

## HORUS HERESY MECHANICUS ARMY LIST

Trial version 0.1

Mechanicus armies have a Strategy rating of 3.

All Titan Legion formations have an initiative rating of 1+, all other formations have an initiative rating of 2+.

<b>TAGHMATA FORMATIONS</b>			
(A Taghmata army may contain any number of Taghmata formations and 1/3 of its total points from any other mechanicus army type or support units)			
<b>FORMATION</b>	<b>UNITS</b>	<b>UPGRADES ALLOWED</b>	<b>COST</b>
Adsecularis Covenant	10 Tech-Thralls	Tech-Priest, Transport, Krios, Magos	125 points
Thallax Cohort	5 Thallax	Tech-Priest, Transport, Krios, Magos	250 points
Ursarax Cohort	5 Ursarax	Tech-Priest, Transport, Krios, Magos	200 points
Vorax Maniple	5 Vorax Battle-Automata	Tech-Priest	200 points
Castellax Maniple	5 Castellax Battle-Automata	Tech-Priest, Thanatar, Magos	225 points
Thanatar Maniple	3 Thanatar Battle-Automata	Tech-Priest	200 points
Krios Squadron	5 Krios Battle Tanks	Krios, Magos	300 points
Myrmidon Sect	5 Myrmidon Secutors or Destructors	Tech-Priest, Transport, Krios, Magos	250 points
Tarantula Battery	5 Tarantula Sentry Guns	Hyperios	125 points
Minotaur Artillery Battery	3 Minotaurs	None	350 points
Falchion Super Heavy Tank	1 Falchion	Magos	250 points
<b>TAGHMATA UPGRADES</b>			
(Each allowed upgrade may be taken once by each detachment.)			
<b>UPGRADE</b>	<b>UNITS</b>	<b>COST</b>	
Magos	Add (0-1 total) Archmagos Prime (+75 points) or 1 Magos Prime (+50pts) to a unit in the formation	see notes	
Tech Priest	Add 1-3 Tech Priest Units	+25 points each	
Transport	Add enough Triaros or Mechanicus Land Raiders to transport the unit	+75 points each	
Krios	Add 1-3 Krios Battle Tanks	+50 points each	
Thanatar	Add 1-3 Thanatar Battle-Automata	+75 points each	
Hyperios	Upgrade a Tarantula to a Hyperios (upgrade 1-3 = +50pts, 4-5 = +75pts)	see notes	
<b>KNIGHT CRUSADE FORMATIONS</b>			
(A Knight Crusade army may contain any number of Knight formations and 1/3 of its total points from any other mechanicus army type or support units)			
<b>FORMATION</b>	<b>UNITS</b>	<b>UPGRADES ALLOWED</b>	<b>COST</b>
Paladin	3 Knights Paladin	Seneschal, Noble, Aspirants	300 points
Errant	3 Knights Errant	Seneschal, Noble, Aspirants, Scions of Uhlan	300 points
Magaera	3 Knights Magaera	Seneschal, Noble	325 points
Styrix	3 Knights Styrix	Seneschal, Noble	325 points
Crusader	3 Knights Crusader	Seneschal, Noble	375 points
Warden	3 Knights Warden	Seneschal, Noble	350 points
Gallant	3 Knights Gallant	Seneschal, Noble, Scions of Uhlan	300 points
Lancer	3 Knights Lancer	Seneschal, Noble, Scions of Uhlan	350 points
Castigator	3 Knights Castigator	Seneschal, Noble, Scions of Uhlan	350 points
Acheron	3 Knights Acheron	Seneschal, Noble	350 points
<b>KNIGHT CRUSADE UPGRADES</b>			
(Each allowed upgrade may be taken once by each detachment.)			
<b>UPGRADE</b>	<b>UNITS</b>	<b>COST</b>	
0-1 Seneschal	Add 1 Seneschal Character	+75 points each	
Noble	Add 1 of the following Knight Nobles to the formation: Lord Scion or Preceptor	+25 points each	
0-2 Scions of Uhlan	Formation loses "Reinforced Armour" and gains "Scout" and 10cm counter charge movement	Free	
0-2 Aspirants	Formation suffers -1 to Advance, Overwatch, March, Marshall and Sustained Fire actions	-50 points	

## HORUS HERESY MECHANICUS ARMY LIST

Trial version 0.1

Mechanicus armies have a Strategy rating of 3.

All Titan Legion formations have an initiative rating of 1+, all other formations have an initiative rating of 2+.

