

Adeptus Mechanicus

Planetary Defence Force

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Adeptus Mechanicus Special Rules

Critical Infrastructure: A unit with this rule is deployed after objectives are placed, before garrisons are deployed. The unit replaces one of the objectives on the players own half of the table. If the unit is destroyed, replace it with the objective counter again (or a suitable rubble counter, which then counts as an objective). An army may not have more *Critical Infrastructure* units than it has objectives (normally 3), and an army may not have duplicate *Critical Infrastructure* units.

God Machines: The Adeptus Mechanicus worships their battle Titans as incarnations of the Machine God, and the loss of one of these venerable engines will shake the morale of the entire army. When a war engine with this rule is destroyed, all formations with a line of sight to it receives a Blast marker.

Adeptus Mechanicus units

Adeptus Mechanicus Characters

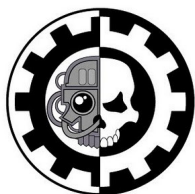
UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Tech Lord	CH	n/a	n/a	n/a	n/a	Augmentations	(base)	EA +1, MW
Notes: <i>Supreme Commander, fearless, Inv. Save</i>								

Adeptus Mechanicus Infantry

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Hypaspists	I	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+
Notes: <i>None</i>								
Skitarii Tech-Priest	I	15cm	4+	4+	4+	Heavy Bolter Augmentations	30cm (base)	AP5+ EA+1, MW
Notes: <i>Leader, Commander, Inv. Save</i>								
Praetorian Combat Servitors	I	15cm	3+	4+	5+	Autocannon Augmentations	45cm (base)	AP5+/AT6+ EA+1, MW
Notes: <i>Fearless, Inv. Save</i>								
Mole Mortar	I	10cm	-	-	6+	Mole Mortar	30cm	AP5+ <i>Indirect, Disrupt, Ignore cover</i>
Rapier	I	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+

Adeptus Mechanicus Light Vehicles

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Sentinel	LV	20cm	6+	6+	5+	Multi-Laserr	30cm	AP5+/AT6+
Notes: <i>Walker, Scout</i>								



Adeptus Mechanicus Armoured Vehicles

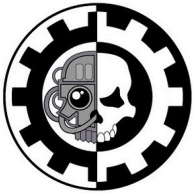
UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Leman Russ Executioner	AV	20cm	4+	6+	4+	Plasma Destroyer Lascannon 2x Plasma Cannon	60cm 45cm 30cm	MW4+ AT5+ AP4+/AT4+, <i>Slow Firing</i>
Notes: <i>Reinforced Armour</i>								
Mechanicus Chimedon	AV	30cm	5+	6+	5+	Conqueror Cannon Heavy Bolter	45cm 30cm	AP5+/AT5+ AP5+
Notes: <i>Transport: May carry one infantry unit, except Praetorians</i>								
Forge Knight	AV	20cm	4+	4+	5+	Arc Lance Manipulators	30cm (base)	AT4+ EA +1, MW
Notes: <i>Reinforced Armour, Walker, Invulnerable save, Infiltrator</i>								

Adeptus Mechanicus War Engines

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Macharius Heavy Tank	WE	15cm	4+	6+	4+	2x Battlecannons 2x Heavy Bolter Twin Heavy Stubber	75cm 30cm 30cm	AP4+/AT4+ AP5+ AP5+
Notes: <i>DC2, Reinforced Armour, Critical: Destroyed</i>								
Macharius Command Tank	WE	15cm	4+	6+	4+	2x Vanquisher Cannon OR Vulcan Megabolter 2x Heavy Bolter Twin Heavy Stubber	75cm 45cm 30cm 30cm	AP4+/AT2+ 4x AP3+/AP5+ AP5+ AP5+
Notes: <i>DC2, Reinforced Armour, Critical: Destroyed</i>								
Ordinatus Minoris	WE	15cm	5+	6+	5+	2x Heavy Bolter	30cm	AP5+/AA6+
Notes: <i>DC2, 2 Void shields, Reinforced Armour, Critical: Destroyed -and- all units within 15cm suffers a hit on 5+</i>								
Ordinatus Majoris	WE	10cm	5+	6+	4+	2x Heavy Bolter 2x Lascannon	30cm 45cm	AP5+/AA6+ AT5+
Notes: <i>DC4, 4 Void shields, Reinforced Armour, Inspiring, God Machine, Critical: Destroyed -and- All units within 15cm suffers a hit on 4+</i>								

