warlord Sinister Pattern Battle Psi-Titan has 16 remaining power points to be allocated to additional weapons. The energy for the Sinistramanus is already accounted for.

Titan Weapon Statlines

Name	Type	Power	Range	AD	Save Modifier	Notes
<i>Ranged Titan Weapons</i>						
Apocalypse Launcher	Heavy	6	25-180/360	B6	-2	
Apocalypse Missile Array	Heavy	4	25-180/360	B3	-2	
Arioch Powerclaw [Dmg+3] + mega bolter	Heavy	9	35/70	8	-1	Can throw destroyed vehicles up to 15cms, +3 Bonus CC dice
Belicosa Volcano Cannon [Dmg+5/+2]	Macro	8	90/180	B2	-8	+5 bonus for primary die/+2 bonus on secondary die for damage table rolls
Deathstrike Cannon [Str+2]	Hmacro	6	100/200	B6	-4	direct fire only, causes suppression like artillery
Incinerator Missile launcher [IC, Fire]	Heavy	6	25-180/360	B4	-1	
Laser Blaster Dual barrel [Dmg+1]	Macro	5	50/100	B1x2	-4	
Laser Blaster Tri barrel [Dmg+1]	Macro	7	50/100	B1x3	-4	
Melta cannon [Dmg+2, Fire]	Macro	6	35/70	B4	-6	
Melta cannon, Short barrel [Dmg+2, Fire]	Heavy	5	25/50	B4	-5	
Mori Quake Cannon [Dmg+3, Str+3, W]	Hmacro	6	20-180/360	B8	-4	Primary blast die gains +3 to structure damage table rolls, causes suppression to a formation hit including titans
Natrix Shock Lance [Dmg+2]	Heavy	4	15/30	1	-2	+1 CC die, if target is unshielded on a critical hit or forces rolls on the critical systems table (in case of titans) replaces the 1DR damage for suppression instead. All other effects apply normally.
Nemesis Quake Cannon [Dmg+3, Str+3, W]	Hmacro	6	20-240/480	B8	-4	Primary blast die gains +3 to structure damage table rolls, causes suppression to a formation hit including titans.
Reaver Gatling Blaster	Macro	5	35/70	B1x4	-2	-
Reaver Volcano cannon [Dmg+4/+1]	Macro	7	90/180	B2	-7	+4 on damage rolls for primary die, +1 to damage table rolls for secondary dice
Sinistramanus Tenebrae [IC, PY, VK]	Hmacro	12	60/120	1B6* 1B10* 1B14*	-6* -7* -8*	Ignores cover, Psyk-out and Volkite weapon trait, blast secondary dice act like Volkite in addition to psyk-out versus infantry and daemons. Any hits cause suppression, and the formation must take an immediate morale check at -2
Sunfury Plasma Destructor [Dmg+1/+2]	Hmacro	8	35/70 Overcharge 65/100	B2x2 Overcharge B4x2	-4 Overcharge -5	See section on plasma weapons below.
Suzerian Class Plasma Destructor [Dmg+2/+3]	Hmacro	13	45/90 Overcharge 75/120	B3x2 Overcharge B6x2	-5 Overcharge -6	See section on plasma weapons below.
Titan Inferno Gun [FW, IC, Fire]	Heavy	4	25	9	-2	

Titan Plasma BlastGun [Dmg+1 on overcharge]	Macro	5	35/70 Overcharge 65/100	B2x2 Overcharge B4x2	-3 Overcharge -4	See section on plasma weapons below.
Titan Vulcan Megabolter	Heavy	4	35/70	8	-1	
Trident [Dmg+3]	Heavy	5	25		-6	Ignores shields, +1 bonus CC dice.
Twin Linked turbo-laser destructor [Dmg+2]	Macro	5	50/100	2TL1	-5	
Ursus Claw [Dmg+1]	Heavy	4	35	1	-2	+1 CC die, ignores shields, on any failed armor save must make immediate rough terrain check
Volkite Eradicator [VK, Dmg+1]	Macro	5	30/60	3	-2	Special
Volkite Destructor [VK, Dmg+1]	Macro	7	35/70	3	-3	Special
Warlord Gatling Blaster	Macro	7	35/70	B1x5	-2	
Melee Titan Weapons						
Power Ram [Dmg+3]	Melee	5	10	-	-6	Causes suppression to target, +4 bonus CC dice
Reaver chainfist [Dmg+3]	Melee	5	CC	-	-6	Each hit versus structures does 2 DR. , +4 bonus CC dice
Reaver powerfist [Dmg+3]	Melee	5	CC 15	- -	-6 -3	Can throw destroyed vehicles. +4 Bonus CC dice
Saturnyne lascutter [Dmg+2, Fire]	Heavy	6	CC 20	- 4TL1	-6 -5	+3 bonus CC dice
Wrecker Ball and chain [Dmg+3, Str+6]	Melee	5	10	-	-6	+4 bonus CC dice
Titan Head Variants						
Close combat head	Melee	0	Melee	-	-	+1 bonus CC dice, reduces repair rolls by 1
Command head	-	1	-	-	-	adds +10cm to command radius, +1 morale bonus to formations in command
Corvus Assault Head	Heavy	3	25 10	2 2	-2 -1	Transport 12, -1 to repair rolls, Structure engaged receives -5TSM hit if structure fails save, transported elements gain +1 bonus CC dice for one turn and deny defenders cover invulnerable saves. Head has 2 AP and 2 flamer attack die.
Weapon Head	-	1	-	-	-	Assault cannon, Anti-personnel, or heavy flamer with 2 AD
Titan Missiles						
Barrage Missile	Hmacro	5	150/300	B3x 1d10/2+1	-3	-
Harpoon missile	Hmacro	5	100/200	1	-6	+1 bonus to hit, Immediate roll 1-4 falls out, 5-7 EMP shock, 8+ control +EMP shock, titan charges closest unit friend or foe. EMP shock is 1 DR each turn on a failed save (-6TSM on first turn, -4TSM on subsequent turns). Roll each orders phase while it is active. EMP only affects titans/gargants and vehicles
Vortex missile [Dmg+2]	Hmacro	5	75/150	1d10	-6	+1 bonus to hit, any hits on void shields/powerfields automatically drop them no saves.
Warp Missile [Dmg+2]	Hmacro	5	100/200	1	-8	+1 bonus to hit, 2d10DR damage to structures, does 1d10/2DR damage to titans, ignores shields
Miscellaneous Titan Options						
Anvillus AA Defense batteries [AA]	Heavy	2	35/70	4TL2	-2	AA, carapace only
Corvus Assault Pod	Heavy	3	25 10	2 2	-2 -1	Transport 12, -1 to repair rolls, Structure engaged receives -5TSM hit. If structure fails save, transported elements gain +1 bonus CC dice for one turn and deny defenders cover invulnerable saves. Head has

						2 AP and 2 flamer attack die. Adds 2 close combat dice
Fire control center	-	3	-	-	-	All weapons +1 bonus to hit, must take if using a Deathstrike cannon
Imperator Weapons						
Defense Laser [Dmg+6/+3]	Macro	Special	120/240	B4	-9	+6 to damage rolls for primary die and +3 for secondary dice.
HellStorm cannon [Dmg+3, W, HM]	Hmacro	Special	50/100	B4x4	-3	
Imperator Plasma Annihilator [Dmg+2/Overcharge+3]	Hmacro	Special	60/120 Overcharge 90/150	B3x3 Overcharge B6x3	-7 Overcharge -8	
Warmonger Weapons						
Defense Laser [Dmg+6/+3]	Macro	Special	120/240	B4	-9	+6 to damage rolls for primary die and +3 for secondary dice.
Doomstrike Launcher	Hmacro	Special	-	-	-	Ammo Capacity is 8 Titan Missiles. May select one, must roll for all others at -1.