<b>TITAN LEGION FORMATIONS</b>			
(A Titan Legion army may contain any number of Titan Legion formations and 1/3 of its total points from any other mechanicus army type or support units)			
FORMATION	UNITS	UPGRADES ALLOWED	COST
0-1 Warhound Titan	1 Warhound Titan	Veteran Princepts, 2 Scout Titan weapons	275 points
Warhound Titan Pack	2 Warhound Titans	Veteran Princepts, 4 Scout Titan weapons	500 points
Reaver Titan	1 Reaver Titan	Legate, Veteran Princepts, 3 Scout or Battle Titan weapons, Carapace Multi Lasers, Sacred Icon	575 points
Warlord Titan	1 Warlord Titan	Legate, Veteran Princepts, 4 Scout or Battle Titan weapons, Carapace Multi Lasers, Sacred Icon	725 points
<b>TITAN UPGRADES</b>			
(Each allowed upgrade may be taken once by each detachment)			
Legate (0-1 total)			+50 points
Veteran Princepts (0-1 per formation)			+25 points
Carapace Multi-Lasers (Battle Titans Only)			+50 points
Sacred Icon (Battle Titans Only)			+50 points
<b>TITAN WEAPON UPGRADES</b>			
(Each titan fromation must take the required number of weapon upgrades.)			
<b>SCOUT AND BATTLE TITAN WEAPONS</b>			
Inferno Gun, Vulcan Megabolter, Plasma Blastgun			Free
Turbolaser Destructor			+25 points
<b>BATTLE TITAN WEAPONS COST</b>			
Laser Burner, Corvus Assault Pod, Carapace Landing Pad			Free
Plasma Cannon, Gatling Blaster, Apocalypse Rocket Launcher, Close Combat Weapon			+25 Points
Melta Cannon, Laser Blaster, Volcano Cannon			+50 Points
Plasma Destructor, Support Missile, Quake Cannon			+75 Points
<b>MECHANICUS SUPPORT FORMATIONS</b>			
(Any Mechanicus force may spend 1/3 of its points on support formations)			
Primaris Lightning Wing	2x Primaris Lightning Strike Fighters		225 points
Avenger Wing	2x Avenger Strike Fighters		225 points
0-1 Orbital Support	One Ark Mechanicus battleship		200 points

HORUS HERESY MECHANICUS ARMY REFERENCE

STRATEGY 3, Initiative 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Archmagos Prime	CH	NA	NA	NA	NA	Power Weapon	(base contact)	MW EA+1	Supreme Commander, Invulnerable Save, Cortex Controller
Magos Prime	CH	NA	NA	NA	NA	Power Weapon	(base contact)	MW EA+1	Commander, Invulnerable Save, Cortex Controller
Tech Priests	INF	15cm	4+	5+	5+	2x Graviton Gun	15cm	AP5+/AT5+, Disrupt	Leader, Cortex Controller
Tech Thralls	INF	15cm	6+	6+	5+	Las-lock	(15cm)	(small arms)	
Thallax	INF	15cm	3+	4+	4+	Multi-Melta	15cm	MW5+	Ignore Cover
Ursarax	INF	30cm	3+	4+	6+	Lightning Claws Volkite Incinerator	(base contact) (15cm)	EA+1 (small arms)	Jump packs
Castellax Battle-Automata	AV	15cm	3+	4+	4+	Mauler Bolt Cannon Power Blades	15cm (base contact)	AP4+/AT6+ MW EA+1	Fearless, Invulnerable Save, Cybernetica Cortex, Walker
Vorax Battle-Automata	LV	20cm	4+	4+	5+	Rotor Cannons	30cm	AP4+	Fearless, Scout, Cybernetica Cortex, Walker
Thanatar Battle-Automata	AV	15cm	4+	5+	5+	Twin Mauler Bolt Cannon Hellex Plasma Mortar OR Sollex Heavy Lascannon	30cm 30cm 60cm	AP3+/AT6+ 1BP, Indirect Fire, Ignore Cover AT4+	Reinforced Armour, Fearless, Invulnerable Save, Cybernetica Cortex, Walker
Krios Battle Tanks	AV	25cm	4+	6+	5+	Lightning Cannon OR Pulsar-fusil	45cm 30cm	MW5+ AP5+/AT3+	Reinforced Armour, Invulnerable Save, Walker
Triaros Armoured Conveyer	AV	25cm	4+	5+	5+	Twin Mauler Bolt Cannon Shock Ram	30cm (base contact)	AP3+/AT6+	Reinforced Armour, Invulnerable Save, Walker, Transport: (may carry 2 Thallax, Ursarax or Myrmidon unit OR 4 of the following units: Tech Thrall, Tech Priests)
Mechanicus Landraiders	AV	25cm	4+	6+	4+ (3+)	Twin Heavy Bolter AND one of the following 2x Twin Lascannon 2x Twin Multi Melta 2x Flamestorm Cannon	30cm 45cm 15cm 15cm	AP4+ AT4+ MW4+ AP3+, Ignore Cover	Reinforced Armour, Thick Rear Armour, Invulnerable Save, Transport: (may carry 1 Thallax, Ursarax or Myrmidon unit OR 2 of the following units: Tech Thrall, Tech Priest) *Note* A Mechanicus Landraider with Flamestorm Cannons improves its FF to 3+
Myrmidon Secutors	INF	15cm	3+	5+	4+	Power Axes Volkite Chargers	(base contact) (15cm)	EA+1 (small arms) EA+1	May not take a March Action
Myrmidon Destructors	INF	15cm	3+	4+	3+	Power Fists Volkite Culverin	(base contact) 45cm	MW AP4+/AT6+, Disrupt	May not take a March Action
Hyperios Platform	LV	0cm	6+	6+	6+	Hyperios Launcher	30cm	AT6+/AA4+	Expendable, Automaton
Tarantula Platform	LV	0cm	6+	6+	6+ (5+)	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	Expendable, Automaton, Twin Heavy Bolter improves FF value to 5+
Minotaurs	AV	15cm	4+	6+	6+	Minotaur Earthshakers	90cm	2BP, Indirect Fire	Reinforced Armour, Thick Rear Armour,
Falchion	WE	20cm	4+	5+	5+	Twin-linked Volcano Cannon 2x Quad Lascannons	90 cm 45 cm	MW2+, TK(2xD3), Fwd 2x AT4+	DC3, Reinforced Armour. Critical Hit Effect: Destroyed. Units within 5cm of the model suffer a hit on a 6+.

