

# MECHANICUM TAGHMATA ARMY LIST

Mechanicum Taghmata armies have a strategy rating of 2. All Mechanicum Ally formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

TAGHMATA FORMATIONS				ORDINATUS MINORIS FORMATIONS * (any one Ordinatus Minoris Formation may be fielded per each Taghmata Formation)		
FORMATION	UNITS	UPGRADES	COST	FORMATION	UNITS	COST
Adsecularis Tech-Thrall Covenant	10 Tech Thrall units and 2 Tech Priest Auxilia units	Magos, Transport, Arlatax Battle-Automata Maniple, Vultarax Stratos-Automata Maniple, Domitar Battle-Automata Maniple, Thanatar Siege-Automata Maniple	200 points	Ordinatus Aktaeus	1 Ordinatus Aktaeus (Add 1 Ordinatus Aktaeus)	150 points (+150 points)
Thallax Cohort	4 Thallax units (Add 4 Thallax units)	Magos, Tech Priest Auxilia, Transport, Arlatax Battle-Automata Maniple, Vultarax Stratos-Automata Maniple, Domitar Battle-Automata Maniple, Thanatar Siege-Automata Maniple	200 points (+125 points)	Ordinatus Sagittar	1 Ordinatus Sagittar	175 points
Castellax Battle-Automata Maniple	6 Castellax Battle Automata and 2 Tech Priest Auxilia units	Magos, Arlatax Battle-Automata Maniple, Vultarax Stratos-Automata Maniple, Domitar Battle-Automata Maniple, Thanatar Siege-Automata Maniple	250 points	Ordinatus Ulator	1 Ordinatus Ulator	150 points

TAGHMATA SUPPORT FORMATIONS (any three Taghmata Support Formations may be fielded per each Taghmata Formation)			
FORMATION	UNITS	UPGRADES	COST
Myrmidon Sect	4 Myrmidon Destructor units OR 4 Myrmidon Secutor units	Magos, Transport, Arlatax B.A.M., Vultarax S.A.M., Domitar B.A.M., Thanatar S.A.M.	250 points
Ursarax Cohort	4 Ursarax units	Magos, Tech Priest Auxilia, Transport	225 points
Vorax Battle-Automata Maniple	6 Vorax Battle-Automata		250 points
Krios Squadron	4 Krios Battle Tanks OR 4 Krios Irradiators OR 4 Krios Venatros		250 points
Karacnos Assault Tank Squadron	4 Karacnos Assault Tanks		300 points
Mechanicum Marauder Bomber Squadron	2 Marauder Bombers		250 points
Mechanicum Avenger Strike Fighter Squadron	2 Avenger Strike Fighters		200 points
0-1 Orbital Support	Ark Mechanicus Battleship		200 points

TAGHMATA UPGRADES (up to three Taghmata Upgrades may be taken once per each Formation)			
UPGRADE	UNITS	COST	
Magos	Upgrade 1 Tech Priest Auxilia unit, 1 Myrmidon Destructor unit, OR 1 Myrmidon Secutor unit in the formation to 0-1 Archmagos Prime OR 1 Magos Dominus	0-1 Archmagos Prime +75 points (OR on Abeyant +100 points) Magos Dominus +50 points	
Tech Priest Auxilia	Add 1-2 Tech Priest Auxilia units	+25 points each	
Transport	Add any number of Triaros Armoured Conveyors up to the number required to transport the Formation.	+75 points each	
Arlatax Battle-Automata Maniple **	Add 1-3 Arlatax Battle-Automata	+75 points each	
Vultarax Stratos-Automata Maniple **	Add 1-3 Vultarax Stratos-Automata	+50 points each	
Domitar Battle-Automata Maniple **	Add 1-3 Domitar Battle-Automata	+75 points each	
Thanatar Siege-Automata Maniple **	Add 1-3 Thanatar-Calix OR 1-3 Thanatar Cavas	+75 points each	