- Powerfist and Powerclaw. After close combat is completed (if the opposing formation included vehicles) the titan player may throw a destroyed vehicle as a free attack at any opposing element within 15cms. Roll to hit as normal, attack has a -4 TSM.
- The Sinistramanus Tenebrae Blast Dice and TSM are charge dependent. Each charge increases the Blast's secondary dice and TSM of the primary die.
- Heavy Weapons (H). These weapons are immobile unless mounted on a vehicle or titan.
- Macroweapons (M). Half range if element on advance orders. -2 to-hit penalty on charge orders.
- Heavy Macroweapons (Hmacro). Half range if element on advance orders. No fire on charge orders.
- Plasma Weapons have the following characteristics:
 - Overcharged shots ignore cover when in short range of weapon
 - Only one weapon can be overcharged per turn if more than one is present
 - Die rolls of 1 on overcharge shots means a misfire. Titan is hit with half the blast die of the attack with a -2TSM. Ignores shields.
 - If the titan moves and fires an overcharge shot, then any repair rolls receive -1 penalty that turn.
- Volkite Titan Weapons have the following characteristics:
 - Shieldbane. Each hit on a void shield or power field counts as two hits
 - Heavy Beam. Each target element in the path of the beam can be attacked. Roll to hit and armor saves as per standard rules. The beam is stopped by elements of class 4 or larger or structures.

Mechanicum Taghmata Formations

General Company Formations (Standard Size)

Formation Name	Formation Composition	Morale	Break Point	Cost VP
Infantry				
Taghmata Adsecularis Covenant Company	Command: 1 Magos Prime stand and 3 Scyllax Guardian Automatas Detachment: 1 Tech Priest Auxilia Lacryaemarta and 12 Tech-Thrall Adsecularis stands	-	30	1250 13 VP

	Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Tech-Thrall Adsecularis stands Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Tech-Thrall Adsecularis stands			
Taghmata Adsecularis Covenant Assault Company	Command: 1 Magos Prime stand and 3 Scyllax Guardian Automatas Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Tech-Thrall Adsecularis assault stands Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Tech-Thrall Adsecularis assault stands Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Tech-Thrall Adsecularis assault stands	-	30	1500 15 VP
Taghmata Thalax Cohort Company (Type 1)	Command: 1 Magos Prime stand and 3 Scyllax Guardian Automatas Detachment: 1 Tech Priest Auxilia Lacyraemarta and 6 Thalax stands (Type 1) Detachment: 1 Tech Priest Auxilia Lacyraemarta and 6 Thalax stands (Type 1) Detachment: 1 Tech Priest Auxilia Lacyraemarta and 6 Thalax stands (Type 1)	-	18	1600 16 VP
Taghmata Thalax Cohort Company (Type 2)	Command: 1 Magos Prime stand and 3 Scyllax Guardian Automatas Detachment: 1 Tech Priest Auxilia Lacyraemarta and 6 Thalax stands (Type 2) Detachment: 1 Tech Priest Auxilia Lacyraemarta and 6 Thalax stands (Type 2) Detachment: 1 Tech Priest Auxilia Lacyraemarta and 6 Thalax stands (Type 2)	-	18	1600 16 VP
Walkers				
Taghmata Arlatax Class Battle Automata	Command: 1 Magos Dominus stand, 3 Scyllax Guardian Automatas and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Arlatax Class Battle Automata Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Arlatax Class Battle Automata Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Arlatax Class Battle Automata	-	13	1250 13 VP
Taghmata Castellax Class Battle Automata (Type 1) Siege variant	Command: 1 Magos Dominus stand, 3 Scyllax Guardian Automatas and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Castellax Class Battle Automata Siege Variant (Type 1) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Castellax Class Battle Automata Siege Variant (Type 1) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Castellax Class Battle Automata Siege Variant (Type 1)	-	13	1400 14 VP
Taghmata Castellax Class Battle Automata (Type 2)	Command: 1 Magos Dominus stand, 3 Scyllax Guardian Automatas and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Castellax Class Battle Automata (Type 2) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Castellax Class Battle Automata (Type 2) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor 3 Castellax Class Battle Automata (Type 2)	-	13	1450 15 VP
Taghmata Domitar Class Battle Automata	Command: 1 Magos Dominus stand, 3 Scyllax Guardian Automatas and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Domitar Class Battle Automata Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Domitar Class Battle Automata Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Domitar Class Battle Automata	-	13	1300 13 VP
Taghmata Thanatar Calix Class Siege Automata	Command: 1 Magos Dominus stand, 3 Scyllax Guardian Automatas and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Thanatar Class Battle Automata Siege Variant (Type 1) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor) 3 Thanatar Class Battle Automata Siege Variant (Type 2)	-	13	1550 16 VP

	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Thanatar Class Battle Automata Siege Variant (Type 3)			
Cavalry				
Taghmata Vorax Class Battle Automata	Command: 1 Magos Dominus stand, 3 Scyllax Guardian Automatas and 1 Triaros Armored Conveyor Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Vorax Class Battle Automata Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Vorax Class Battle Automata Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Vorax Class Battle Automata	-	13	1300 13 VP
Taghmata Vultarax Stratos Automata	Command: 1 Magos Dominus stand, 3 Scyllax Guardian Automatas and 1 Triaros Armored Conveyor Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Vultarax Automata Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Vultarax Automata Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Vultarax Automata	-	13	1250 13 VP
Vehicles				
Krios Battle Tank Company	Command: 1 Magos Reductor stand, 3 Scyllax Guardian stands and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Redcutor, 1 Triaros Armored Conveyor, 3 Krios Battle tanks Detachment: 1 Tech Priest Auxilia Redcutor, 1 Triaros Armored Conveyor, 3 Krios Battle tanks Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 3 Krios Battle tanks	-	13	1300 13 VP
Krios Venator Tank Company	Command: 1 Magos Reductor stand, 3 Scyllax Guardian stands and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 3 Krios Venator tanks Detachment: 1 Tech Priest Auxilia Redcutor, 1 Triaros Armored Conveyor, 3 Krios Venator tanks Detachment: 1 Tech Priest Auxilia Redcutor, 1 Triaros Armored Conveyor, 3 Krios Venator tanks	-	13	1400 14 VP
Heavy Tanks				
Taghmata Karacnos Assault Tank (Type 1 and 2)	Command: 1 Magos Reductor stand, 3 Scyllax Guardian stands and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Redcutor, 1 Triaros Armored Conveyor, 3 Karacnos Assault tanks Detachment: 1 Tech Priest Auxilia Redcutor, 1 Triaros Armored Conveyor, 3 Karacnos Assault tanks Detachment: 1 Tech Priest Auxilia Redcutor, 1 Triaros Armored Conveyor, 3 Karacnos Assault tanks	-	13	1650 17 VP
Knights				
Mechanicum Indentured Acastus Knight Porphyron (Type 1)	1 Mechanicum Indentured Acastus Knight Porphyron Company Command/HQ Maniple: 3 Mechanicum Indentured Acastus Knight Porphyrons (Type 1) Maniple: 3 Mechanicum Indentured Acastus Knight Porphyrons (Type 1)	6+	4	1200 12 VP
Mechanicum Indentured Acastus Knight Porphyron (Type 2)	1 Mechanicum Indentured Acastus Knight Porphyron Company Command/HQ Maniple: Mechanicum Indentured 3 Acastus Knight Porphyrons (Type 2) Maniple: Mechanicum Indentured 3 Acastus Knight Porphyrons (Type 2)	6+	4	1150 12 VP
Mechanicum Indentured Cerastus Knight Acheron	1 Mechanicum Indentured Cerastus Knight Acheron Company Command/HQ Maniple: Mechanicum Indentured 3 Knight Acheron Maniple: Mechanicum Indentured 3 Knight Acheron	6+	4	750 8 VP
Mechanicum Indentured Cerastus Knight Castigator	1 Mechanicum Indentured Cerastus Knight Castigator Company Command/HQ	6+	4	

