

ADEPTUS MECHANICUS TITANS

FORMATION	UNITS	UPGRADES	POINTS COST
1+ Warlord	One Warlord Class Battle Titan	Carapace Multilasers, Legate, Veteran Princeps	850
Reaver	One Reaver Class Battle Titan	Carapace Multilasers, Veteran Princeps	650
Warhound	One Warhound Class Scout Titan	Veteran Princeps	300
Warhounds	Two Warhound Class Scout Titans	Veteran Princeps	550

ADEPTUS CYBERNAUTIC

(Up to one for each Adeptus Mechanicus Battle Titan taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Cybernautic Guards	Eight Adeptus Mechanicus Robots	-	200

ADEPTUS MECHANICUS AUXILIA

FORMATION	UNITS	UPGRADES	POINTS COST
0-1 Spacecraft	Adeptus Mechanicus Mars Class Battlecruiser	-	150
Air Cohort	Two Thunderbolt Fighters <u>or</u> Two Marauder Bombers	-	150 250

ADEPTUS MECHANICUS UPGRADES

(each different allowed upgrade may be taken once by a formation)

UPGRADE	UNITS	POINTS COST
0-1 Legate	Add one Adeptus Mechanicus Legate character	50
Veteran Princeps	Add one Adeptus Mechanicus Veteran Princeps character	50
Carapace Multilasers	Add one Adeptus Mechanicus Carapace Multilasers character	50

USING THE ARMY LIST

- The army must include at least one Warlord Class Battle Titan. You must include one additional Battle Titan for every full one thousand points over and above two thousand points in the army.
- A maximum of up to a sixth of the points available to the army may be spent on Adeptus Mechanicus Auxilia formations.

ADEPTUS MECHANICUS TITAN LEGION WEAPONS

Scout Weapons			
Weapon	Range	Fire Power	Notes
Rocket Launcher	45cm	3BP	-
Scout Turbo Laser	45cm	4 × AP5+/AT3+	-
Plasma Blastgun	45cm	3 × MW2+	Slow Fire
Scout Inferno Gun	30cm	3BP	Ignore Cover
Vulcan Mega Bolter	45cm	6 × AP3+/AT5+	-

Battle Titan Tactical Weapons			
Weapon	Range	Fire Power	Notes
Gatling Blaster	60cm	6 × AP4+/AT4+	-
Turbo Laser Destructor	60cm	6 × AP5+/AT3+	-
Titan Plasma Cannon	60cm	4 × MW2+	Slow Fire
Multiple Rocket Launcher	60cm	4BP	-
Inferno Gun	30cm	4BP	Ignore Cover
Titan Melta Cannon	30cm and (15cm)	2 × MW4+ Small Arms	Titan Killer (1) Titan Killer (1), Extra Attack (+1)
Lasburner	(15cm)	Small Arms	Macro Weapon, Extra Attack (+3)
Titan Combat Weapon	(base contact)	Assault Weapon	Titan Killer (D3), Extra Attack (+3) Must be arm mounted
Hydra Platform	45cm	2 × AP4+/AT5+/AA5+	Must be carapace mounted May fire all around
Carapace Landing Platform	-	-	Must be carapace mounted One barrage weapon gains indirect fire.
Vulcan Mega Bolter	45cm	6 × AP3+/AT5+	-

Battle Titan Support Weapons			
Weapon	Range	Fire Power	Notes
Quake Cannon	120cm	3BP	Macro Weapon, Slow Fire
Volcano Cannon	90cm	MW2+	Titan Killer (D3)
Plasma Destructor	90cm	4 × MW3+	Slow Fire
Deathstrike Missile	Unlimited	MW2+	Titan Killer (D6), Single Shot, Indirect Fire Must be carapace mounted
Barrage Missile	Unlimited	8BP	Single Shot, Indirect Fire Must be carapace mounted

CODEX AMTL

Strategy Rating: 3

Initiative: Titans 1+ All Other Formations 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Adeptus Mechanicus Legate	Ch	na	na	na	na	Defence Turret	(15cm)	Small Arms, MW, +1A	Supreme Commander
Adeptus Mechanicus Veteran Princeps	Ch	na	na	na	na	-	-	-	Commander, Leader, May swap one additional tactical weapon for a support weapon.
Adeptus Mechanicus Carapace Multilasers	Ch	na	na	na	na	Carapace Multilasers	30cm	4 × AA6+	-
Adeptus Mechanicus Robot	LV	15cm	4+	5+	5+	Power Fist Autocannon	Base Contact 45cm	Assault Wpn, MW, +1A AP5+/AT6+	Machine Spirit
Marauder Bomber	AC	Bomber	4+	na	na	2 × Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	-
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolters Multi Laser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FF Arc AP5+/AT6+/AA5+, FF Arc AT4+, FF Arc	-
Mars Class Battlecruiser	SC	na	na	na	na	Orbital Bombardment Pin-point attack	na na	3BP MW2+, TK (D3)	-
Warhound Scout Titan	WE	30cm	5+	4+	4+	Arm Weapon Arm Weapon	Varies Varies	See Scout Titan wpn description, Fwd Arc See Scout Titan wpn description, Fwd Arc	Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 3, Void: 2, Crit: Stagger D6cm in random direction and take 1 Dam.
Reaver Titan	WE	20cm	4+	3+	3+	Arm Weapon Arm Weapon Carapace Weapon	Varies Varies Varies	See Battle Titan wpn description, Fwd Arc See Battle Titan wpn description, Fwd Arc See Battle Titan wpn description, FF Arc	Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 6, Void: 4, Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 5+ , 2-3 Take point of Damage, 4-6 Repaired)
Warlord Titan	WE	15cm	4+	2+	3+	Arm Weapon Arm Weapon Carapace Weapon Carapace Weapon	Varies Varies Varies Varies	See Battle Titan wpn description, Fwd Arc See Battle Titan wpn description, Fwd Arc See Battle Titan wpn description, FF Arc See Battle Titan wpn description, FF Arc	Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 8, Void: 6, Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 4+ , 2-3 Take point of Damage, 4-6 Repaired)

AMTL Special Rules

- Void Shields** Imperial Titans are protected by void shield generators. The number of void shields each titan has is noted on the titan’s datasheet.
- Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, or allocate Blast markers. Once all of the shields have been knocked down, the titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.
- Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair void shields or remove Blast markers (e.g. if you rolled a 2 you could repair 2 shields, remove 2 blast makers, or repair 1 shield and remove 1 Blast marker).
- Weapons of Mars** Battle Titans may choose an appropriate number of tactical weapons. Warlord Titans may exchange a single tactical weapon for a support weapon. Scout titans may choose any two scout weapons.
- Machine Spirit** Units with this rule have a very limited capacity to carry out independent actions. Unless they are part of a formation that includes other units that do not have this rule the formation can only take the following actions – Hold, Engage, Marshall, Sustained Fire or Overwatch.

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