Adeptus Mechanicus Spacecraft

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Adeptus Mechanicus Gothic class Cruiser	SC	-	-	-	-	2x Pin-point Attack	-	MW2+, TK(D3)
Ark Mechanicus	SC	-	-	-	-	2x Pin-point Attack Orbital Bombardment	-	MW2+, TK(D3) 6BP, MW
Notes: <i>Slow and Steady</i>								



Adeptus Mechanicus Installations

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Orbital Defence Laser Bastion	WE	Immobile	4+	6+	5+	Defence Laser	90cm	MW2+/AA4+, TK(D3)
Notes: Critical Infrastructure. DC3, Reinforced Armour, Thick rear armour, Fearless, Critical: Suffers an extra hit The Defence Laser may fire at an enemy spacecraft that is scheduled to arrive this turn and has not yet activated. On a 4+, the spacecraft is delayed one turn (treat as if it failed its activation)								
Shield Generator	WE	Immobile	4+	6+	6+	-		
Notes: Critical Infrastructure. DC3, Reinforced Armour, Fearless, Critical: Suffers an extra hit No formations may Planetfall or Teleport (unless using a Tunneller rule) within 60cm of an unbroken Shield Generator No aircraft may end their movement or attack a target within 60cm of an unbroken Shield Generator. No units within 60cm of an unbroken Shield Generator may be targeted by Indirect Fire.								
Vox Array	WE	Immobile	4+	6+	6+	-		
Notes: Critical Infrastructure. DC3, Fearless. Critical: Suffers an extra hit While the Vox Array is unbroken, the army gets a +1 bonus to its Strategy roll (1.4.1)								
Control Tower	WE	Immobile	4+	6+	6+	-		
Notes: Critical Infrastructure, DC3, Fearless. Critical: Suffers an extra hit While the Control Tower is unbroken, friendly Aircraft and Spacecraft formations receives a +1 bonus to their activation roll.								
Lightening Field Pylon	AV	Immobile	4+	5+	5+	Lightening Field	(base) or (15cm)	First Strike
Notes: Fearless, Scout. Any unit moving between two enemy Lightening Field Pylons within 20cm of each other immediately suffer a hit on a roll of 4+								
Air Defence Bastion	AV	Immobile	4+	6+	5+	Icarus Lascannon 2x Heavy Bolter	60cm 30cm	AP6+/AT5+/AA4+ AP5+
Notes: Reinforced Armour, Thick rear armour, Fearless.								
Bunker	Fortification. Capacity 3 infantry units (Praetorians count double) 3+ Cover save to Infantry. Dangerous terrain for AV. Impassable for WE.							

Adeptus Mechanicus Planetary Defence Force Army List

Version DRAFT 3.0.1

Adeptus Mechanicus armies have a strategy rating of 3. Titan Formations have an initiative rating of 1+, all other formations have an initiative rating of 2+.

Adeptus Mechanicus Core Formations

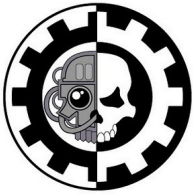
FORMATION	CORE UNITS	COST
Skitarii Demi-Century	Nine Hyaspists and one Tech-Priest	275 points
Ordinatus Minoris Company	Three Ordinati Minorii (Select their weapons from the War Gryphons army list)	400 points
Ordinatus Majoris	One Ordinatus Majoris	400 points
	(Select its weapons from the War Gryphons army list, or from the following list)	
	Mars (Sonic Disruptor)	+100 points
	Golgotha (Hellfire Missiles)	+150 points
	Armageddon (Nova Cannon)	+150 points

Adeptus Mechanicus Upgrades

(Up to three different upgrades may be added to each Core Formation.)