	Maniple: Mechanicum Indentured 3 Knight Castigators			650 7 VP
	Maniple: Mechanicum Indentured 3 Knight Castigators			
Mechanicum Indentured Cerastus Knight Lancer	1 Mechanicum Indentured Cerastus Knight Lancer Company Command/HQ Maniple: Mechanicum Indentured 3 Knight Lancer Maniple: Mechanicum Indentured 3 Knight Lancer	6+	4	600 6 VP
Mechanicum Indentured Knight Errant (Type 1)	1 Mechanicum Indentured Knight Errant Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Errants (Type 1) Maniple: 3 Mechanicum Indentured Knight Errants (Type 1)	6+	4	850 9 VP
Mechanicum Indentured Knight Errant (Type 2)	1 Mechanicum Indentured Knight Errant Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Errants (Type 2) Maniple: 3 Mechanicum Indentured Knight Errants (Type 2)	6+	4	850 9 VP
Mechanicum Indentured Knight Magaera (Type 1)	1 Mechanicum Indentured Knight Magaera Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 1) Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 1)	6+	4	600 6 VP
Mechanicum Indentured Knight Magaera (Type 2)	1 Mechanicum Indentured Knight Magaera Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 2) Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 2)	6+	4	650 7 VP
Mechanicum Indentured Knight Paladin (Type 1)	1 Mechanicum Indentured Knight Paladin Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Paladins (Type 1) Maniple: 3 Mechanicum Indentured Knight Paladins (Type 1)	6+	4	900 9 VP
Mechanicum Indentured Knight Paladin (Type 2)	1 Mechanicum Indentured Knight Paladin Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Paladins (Type 2) Maniple: 3 Mechanicum Indentured Knight Paladins (Type 2)	6+	4	950 10 VP
Mechanicum Indentured Knight Styrix (Type 1)	1 Mechanicum Indentured Knight Styrix Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Styrix (Type 1) Maniple: 3 Mechanicum Indentured Knight Styrix (Type 1)	6+	4	650 7 VP
Mechanicum Indentured Knight Styrix (Type 2)	1 Mechanicum Indentured Knight Styrix Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Styrix (Type 2) Maniple: 3 Mechanicum Indentured Knight Styrix (Type 2)	6+	4	750 8 VP

Heavy Artillery

Taghmata Ordo Reductor Artillery Tank Company (Type 1)	Command: 1 Magos Reductor, 3 Scyllax Guardian stand and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Reductor Artillery Tanks (Type 1) Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Reductor Artillery Tanks (Type 2) Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Reductor Artillery Tanks (Type 3)	-	13	1500 15 VP
Taghmata Ordo Reductor Artillery Tank Company (Type 2)	Command: 1 Magos Reductor, 3 Scyllax Guardian stand and 1 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Reductor Artillery Tanks (Type 4) Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Reductor Artillery Tanks (Type 5) Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Reductor Artillery Tanks (Type 6)	-	13	1300 13 VP

Transport

Crusade Fleet Arvus Lighter Orbital Shuttles	One Adsecularis Company: 15 Arvus Lighter Orbital Shuttles	-	+11	700/+7 VP
Macrocarid Explorator	One Thallax Company: 13 Macrocarid Explorator	-	+9	1000/+10 VP
Triaros Armored Conveyor	One Adsecularis Company: 10 Triaros Armored Conveyors	-	+7	650/+7 VP
	One Thallax Company: 7 Triaros Armored Conveyors		+5	450/+5 VP
Termite Assault Drill	One Adsecularis Company: 15 Termite Assault Drills	-	+11	1050/+11 VP
	One Thallax Company: 9 Termite Assault Drills		+6	600/+6 VP
Ordinatus Aktaeus Mole	One Adsecularis Company: 4 Ordinatus Aktaeus Moles	-	+3	700/+7 VP
	One Thallax Company: 2 Ordinatus Aktaeus Moles and 1 Termite Assault Drill		+2	400/+4 VP

General Company Formations (Grand)

Infantry

Taghmata Adsecularis Covenant Company	Command: 1 Magos Prime stand and 6 Scyllax Guardian Automatas Detachment: 1 Tech Priest Auxilia Lacyraemarta and 24 Tech-Thrall Adsecularis stands Detachment: 1 Tech Priest Auxilia Lacyraemarta and 24 Tech-Thrall Adsecularis stands Detachment: 1 Tech Priest Auxilia Lacyraemarta and 24 Tech-Thrall Adsecularis stands	-	57	2100 21 VP
Taghmata Adsecularis Covenant Assault Company	Command: 1 Magos Prime stand and 6 Scyllax Guardian Automatas Detachment: 1 Tech Priest Auxilia Lacyraemarta and 24 Tech-Thrall Adsecularis assault stands Detachment: 1 Tech Priest Auxilia Lacyraemarta and 24 Tech-Thrall Adsecularis assault stands Detachment: 1 Tech Priest Auxilia Lacyraemarta and 24 Tech-Thrall Adsecularis assault stands	-	57	2500 25 VP
Taghmata Thallax Cohort Company (Type 1)	Command: 1 Magos Prime stand and 6 Scyllax Guardian Automatas Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Thallax stands (Type 1) Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Thallax stands (Type 1) Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Thallax stands (Type 1)	-	32	2550 26 VP
Taghmata Thallax Cohort Company (Type 2)	Command: 1 Magos Prime stand and 6 Scyllax Guardian Automatas Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Thallax stands (Type 2) Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Thallax stands (Type 2) Detachment: 1 Tech Priest Auxilia Lacyraemarta and 12 Thallax stands (Type 2)	-	32	2550 26 VP

Walkers

Taghmata Arlatax Class Battle Automata	Command: 1 Magos Dominus stand, 6 Scyllax Guardian Automatas and 2 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Arlatax Class Battle Automata Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Arlatax Class Battle Automata Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Arlatax Class Battle Automata	-	22	1950 20 VP
Taghmata Castellax Class Battle Automata (Type 1) Siege variant	Command: 1 Magos Dominus stand, 6 Scyllax Guardian Automatas and 2 Triaros Armored Conveyors Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Castellax Class Battle Automata Siege Variant (Type 1) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Castellax Class Battle Automata Siege Variant (Type 1) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Castellax Class Battle Automata Siege Variant (Type 1)	-	22	2300 23 VP
Taghmata Castellax Class Battle Automata (Type 2)	Command: 1 Magos Dominus stand, 6 Scyllax Guardian Automatas, and 2 Triaros Armored Conveyors Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Castellax Class Battle Automata (Type 2)	-	22	2350 24 VP