MECHANICUM ALLIES *			
FORMATION	UNITS	UPGRADES	COST
0-1 Knight Moirax Banner (per full 1000 points)	3 Knight-Moirax		150 points
Questoris Knight Banner	2 Questoris Knight-Magaera OR 2 Questoris Knight-Styrix	Add 1 Preceptor character for +25 points	225 points
Cerastus Knight-Atropos Banner	2 Cerastus Knight-Atropos	Add 1 Preceptor character for +25 points	275 points
Acastus Knight-Asterius Banner	1-2 Acastus Knight-Asterius	Add 1 Preceptor character for +25 points	275 points each
Warhound	1 Warhound Class Titan	All Scout Titan Weapons, Veteran Princeps	275 points
Warhound Pack	2 Warhound Class Titans	All Scout Titan Weapons, Veteran Princeps	500 points
Dire Wolf	1 Dire Wolf Class Titan	Veteran Princeps	325 points
Reaver	1 Reaver Class Titan	All Titan Upgrades	550 points
Warlord	1 Warlord Class Titan	All Titan Upgrades	675 points
Emperor	1 Emperor Class Titan OR 1 Warmonger Class Titan	Carapace Multilasers, Sacred Icon, Veteran Princeps	1250 points

TITAN UPGRADES			
BATTLE TITAN WEAPONS (mount each weapon mount in the Formation with one of the following upgrades)			
UPGRADE	COST	UPGRADE	COST
Apocalypse Missile Launcher	+25 points each	Melta Cannon	+50 points each
Carapace Landing Pad ***	Free	Plasma Cannon	+25 points each
Close Combat Weapon	+25 points each	Plasma Destructor ***	+75 points each
Gatling Blaster	+25 points each	Quake Cannon	+75 points each
Laser Blaster	+50 points each	Support Missile ***	+75 points each
Laser Burner	Free	Volcano Cannon	+50 points each

SCOUT TITAN WEAPONS (mount each weapon mount in the Formation with one of the following upgrades)		SCOUT AND BATTLE TITAN UPGRADES (add any of the following upgrades to a unit up to once per Formation)	
UPGRADE	COST	UPGRADE	COST
Inferno Gun	Free	Carapace Multilasers	+50 points
Plasma Blastgun	Free	Sacred Icon	+50 points
Turbo-Laser Destructor	+25 points each	Veteran Princeps	+25 points
Vulcan Mega-Bolter	Free		

\* : Up to a third of the points available may be spent on these Formations | \*\* : These Taghmata Upgrades are separate Formations | \*\*\* : Carapace weapon mounts only