UPGRADE	UNITS	COST
0-1 Tech-Lord	One Tech-Lord character upgrade (may only be added to a Tech-priest unit)	100 pts
Transportation	Take enough Chimedons to carry the entire formation <i>or</i>	+25 points each
	Take enough Ordinati Minorii (with Troops Module) to carry the entire formation	+150 points each
Support Praetorians	Five Praetorian Combat Support Servitor units	250 points
Heavy Weapons Support	Five Rapier Laser Destroyer units or Five Mole Mortar units	150 points
Infantry Support	Five Hyaspists units	100 points
Ordinatus Minoris	One Ordinatus Minoris (Select its weapon from the War Gryphons army list)	175 points

Adeptus Mechanicus Support Formations

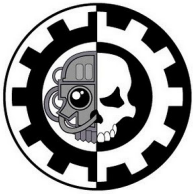


(An Adeptus Mechanicus PDF Army may contain three support formation for each Core Formation)

FORMATION	UNITS	COST
Forge Knight Squadron	Six Forge Knights <i>or</i> Three Forge Knights	375 points 200 points
Praetorians Platoon	Four Praetorian Combat Servitor units, one Tech-Priest unit and one hypaspist unit Optionally, add two Ordinati Minorii with Troops Module	250 points +300 points
Light Artillery Battery	Six Rapier Laser Destroyer units or Six Mole Mortar units	150 points
Heavy Tank Cataphract	Two Macharius Heavy Tanks and one Macharius Command Tank	350 points
Tank Cataphract	Six Mechanicus Leman Russ Executioners	500 points
Sentinel Squadron	Four Sentinels	100 points
0-1 Orbital Support	Adeptus Mechanicus Gothic class Cruiser <i>or</i> Ark Mechanicus	150 points 150 points

Addition to the War Gryphons Titan Weapons list.

- The Troops Module replace the normal weapon an Ordinatus would be equipped with, and has the following statistics: Transport (5 units, Praetorians counts as two units), +5cm Speed.



Adeptus Mechanicus Installations

(Up to 1/3 of the list may be selected from the installations below)

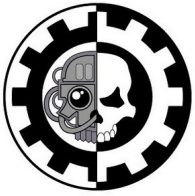
FORMATION	UNITS	COST
0-1 Orbital Defence Laser	One Orbital Defence Laser Bastion 0-3 Air Defence bastions Optionally, add 5 bunkers	200 points +50 points each +50 points
0-1 Shield Generator	One Shield Generator 0-3 Air Defence bastions Optionally, add 5 bunkers	200 points +50 points each +50 points
0-1 Vox Array	One Vox Array 0-3 Air Defence bastions Optionally, add 5 bunkers	100 points +50 points each +50 points
0-1 Spaceport	One Control Tower 1-3 Landing Pads (20+cm diameter area that counts as road) 1-6 Air Defence bastions Optionally, add 5 bunkers	50 points Free +50 points each +50 points
Lightening Field Line	2-10 Lightening Field Pylons	25 points each
Air Defence Site	1-3 Air Defence Bastions Optionally, add 5 bunkers	75 points each +50 points

Adeptus Mechanicus Allies

(Up to 1/3 of the list may be selected from the formations below)

FORMATION	UNITS	COST
Warlord Titan	One Warlord Titan (See War Gryphons list)	
Reaver Titan	One Reaver Titan (See War Gryphons list)	
Scout Titans	One or Two Warhound Titans (See War Gryphons list)	
Thunderbolt fighters	Two Thunderbolt fighters	150 points
Marauder bombers	Two Marauder bombers	250 points

Titans may be constructed as per the War Gryphons rules, except that the Legate upgrade may not be selected.



Change Log

3.0

1. Branch from version 2.01
2. No Hydras
3. Added installations
4. Allow praetorians and heavy weapons to be upgrades
5. Small speed boost to minori, reconfigured their transport capability

3.0.1

1. Aligned installations with Planetstrike and Apocalypse rules
2. Added spaceport