	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Castellax Class Battle Automata (Type 2) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor 6 Castellax Class Battle Automata (Type 2)			
Taghmata Domitar Class Battle Automata	Command: 1 Magos Dominus stand, 6 Scyllax Guardian Automatas, and 2 Triaros Armored Conveyors Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Domitar Class Battle Automata Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Domitar Class Battle Automata Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Domitar Class Battle Automata	-	22	2050 21 VP
Taghmata Thanatar Calix Class Siege Automata	Command: 1 Magos Dominus stand, 6 Scyllax Guardian Automatas, and 2 Triaros Armored Conveyors Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Thanatar Class Battle Automata Siege Variant (Type 1) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor) 6 Thanatar Class Battle Automata Siege Variant (Type 2) Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Thanatar Class Battle Automata Siege Variant (Type 3)	-	22	2600 26 VP
Cavalry				
Taghmata Vorax Class Battle Automata	Command: 1 Magos Dominus stand, 6 Scyllax Guardian Automatas, and 2 Triaros Armored Conveyors Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Vorax Class Battle Automata Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Vorax Class Battle Automata Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Vorax Class Battle Automata	-	22	2050 21 VP
Taghmata Vultarax Stratos Automata	Command: 1 Magos Dominus stand, 6 Scyllax Guardian Automatas, and 2 Triaros Armored Conveyors Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Vultarax Automata Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Vultarax Automata Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 6 Vultarax Automata	-	22	1950 20 VP
Vehicles				
Krios Battle Tank Company	Command: 1 Magos Reductor stand, 6 Scyllax Guardian stands and 2 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Krios Battle tanks Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Krios Battle tanks Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Krios Battle tanks	-	22	2000 20 VP
Krios Venator Tank Company	Command: 1 Magos Reductor stand, 6 Scyllax Guardian stands and 2 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Krios Venator tanks Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Krios Venator tanks Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Krios Venator tanks	-	22	2250 23 VP
Heavy Tanks				
Taghmata Karacnos Assault Tank (Type 1 and 2)	Command: 1 Magos Reductor stand, 6 Scyllax Guardian stands and 2 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Karacnos Assault tanks Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Karacnos Assault tanks Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Karacnos Assault tanks	-	22	2700 27 VP

<i>Knights</i>					
Mechanicum Indentured Acastus Knight Porphyrior (Type 1)	1 Mechanicum Indentured Acastus Knight Porphyrior Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Acastus Knight Porphyriors (Type 1)	6+	5	1700	
	Maniple: 3 Mechanicum Indentured Acastus Knight Porphyriors (Type 1)			17	VP
	Maniple: 3 Mechanicum Indentured Acastus Knight Porphyriors (Type 1)				
Mechanicum Indentured Acastus Knight Porphyrior (Type 2)	1 Acastus Knight Porphyrior Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Acastus Knight Porphyriors (Type 2)	6+	5	1600	
	Maniple: 3 Mechanicum Indentured Acastus Knight Porphyriors (Type 2)			16	VP
	Maniple: 3 Mechanicum Indentured Acastus Knight Porphyriors (Type 2)				
Mechanicum Indentured Cerastus Knight Acheron	1 Mechanicum Indentured Cerastus Knight Acheron Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Knight Acheron	6+	5	1050	
	Maniple: 3 Mechanicum Indentured Knight Acheron			11	VP
	Maniple: 3 Mechanicum Indentured Knight Acheron				
Mechanicum Indentured Cerastus Knight Castigator	1 Mechanicum Indentured Cerastus Knight Castigator Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Knight Castigators	6+	5	900	
	Maniple: 3 Mechanicum Indentured Knight Castigators			9	VP
	Maniple: 3 Mechanicum Indentured Knight Castigators				
Mechanicum Indentured Cerastus Knight Lancer	1 Mechanicum Indentured Cerastus Knight Lancer Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Knight Lancer	6+	5	850	
	Maniple: 3 Mechanicum Indentured Knight Lancer			9	VP
	Maniple: 3 Mechanicum Indentured Knight Lancer				
Mechanicum Indentured Knight Errant (Type 1)	1 Mechanicum Indentured Knight Errant Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Knight Errants (Type 1)	6+	5	1200	
	Maniple: 3 Mechanicum Indentured Knight Errants (Type 1)			12	VP
	Maniple: 3 Mechanicum Indentured Knight Errants (Type 1)				
Mechanicum Indentured Knight Errant (Type 2)	1 Mechanicum Indentured Knight Errant Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Knight Errants (Type 2)	6+	5	1250	
	Maniple: 3 Mechanicum Indentured Knight Errants (Type 2)			13	VP
	Maniple: 3 Mechanicum Indentured Knight Errants (Type 2)				
Mechanicum Indentured Knight Magaera (Type 1)	1 Mechanicum Indentured Knight Magaera Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 1)	6+	5	850	
	Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 1)			9	VP
	Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 1)				
Mechanicum Indentured Knight Magaera (Type 2)	1 Mechanicum Indentured Knight Magaera Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 2)	6+	5	950	
	Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 2)			10	VP
	Maniple: 3 Mechanicum Indentured Knight Magaeras (Type 2)				
Mechanicum Indentured Knight Paladin (Type 1)	1 Mechanicum Indentured Knight Paladin Company Command/HQ				
	Maniple: 3 Mechanicum Indentured Knight Paladins (Type 1)	6+	5	1250	
	Maniple: 3 Mechanicum Indentured Knight Paladins (Type 1)			13	VP
	Maniple: 3 Mechanicum Indentured Knight Paladins (Type 1)				

Mechanicum Indentured Knight Paladin (Type 2)	1 Mechanicum Indentured Knight Paladin Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Paladins (Type 2) Maniple: 3 Mechanicum Indentured Knight Paladins (Type 2) Maniple: 3 Mechanicum Indentured Knight Paladins (Type 2)	6+	5	1350 14 VP
Mechanicum Indentured Knight Styrix (Type 1)	1 Mechanicum Indentured Knight Styrix Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Styrix (Type 1) Maniple: 3 Mechanicum Indentured Knight Styrix (Type 1) Maniple: 3 Mechanicum Indentured Knight Styrix (Type 1)	6+	5	950 10 VP
Mechanicum Indentured Knight Styrix (Type 2)	1 Mechanicum Indentured Knight Styrix Company Command/HQ Maniple: 3 Mechanicum Indentured Knight Styrix (Type 2) Maniple: 3 Mechanicum Indentured Knight Styrix (Type 2) Maniple: 3 Mechanicum Indentured Knight Styrix (Type 2)	6+	5	1050 11 VP

Heavy Artillery

Taghmata Ordo Reductor Artillery Tank Company (Type 1)	Command: 1 Magos Reductor, 6 Scyllax Guardian stand and 2 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 1) Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 2) Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 3)	-	22	2450 25 VP
Taghmata Ordo Reductor Artillery Tank Company (Type 1)	Command: 1 Magos Reductor, 6 Scyllax Guardian stand and 2 Triaros Armored Conveyor Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 4) Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 5) Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 6)	-	22	2050 21 VP