MECHANICUM TAGHMATA FORCES									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Archmagos Prime	CH	n/a	n/a	n/a	n/a	Conversion Beamer Power Weapons and	0-30cm 30-60cm (bc)	AP5+/AT5+ MW4+ Assault Weapons, EA(+1), MW	Supreme Commander, Reinforced Armour, Invulnerable Save, Cortex Controller
Magos Dominus	CH	n/a	n/a	n/a	n/a				Commander, Invulnerable Save, Cortex Controller
Preceptor	CH	n/a	n/a	n/a	n/a	-			Commander, Leader
Veteran Princeps	CH	n/a	n/a	n/a	n/a	-			Commander, Leader
Myrmidon Destructors	INF	15cm	3+	5+	4+	Conversion Beamer and	(15cm) 0-30cm 30-60cm	Small Arms, EA(+1) AP5+/AT5+ MW4+	
Myrmidon Secutors	INF	15cm	3+	3+	4+	Myrmidon Axe	(bc)	Assault Weapons, EA(+1), MW	
Tech-Priest Auxilia	INF	15cm	5+	5+	5+	Graviton Gun	15cm	AT5+, D	Leader, Cortex Controller
Tech Thralls	INF	15cm	6+	6+	6+	Las-lock	(15cm)	Small Arms	Automaton, Expendable, Fearless
Thallax	INF	25cm	4+	5+	5+	Multi-melta and	15cm (15cm)	MW5+ Small Arms, MW	Jump Packs
Ursarax	INF	25cm	4+	4+	5+	Lightnings Claws	(bc)	Assault Weapons, Sniper	Jump Packs
Knight Moirax	LV	30cm	5+	6+ (5+)	5+	0-2x Lightning Lock 0-1x Volkite Veuglaire 0-1x Siege Claw	30cm 15cm (bc)	MW5+ AP4+, D Assault Weapons, EA(+1), MW	Knight Shield (5+), Scout, Walker. Armed with 2 Lightning Locks OR a Volkite Veuglaire and Siege Claw. If equipped with a Siege Claw, the unit has a close combat value of 5+.
Vorax Battle-Automata	LV	20cm	4+	4+	5+	Rotor Cannons Power Blade Arrays	15cm (bc)	AP5+ Assault Weapons, Sniper	Automaton, Cybernetica Cortex, Fearless, Walker
Archmagos Prime on Abeyant	AV	15cm	3+	4+	4+	Conversion Beamer Power Weapons and	0-30cm 30-60cm (bc)	AP5+/AT5+ MW4+ Assault Weapons, EA(+1), MW	Supreme Commander, Reinforced Armour, Invulnerable Save, Cortex Controller, Skimmer
Arlatax Battle-Automata	AV	25cm	3+	3+	5+	Plasma Cannon Power Blade Arrays	30cm (bc)	AP5+/AT5+ Assault Weapons, EA(+1), MW	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Jump Packs, Walker
Castellax Battle-Automata	AV	15cm	3+	4+	4+	Mauler Bolt Cannon Maxima Bolters	30cm (15cm)	AP5+/AT6+ Small Arms, EA(+1)	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Walker
Domitar Battle-Automata	AV	15cm	3+	4+	5+	Missile Launcher Graviton Hammers and	45cm 15cm (bc)	AP5+/AT5+/AA5+ AT4+, D, IC Assault Weapons, EA(+1), MW	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Walker
Karacnos Assault Tank	AV	25cm	4+	5+	5+	Karacnos Mortar Battery Lightning Lock Sponsons Shock Ram	45cm (15cm) (bc)	BP1, Disrupt if target is Infantry, IC Small Arms, MW Assault Weapons, D	Reinforced Armour, Walker
Krios Battle Tank	AV	25cm	4+	6+	5+	Lightning Cannon	45cm	MW5+	Walker
Krios Irradiator	AV	25cm	4+	6+	3+	Irradiation Blaster and	15cm (15cm)	AP3+, D, IC D, IC	Walker
Krios Venator	AV	25cm	4+	6+	5+	Pulsar-fusil	30cm	AP5+/AT3+	Walker
Thanatar-Calix	AV	15cm	4+	5+	4+	Sollex Heavy-las Mauler Bolt Cannon Graviton Ram	60cm 30cm (bc)	AT4+, L AP5+/AT5+ Assault Weapons, EA(+1), MW	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Reinforced Armour, Walker.
Thanatar-Cavas	AV	15cm	4+	5+	4+	Plasma Mortar Mauler Bolt Cannon Shock Chargers	30cm 30cm (bc)	BP1, IC, Ind AP5+/AT5+ Assault Weapons, EA(+1), MW	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Reinforced Armour, Walker.
Triaros Armoured Conveyor	AV	25cm	4+	5+	5+	Mauler Bolt Cannon Shock Ram	30cm (bc)	AP5+/AT6+ Assault Weapons, D	Reinforced Armour, Transport, Walker. May transport 2 Thallax, Ursarax, Myrmidon Destructor, or Myrmidon Secutor units; OR 4 infantry units that do not have Jump Packs or Mounted.
Vultarax Stratos-Automata	AV	35cm	3+	5+	5+	Arc Blaster 2x Havoc Launcher	15cm 30cm	AT5+, D AP5+	Automaton, Cybernetica Cortex, Fearless, Invulnerable Save, Skimmer
Acastus Knight-Asterius	WE	20cm	4+	6+	5+	x2 Heavy Conversion Beam Cannon and Karacnos Mortar Batteries x2 Volkite Culverin	0-30cm 30-60cm 60-90cm 45cm 15cm	AP4+/AT4+, FwA MW4+, FwA MW3+, TK, FwA BP2, D if target is Infantry, IC AP5+, D	DC3, Knight Shield (4+), Reinforced Armour, Walker. Critical Hit Effect: Destroyed.
Cerastus Knight-Atropos	WE	30cm	4+	4+	4+	Singularity Cannon Atrapos Phasecutter or	30cm (15cm) (bc)	MW4+, TK Small Arms, EA(+1), TK Assault Weapons, EA(+1), TK	DC2, Knight Shield (4+), Reinforced Armour, Walker. Critical Hit Effect: Destroyed.
Dire Wolf Class Titan	WE	30cm	5+	4+	4+	Volcano Cannon Ardex Mega Bolters	90cm 45cm	MW2+, TK(D3), FxF 4x AP3+/AT5+, FwA	DC3, Fearless, Infiltrator, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.
Imperator Class Titan	WE	15cm	4+	4+	3+	Plasma Annihilator Hellstorm Cannon	90cm 60cm	4x MW2+, FwA, Slw, TK(D3) 10BP, FwA	DC12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields,