Transport

Crusade Fleet Arvus Lighter Orbital Shuttles	One Adsecularis Grand Company: 28 Arvus Lighter Orbital Shuttles	-	+20	1350/+14 VP
Taghmata Macrocarid Explorator	One Thallax Grand Company: 23 Macrocarid Explorator	-	+16	1800/+18 VP
Taghmata Triaros Armored Conveyor	One Adsecularis Grand Company: 21 Triaros Armored Conveyors One Thallax Grand Company: 12 Triaros Armored Conveyors	-	+15 +8	1400/+14 VP 800/+8 VP
Termite Assault Drill	One Adsecularis Grand Company: 28 Termite Assault Drills One Thallax Grand Company: 16 Termite Assault Drills	-	+20 +11	1950/+20 VP 1100/+11 VP
Ordinatus Aktaeus Mole	One Adsecularis Grand Company: 8 Ordinatus Aktaeus Moles One Thallax Grand Company: 4 Ordinatus Aktaeus Moles and 1 Termite Assault Drill	-	+6 +4	1350/+14 VP 750/+8 VP

General Support Formations (Standard Size)

Infantry

Taghmata Adsecularis Covenant	1 Tech Priest Auxilia Lacryaemarta and 12 Tech-thrall Adsecularis stands	-	9	350/+4 VP
Taghmata Adsecularis Assault Covenant	1 Tech Priest Auxilia Lacryaemarta and 12 Tech-thrall assault Adsecularis stands	-	9	400/+4 VP
Taghmata Myrmidon Destructors	1 Tech Priest Auxilia Lacryaemarta and 6 Myrmidon Destructors stands	-	5	450/+5 VP
Taghmata Myrmidon Secutors	1 Tech Priest Auxilia Lacryaemarta and 6 Myrmidon Secutors stands	-	5	450/+5 VP
Taghmata Thallax Cohort (Type 1)	1 Tech Priest Auxilia Lacryaemarta and 6 Thallax (Type 1) stands	-	5	450/+5 VP
Taghmata Thallax Cohort (Type 2)	1 Tech Priest Auxilia Lacryaemarta and 6 Thallax (Type 2) stands	-	5	450/+5 VP
Taghmata Ursarax Cohort	1 Tech Priest Auxilia Lacryaemarta and 6 Ursarax stands	-	5	400/+4 VP

<i>Walkers</i>					
Taghmata Arlatax Class Battle Automata	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Arlatax Class Battle Automata	-	4	300/3 VP	
Taghmata Castellax Class Battle Automata (Type 1) Siege variant	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Castellax Class Battle Automata Siege Variant (Type 1)	-	4	350/4 VP	
Taghmata Castellax Class Battle Automata (Type 2)	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Castellax Class Battle Automata (Type 2)	-	4	400/4 VP	
Taghmata Domitar Class Battle Automata	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Domitar Class Battle Automata	-	4	350/4 VP	
Taghmata Thanatar Calix Class Siege Automata (Type 1)	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Thanatar Class Battle Automata Siege Variant (Type 1)	-	4	450/5 VP	
Thanatar Class Siege Automata (Type 2)	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor) 3 Thanatar Class Battle Automata Siege Variant (Type 2)	-	4	400/4 VP	
Thanatar Cynis Class Siege Automata (Type 3)	Detachment: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Thanatar Class Battle Automata Siege Variant (Type 3)	-	4	350/4 VP	
<i>Cavalry</i>					
Taghmata Vorax Class Battle Automata	Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Vorax Class Battle Automata	-	4	350/4 VP	
Taghmata Vultarax Stratos Automata	Detachment 1: 1 Tech Priest Auxilia, Enginseer, 1 Triaros Armored Conveyor, 3 Vultarax Automata	-	4	300/3 VP	
<i>Vehicles</i>					
Krios Battle Tanks	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 3 Krios Battle tanks	-	4	300/3 VP	
Krios Venator Tanks	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 3 Krios Venator tanks	-	4	350/4 VP	
<i>Heavy Tanks</i>					
Taghmata Karacnos Assault Tanks Type 1 or 2	Detachment: 1 Tech Priest Auxilia E Reductor, 1 Triaros Armored Conveyor, 3 Karacnos Assault tanks	-	4	450/5 VP	
<i>Knights</i>					
Mechanicum Indentured Acastus Knight Porphyron (Type 1)	3 Mechanicum Indentured Acastus Knight Porphyron (Type 1)	6+	2	500/5 VP	
Mechanicum Indentured Acastus Knight Porphyron (Type 2)	3 Mechanicum Indentured Acastus Knight Porphyron (Type 2)	6+	2	500/5 VP	
Mechanicum Indentured Cerastus Knight Acheron	3 Mechanicum Indentured Cerastus Knight Acheron	6+	2	300/3 VP	
Mechanicum Indentured Cerastus Knight Castigator	3 Mechanicum Indentured Cerastus Knight Castigator	6+	2	250/3 VP	
Mechanicum Indentured Cerastus Knight Lancer	3 Mechanicum Indentured Cerastus Knight Lancer	6+	2	250/3 VP	
Mechanicum Indentured Knight Errant (Type 1)	3 Mechanicum Indentured Knight Errant (Type 1)	6+	2	350/4 VP	
Mechanicum Indentured Knight Errant (Type 2)	3 Mechanicum Indentured Knight Errant (Type 2)	6+	2	350/4 VP	
Mechanicum Indentured Knight Magaera (Type 1)	3 Mechanicum Indentured Knight Magaera (Type 1)	6+	2	250/3 VP	
Mechanicum Indentured Knight Magaera (Type 2)	3 Mechanicum Indentured Knight Magaera (Type 2)	6+	2	300/3 VP	
Mechanicum Indentured Knight Paladin (Type 1)	3 Mechanicum Indentured Knight Paladin (Type 1)	6+	2	400/4 VP	
Mechanicum Indentured Knight Paladin (Type 2)	3 Mechanicum Indentured Knight Paladin (Type 2)	6+	2	400/4 VP	
Mechanicum Indentured Knight Styrix (Type 1)	3 Mechanicum Indentured Knight Styrix (Type 1)	6+	2	300/3 VP	
Mechanicum Indentured Knight Styrix (Type 2)	3 Mechanicum Indentured Knight Styrix (Type 2)	6+	2	300/3 VP	
<i>Light Artillery</i>					
Tarantula Sentry Gun (Type 1)	5 Taghmata Sentry Guns (Type 1)	-	4	200/2 VP	
Tarantula Sentry Gun (Type 2)	5 Taghmata Sentry Guns (Type 2)	-	4	150/2 VP	
Tarantula Sentry Gun (Type 3)	5 Taghmata Sentry Guns (Type 3)	-	4	200/2 VP	
Tarantula Sentry Gun (Type 4)	5 Taghmata Sentry Guns (Type 4)	-	4	150/2 VP	
Tarantula Sentry Gun (Type 5)	5 Taghmata Sentry Guns (Type 5)	-	4	150/2 VP	
<i>Heavy Artillery</i>					

Ordo Reductor Artillery Tank (Type 1)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Redcutor Artillery Tanks (Type 1)	-	4	450/5 VP
Ordo Reductor Artillery Tank (Type 2)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Redcutor Artillery Tanks (Type 2)	-	4	350/4 VP
Ordo Reductor Artillery Tank (Type 3)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Redcutor Artillery Tanks (Type 3)	-	4	400/4 VP
Ordo Reductor Artillery Tank (Type 4)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Redcutor Artillery Tanks (Type 4)	-	4	300/3 VP
Ordo Reductor Artillery Tank (Type 5)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Redcutor Artillery Tanks (Type 5)	-	4	300/3 VP
Ordo Reductor Artillery Tank (Type 6)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Redcutor Artillery Tanks (Type 6)	-	4	350/4 VP
Ordo Reductor Minotaur	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Ordo Redcutor Minotaurs	-	4	600/6 VP

Transport

Crusade Fleet Arvus Lighter Orbital Shuttles	One Adsecularis covenant 4 Arvus Lighter Orbital Shuttles	-	+4	200/+2 VP
Taghmata Macrocarid Explorator	One Thallax cohort: 4 Macrocarid Explorator	-	+3	300/+3 VP
Taghmata Triaros Armored Conveyor	One Adsecularis covenant: 4 Triaros Armored Conveyors	-	+3	250/+3 VP
	One Thallax cohort: 2 Triaros Armored Conveyors	-	+1	150/+2 VP
Termite Assault Drill	One Adsecularis covenant: 5 Termite Assault Drills	-	+4	350/+4 VP
	One Thallax cohort: 3 Termite Assault Drills	-	+2	200/+2 VP
Ordinatus Aktaeus Mole	One Adsecularis covenant: 1 Ordinatus Aktaeus Mole and 1 Termite Assault Drill	-	+1	250/+3 VP
	One Thallax cohort: 1 Ordinatus Aktaeus Moles	-	+1	150/+2 VP

General Support Formations (Grand)

Infantry

Taghmata Adsecularis Covenant	1 Tech Priest Auxilia Lacryraemarta and 24 Tech-thrall Adsecularis stands	-	18	550/6 VP
Taghmata Adsecularis Assault Covenant	1 Tech Priest Auxilia Lacryraemarta and 24 Tech-thrall assault Adsecularis stands	-	18	700/7 VP
Taghmata Myrmidon Destructors	1 Tech Priest Auxilia Lacryraemarta and 12 Myrmidon Destructors stands	-	9	800/8 VP
Taghmata Myrmidon Secutors	1 Tech Priest Auxilia Lacryraemarta and 12 Myrmidon Secutors stands	-	9	800/8 VP
Taghmata Thallax Cohort (Type 1)	1 Tech Priest Auxilia Lacryraemarta and 12 Thallax (Type 1) stands	-	9	750/8 VP
Taghmata Thallax Cohort (Type 2)	1 Tech Priest Auxilia Lacryraemarta and 12 Thallax (Type 2) stands	-	9	750/8 VP
Taghmata Ursarax Cohort	1 Tech Priest Auxilia Lacryraemarta and 12 Ursarax stands	-	9	650/7 VP

Walkers

Taghmata Arlatax Class Battle Automata	Detachment: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor, 6 Arlatax Class Battle Automata	-	6	500/5 VP
Taghmata Castellax Class Battle Automata (Type 1) Siege variant	Detachment: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor, 6 Castellax Class Battle Automata Siege Variant (Type 1)	-	6	600/6 VP
Taghmata Castellax Class Battle Automata (Type 2)	Detachment: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor, 6 Castellax Class Battle Automata (Type 2)	-	6	600/6 VP
Taghmata Domitar Class Battle Automata	Detachment: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor, 6 Domitar Class Battle Automata	-	6	500/5 VP
Taghmata Thanatar Calix Class Siege Automata (Type 1)	Detachment: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor, 6 Thanatar Class Battle Automata Siege Variant (Type 1)	-	6	800/8 VP
Thanatar Class Siege Automata (Type 2)	Detachment: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor) 6 Thanatar Class Battle Automata Siege Variant (Type 2)	-	6	700/7 VP
Thanatar Cynis Class Siege Automata (Type 3)	Detachment: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor, 6 Thanatar Class Battle Automata Siege Variant (Type 3)	-	6	600/6 VP

Cavalry

Taghmata Vorax Class Battle Automata	Detachment 1: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor, 6 Vorax Class Battle Automata	-	6	500/5 VP
Taghmata Vultarax Stratos Automata	Detachment 1: 1 Tech Priest Auxilia, Engineeer, 1 Triaros Armored Conveyor, 6 Vultarax Automata	-	6	500/5 VP

<i>Vehicle</i>				
Krios Battle Tanks	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Krios Battle tanks	-	6	500/5 VP
Krios Venator Tanks	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Krios Venator tanks	-	6	600/6 VP
<i>Heavy Tanks</i>				
Taghmata Karacnos Assault Tank Type 1 or 2	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor, 6 Karacnos Assault tanks	-	6	750/8 VP
<i>Knights</i>				
Mechanicum Indentured Acastus Knight Porphyron (Type 1)	Maniple: 3 Mechanicum Indentured Acastus Knight Porphyron (Type 1) Maniple: 3 Mechanicum Indentured Acastus Knight Porphyron (Type 1)	6+	3	1000 10 VP
Mechanicum Indentured Acastus Knight Porphyron (Type 2)	Maniple: 3 Mechanicum Indentured Acastus Knight Porphyron (Type 2) Maniple: 3 Mechanicum Indentured Acastus Knight Porphyron (Type 2)	6+	3	950 10 VP
Mechanicum Indentured Cerastus Knight Acheron	Maniple: 3 Mechanicum Indentured Cerastus Knight Acheron Maniple: 3 Mechanicum Indentured Cerastus Knight Acheron	6+	3	600 6 VP
Mechanicum Indentured Cerastus Knight Castigator	Maniple: 3 Mechanicum Indentured Cerastus Knight Castigator Maniple: 3 Mechanicum Indentured Cerastus Knight Castigator	6+	3	550 6 VP
Mechanicum Indentured Cerastus Knight Lancer	Maniple: 3 Mechanicum Indentured Cerastus Knight Lancer Maniple: 3 Mechanicum Indentured Cerastus Knight Lancer	6+	3	500 5 VP
Mechanicum Indentured Knight Errant (Type 1)	Maniple: 3 Mechanicum Indentured Knight Errant (Type 1) Maniple: 3 Mechanicum Indentured Knight Errant (Type 1)	6+	3	700 7 VP
Mechanicum Indentured Knight Errant (Type 2)	Maniple: 3 Mechanicum Indentured Knight Errant (Type 2) Maniple: 3 Mechanicum Indentured Knight Errant (Type 2)	6+	3	750 8 VP
Mechanicum Indentured Knight Magaera (Type 1)	Maniple: 3 Mechanicum Indentured Knight Magaera (Type 1) Maniple: 3 Mechanicum Indentured Knight Magaera (Type 1)	6+	3	500 5 VP
Mechanicum Indentured Knight Magaera (Type 2)	Maniple: 3 Mechanicum Indentured Knight Magaera (Type 2) Maniple: 3 Mechanicum Indentured Knight Magaera (Type 2)	6+	3	550 6 VP
Mechanicum Indentured Knight Paladin (Type 1)	Maniple: 3 Mechanicum Indentured Knight Paladin (Type 1) Maniple: 3 Mechanicum Indentured Knight Paladin (Type 1)	6+	3	750 8 VP
Mechanicum Indentured Knight Paladin (Type 2)	Maniple: 3 Mechanicum Indentured Knight Paladin (Type 2) Maniple: 3 Mechanicum Indentured Knight Paladin (Type 2)	6+	3	800 8 VP
Mechanicum Indentured Knight Styrix (Type 1)	Maniple: 3 Mechanicum Indentured Knight Styrix (Type 1) Maniple: 3 Mechanicum Indentured Knight Styrix (Type 1)	6+	3	550 6 VP
Mechanicum Indentured Knight Styrix (Type 2)	Maniple: 3 Mechanicum Indentured Knight Styrix (Type 2) Maniple: 3 Mechanicum Indentured Knight Styrix (Type 2)	6+	3	650 7 VP
<i>Light Artillery</i>				
Tarantula Sentry Gun (Type 1)	10 Taghmata Sentry Guns (Type 1)	-	7	350/4 VP
Tarantula Sentry Gun (Type 2)	10 Taghmata Sentry Guns (Type 2)	-	7	350/4 VP
Tarantula Sentry Gun (Type 3)	10 Taghmata Sentry Guns (Type 3)	-	7	350/4 VP
Tarantula Sentry Gun (Type 4)	10 Taghmata Sentry Guns (Type 4)	-	7	300/3 VP
Tarantula Sentry Gun (Type 5)	10 Taghmata Sentry Guns (Type 5)	-	7	350/4 VP
<i>Heavy Artillery</i>				
Ordo Reductor Artillery Tank (Type 1)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Reductor Artillery Tanks (Type 1)	-	6	750/8 VP