						Defense Laser Quake Cannon 4x Battle Cannon Tertiary Arms	90cm 90cm 75cm (15cm)	MW2+/AA4+, TK(D3) 3BP, MW AP4+/AT4+ Small Arms, EA(2+)	Walker. May transport 4 Thallax, Ursarax, Myrmidon Destructor, or Myrmidon Secutor units; OR 8 Infantry units that do not have Jump Packs or Mounted. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.
Ordinatus Aktaeus	WE	15cm	5+	6+	5+	Terrebrax Rocket Battery	30cm	3x AP5+/AT5+, FxF	DC2, Fearless, Reinforced Armour, Transport, 2 Void Shields. May transport 4 Thallax, Ursarax, Myrmidon Destructor, or Myrmidon Secutor units; OR 8 Infantry units that do not have Jump Packs or Mounted. After surfacing but before any transported units disembark, an Orbital Bombardment template may be placed anywhere on the table around the formation of this unit once per formation, so long as the template is within physical contact of the formation and does not overlap any impassable terrain nor objective markers. The template itself may enter zones of control. If the template overlaps terrain or an objective marker and there is nowhere to place the template within contact of this formation, the opponent may replace the template as close to the formation as possible without overlapping any impassable terrain nor objective markers. After the template location has been determined and the template itself is placed, every unit outside this formation and within the template immediately suffers AP4+/AT4+, MW. The area under the template is treated as dangerous terrain for the rest of the game. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 5+.
Ordinatus Sagittar	WE	15cm	5+	6+	5+	0-1x Volcano Cannon 2x Heavy Bolter	90cm 30cm	MW2+, TK(D3), FxF AP5+/AA6+	DC2, Fearless, Reinforced Armour, 2 Void Shields. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 5+.
Ordinatus Ulator	WE	15cm	5+	6+	5+	0-1x Ulator Sonic Destroyer 2x Heavy Bolter	75cm 30cm	BP3, D, IC, L, FxF AP5+/AA6+	DC2, Fearless, Reinforced Armour, 2 Void Shields. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 5+.
Questoris Knight-Magaera	WE	25cm	4+	4+	4+	Lightning Cannon Irad-cleanser Siege Claw	45cm 15cm (bc)	MW5+ AP4+, IC Assault Weapons, EA(+1), MW	DC2, Knight Shield (4+), Reinforced Armour, Walker. Critical Hit Effect: Destroyed.
Questoris Knight-Styrix	WE	25cm	4+	4+	4+	Volkite Chieorovile Irad-cleanser Siege Claw	30cm 15cm (bc)	2x AP3+/AT6+, D AP4+, IC Assault Weapons, EA(+1), MW	DC2, Knight Shield (4+), Reinforced Armour, Walker. Critical Hit Effect: Destroyed.
Reaver Class Titan	WE	20cm	4+	3+	3+	Carapace Weapon Mount 2x Arm Weapon Mount	- -	FxF, WM FwA, WM	DC6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.
Warhound Class Titan	WE	30cm	5+	4+	4+	2x Arm Weapon Mount	-	FwA, WM	DC3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.
Warlord Class Titan	WE	15cm	4+	2+	3+	2x Carapace Weapon Mount 2x Arm Weapon Mount	- -	FxF, WM FwA, WM	DC8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm



the weapon while retaining any of its own. A weapon mount may only be mounted with one weapon.