Ordo Reductor Artillery Tank (Type 2)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 2)	-	6	600/6 VP
Ordo Reductor Artillery Tank (Type 3)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 3)	-	6	650/7 VP
Ordo Reductor Artillery Tank (Type 4)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 4)	-	6	450/5 VP
Ordo Reductor Artillery Tank (Type 5, AA)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 5)	-	6	500/5 VP
Ordo Reductor Artillery Tank (Type 6)	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Artillery Tanks (Type 6)	-	6	550/6 VP
Ordo Reductor Minotaur	Detachment: 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Ordo Redcutor Minotaurs	-	6	1100/11 VP

Transport

Crusade Fleet Arvus Lighter Orbital Shuttles	One Adsecularis Grand Covenant 9 Arvus Lighter Orbital Shuttles	-	+6	450/+5 VP
Taghmata Macrocarid Explorator	One Thallax Grand Cohort: 7 Macrocarid Explorator	-	+5	550/+6 VP
Taghmata Triaros Armored Conveyor	One Adsecularis Grand Covenant: 7 Triaros Armored Conveyors	-	+5	450/+5 VP
	One Thallax Grand Cohort: 4 Triaros Armored Conveyors	-	+3	250/+3 VP
Termite Assault Drill	One Adsecularis Grand Covenant: 9 Termite Assault Drills	-	+6	600/+6 VP
	One Thallax Grand Cohort: 5 Termite Assault Drills	-	+4	350/+4 VP
Ordinatus Aktaeus Mole	One Adsecularis Grand Covenant: 2 Ordinatus Aktaeus Mole and 1 Termite Assault Drill	-	+2	400/+4 VP
	One Thallax Grand Cohort: 1 Ordinatus Aktaeus Moles and 1 Termite Assault Drill	-	+1	250/+3 VP

Special Cards (All Formations)

Ordinatus Minoris (Super Heavy vehicles)

Ordinatus Sagittar	1 Ordinatus Minoris Sagittar (Standard Size)	-	Each	250
	3 Ordinatus Minoris Sagittar Maniple (Grand)	-		3 VP each
Ordinatus Ulator	1 Ordinatus Minoris Ulator (Standard Size)	-	Each	250
	3 Ordinatus Minoris Ulator Maniple (Grand)	-		3 VP each

Fliers

Mechanicum Avenger Strike Fighter Squadron	Squadron 1: 3 Avenger Fighters	-	2	300 3 VP
Mechanicum Avenger Strike Fighter Wing	Squadron 1: 3 Avenger Fighters	-	4	650
	Squadron 2: 3 Avenger Fighters	-		7 VP
Mechanicum Avenger Strike Fighter Air Force	Squadron 1: 3 Avenger Fighters	-	6	950
	Squadron 2: 3 Avenger Fighters	-		10 VP
	Squadron 3: 3 Avenger Fighters	-		
Mechanicum Primaris Lightning Strike Fighter Interceptor Squadron	Squadron 1: 3 Primaris Lightning Strike Fighter Interceptors	-	2	250 3 VP
Mechanicum Primaris Lightning Strike Fighter Interceptor Wing	Squadron 1: 3 Primaris Lightning Strike Fighter Interceptors	-	4	450
	Squadron 2: 3 Primaris Lightning Strike Fighter Interceptors	-		5 VP
Mechanicum Primaris Lightning Strike Fighter Interceptor Air Force	Squadron 1: 3 Primaris Lightning Strike Fighter Interceptors	-	6	700
	Squadron 2: 3 Primaris Lightning Strike Fighter Interceptors	-		7 VP
	Squadron 3: 3 Primaris Lightning Strike Fighter Interceptors	-		
Mechanicum Primaris Lightning ground attack Fighter Squadron	Squadron 1: 3 Primaris Lightning Ground Attack Fighters	-	2	250 3 VP
Mechanicum Primaris Lightning ground attack Fighter Wing	Squadron 1: 3 Primaris Lightning Ground Attack Fighters	-	4	550
	Squadron 2: 3 Primaris Lightning Ground Attack Fighters	-		6 VP
	Squadron 1: 3 Primaris Lightning Ground Attack Fighters	-	6	

Mechanicum Primaris Lightning ground attack Fighter Air Force	Squadron 2: 3 Primaris Lightning Ground Attack Fighters	800
	Squadron 3: 3 Primaris Lightning Ground Attack Fighters	8 VP

Special Characters

Archmagos Draykavac (Traitor)	1-character stand and 6 Scyllax Guardian Automata	4+	5	400/4 VP
Archmagos Inar Satarel (Traitor)	1-character stand and 6 Scyllax Guardian Automata	4+	5	400/4 VP
Magos Reductor Calleb Decima (Loyalist)	1-character stand and 6 Scyllax Guardian Automata	4+	5	350/4 VP
Anacharis Scoria (Traitor)	1 Character stand and 3 Arlatax Homonculex	4+	3	450/5 VP
Archmagos	1 Character stand	4+	-	Free

Collegia Titanicus and Secutarii

General Company Formations (Standard Size)

Infantry

Titan Guard Secutarii Hoplite	Command: 1 Secutarii Axiarch stand and 2 Veteran Secutarii stands Detachment: 1 Secutarii Alpha stand and 12 Secutarii Hoplite stands Detachment: 1 Secutarii Alpha stand and 12 Secutarii Hoplite stands Detachment: 1 Secutarii Alpha stand and 12 Secutarii Hoplite stands	5+	21	1650 17 VP
Titan Guard Secutarii Peltast (Type 1)	Command: 1 Secutarii Axiarch stand and 2 Veteran Secutarii stands Detachment: 1 Secutarii Alpha stand and 12 Secutarii Peltasts stands (Type 1) Detachment: 1 Secutarii Alpha stand and 12 Secutarii Peltasts stands (Type 1) Detachment: 1 Secutarii Alpha stand and 12 Secutarii Peltasts stands (Type 1)	5+	21	1550 16 VP
Titan Guard Secutarii Peltast (Type 2)	Command: 1 Secutarii Axiarch stand and 2 Veteran Secutarii stands Detachment: 1 Secutarii Alpha stand and 12 Secutarii Peltasts stands (Type 2) Detachment: 1 Secutarii Alpha stand and 12 Secutarii Peltasts stands (Type 2) Detachment: 1 Secutarii Alpha stand and 12 Secutarii Peltasts stands (Type 2)	5+	21	1550 15 VP

Transport

Crusade Fleet Arvus Lighter Orbital Shuttles	One Secutarii Company 14 Arvus Lighter Orbital Shuttles	-	+10	650/+7 VP
Taghmata Macrocarid Explorator	One Secutarii Company: 21 Macrocarid Explorator	-	+15	1650/+17 VP
Taghmata Triaros Armored Conveyor	One Secutarii Company: 11 Triaros Armored Conveyors	-	+8	750/+8 VP
Termite Assault Drill	One Secutarii Company: 14 Termite Assault Drills	-	+10	950/+10 VP
Ordinatus Aktaeus Mole	One Secutarii Company: 4 Ordinatus Aktaeus Moles	-	+3	700/+7 VP

General Company Formations (Grand)

Infantry

Titan Guard Secutarii Hoplite	Command: 1 Secutarii Axiarch stand and 4 Veteran Secutarii stands Detachment: 1 Secutarii Alpha stand and 24 Secutarii Hoplite stands Detachment: 1 Secutarii Alpha stand and 24 Secutarii Hoplite stands Detachment: 1 Secutarii Alpha stand and 24 Secutarii Hoplite stands	5+	48	3100 31 VP
Titan Guard Secutarii Peltast (Type 1)	Command: 1 Secutarii Axiarch stand and 4 Veteran Secutarii stands Detachment: 1 Secutarii Alpha stand and 24 Secutarii Peltasts stands (Type 1) Detachment: 1 Secutarii Alpha stand and 24 Secutarii Peltasts stands (Type 1) Detachment: 1 Secutarii Alpha stand and 24 Secutarii Peltasts stands (Type 1)	5+	48	2900 29 VP

Titan Guard Secutarii Peltast (Type 2)	Command: 1 Secutarii Axiarch stand and 4 Veteran Secutarii stands			
	Detachment: 1 Secutarii Alpha stand and 24 Secutarii Peltasts stands (Type 2)	5+	48	2900
	Detachment: 1 Secutarii Alpha stand and 24 Secutarii Peltasts stands (Type 2)			29 VP
	Detachment: 1 Secutarii Alpha stand and 24 Secutarii Peltasts stands (Type 2)			

Transport

Crusade Fleet Arvus Lighter Orbital Shuttles	One Secutarii Grand Company 27 Arvus Lighter Orbital Shuttles	-	+19	1300/+13 VP
Taghmata Macrocarid Explorator	One Secutarii Grand Company: 40 Macrocarid Explorator	-	+28	3150/+32 VP
Taghmata Triaros Armored Conveyor	One Secutarii Grand Company: 20 Triaros Armored Conveyors	-	+14	1350/+14 VP
Termite Assault Drill	One Secutarii Grand Company: 27 Termite Assault Drills	-	+19	1850/+19 VP
Ordinatus Aktaeus Mole	One Secutarii Grand Company: 7 Ordinatus Aktaeus Moles and 1 Termite Assault Drill	-	+6	1250/+13 VP

General Support Formations (Standard Size)

Titan Guard Secutarii Hoplite	1 Secutarii Alpha stand and 12 Secutarii Hoplite stands	5+	8	500/5 VP
Titan Guard Secutarii Peltast (Type 1)	1 Secutarii Alpha stand and 12 Secutarii Peltasts stands (Type 1)	5+	8	400/4 VP
Titan Guard Secutarii Peltast (Type 2)	1 Secutarii Alpha stand and 12 Secutarii Peltasts stands (Type 2)	5+	8	400/4 VP

Transport

Crusade Fleet Arvus Lighter Orbital Shuttles	One Secutarii Detachment 5 Arvus Lighter Orbital Shuttles	-	+4	250/+3 VP
Taghmata Macrocarid Explorator	One Secutarii Detachment: 7 Macrocarid Explorator	-	+5	550/+6 VP
Taghmata Triaros Armored Conveyor	One Secutarii Detachment: 4 Triaros Armored Conveyors	-	+3	250/+3 VP
Termite Assault Drill	One Secutarii Detachment: 5 Termite Assault Drills	-	+4	350/+4 VP
Ordinatus Aktaeus Mole	One Secutarii Detachment: 1 Ordinatus Aktaeus Mole and 1 Termite Assault Drill	-	+1	250/+3 VP

General Support Formations (Grand)

Titan Guard Secutarii Hoplite	1 Secutarii Alpha stand and 24 Secutarii Hoplite stands	5+	13	950/10 VP
Titan Guard Secutarii Peltast (Type 1)	1 Secutarii Alpha stand and 24 Secutarii Peltasts stands (Type 1)	5+	13	750/8 VP
Titan Guard Secutarii Peltast (Type 2)	1 Secutarii Alpha stand and 24 Secutarii Peltasts stands (Type 2)	5+	13	750/8 VP

Transport

Crusade Fleet Arvus Lighter Orbital Shuttles	One Secutarii Grand Detachment 9 Arvus Lighter Orbital Shuttles	-	+6	450/+5 VP
Taghmata Macrocarid Explorator	One Secutarii Grand Detachment: 13 Macrocarid Explorator	-	+9	1000/+10 VP
Taghmata Triaros Armored Conveyor	One Secutarii Grand Detachment: 7 Triaros Armored Conveyors	-	+5	450/+5 VP
Termite Assault Drill	One Secutarii Grand Detachment: 9 Termite Assault Drills	-	+6	600/+6 VP
Ordinatus Aktaeus Mole	One Secutarii Grand Detachment: 2 Ordinatus Aktaeus Mole and 1 Termite Assault Drill	-	+2	400/+4 VP

Special Cards

Secutarii Axiarch Prime	1 Secutarii Axiarch Prime stand	4+	-	Free (1/Army)
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Titan Engine Maniples

Warhound Maniple	3 Warhound Titan Engines	-	Each	1200/4 VP each
Reaver Maniple	3 Reaver Titan Engines	-	Each	2550/9 VP each
Warlord Maniple	3 Warlord Titan Engines	-	Each	3600/12 VP each
Warhound Maniple	2 Warhound Titan Engines	-	Each	800/4 VP each
Reaver Maniple	2 Reaver Titan Engines	-	Each	1700/9 VP each

Warlord Maniple	2 Warlord Titan Engines	-	Each	2400/12 VP each
Strike Maniple	1 Reaver Titan Engine and 2 Warhound Titan Engines	-	Each	1650/17 VP each
Battle Maniple	1 Warlord Titan Engine and 2 Reaver Titan Engines	-	Each	2100/21 VP each
<i>General Support Formations</i>				
Warhound	1 Warhound Titan Engine	-	Each	400/4 VP each
Warhound Pack	2 Warhound Titan Engines	-	Each	800/8 VP each
Reaver	1 Reaver Titan Engine	-	Each	850/9 VP each
Warbringer Nemesis Titan	1 Warbringer Nemesis Titan	-	Each	1000/10 VP each
Warlord	1 Warlord Titan Engine	-	Each	1200/12 VP each
<i>Special Formations</i>				
Imperator Class Titan	1 Imperator Class Titan Engine	-	Each	3100/31 VP each
Warlord Sinister Pattern Battle Psi-titan	1 Warlord Sinister Pattern Battle Psi-Titan	-	Each	1800/18 VP each