Special Rules

Cybernetica Cortex	Formations containing units with the Cybernetica Cortex rule suffer a -1 initiative penalty and may not perform March or Overwatch actions, if there are no friendly units with the Cortex Controller special rule within 15 cm of the formation.
Cortex Controller	Allows any formation containing units with the Cybernetica Cortex rule to operate normally, for the purpose of selecting an action and activating, as long as that formation has a unit within 15cm of a unit with this special rule.
Automaton	A formation does not receive a Blast marker when a unit with automaton is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Automaton units hit by a weapon with disrupt do take a Blast marker however. If a hit is inflicted on an automaton unit because it is in a broken formation which is receiving a Blast marker (see Blast Markers and Broken Formations) then it may attempt to save normally.

**HORUS HERESY KNIGHT CRUSADE REFERENCE**

STRATEGY 3, Initiative 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Seneschal	CH	n/a	-	-	-	Master Knight Commander	(base contact)	EA+1	Supreme Commander, Invulnerable Save,
Lord Scion	CH	n/a	-	-	-	Master Knight Commander	(base contact)	EA+1	Leader
Preceptor	CH	n/a	-	-	-				Leader, Commander
Questoris Knight Paladin	WE	25cm	5+	4+	4+	Questoris battlecannon Reaper chainsword	75cm (base contact)	AP3+/AT5+ EA+1, MW	DC2, Ion Shield, Reinforced Armour, Walker, Critical: Destroyed
Questoris Knight Errant	WE	25cm	5+	4+	5+	Thermal Cannon Reaper chainsword	30cm (base contact)	MW4+ AND (small arms) MW EA+1, MW	DC2, Ion Shield, Reinforced Armour, Walker, Critical: Destroyed
Questorus Knight Magaera	WE	20cm	4+	5+	4+	Lightning Cannon Twin-linked Rad Cleanser Hekaton Siege Claw	45cm 15cm (base contact)	MW5+ AP3+, ignores cover EA+1, MW (EA+2, MW versus targets with speed 0)	DC2, Ion Shield, Reinforced Armour, Walker, Cortex Controller. Critical: Destroyed, units withn 5cm hit on a 5+
Questorus Knight Styrix	WE	20cm	4+	5+	4+	Volkite Chieorovile Twin-linked Rad Cleanser Hekaton Siege Claw	45cm 15cm (base contact)	2x AP3+/AT6+ , Disrupt AP3+, ignores cover EA+1, MW (EA+2, MW versus targets with speed 0)	DC2, Ion Shield, Reinforced Armour, Walker, Cortex Controller. Critical: Destroyed, units within 5cm hit on a 5+
Questoris Knight Crusader	WE	20cm	5+	4+	4+	Rapid-fire battlecannon Avenger Gattling Cannon Twin Icarus Autocannon	75cm 30cm 45cm	AP3+/AT3+ 3x AP3+/AT5+ AP4+/AT5+/AA5+	DC2, Ion Shield, Reinforced Armour, Walker, Critical: Destroyed
Questoris Knight Warden	WE	20cm	5+	4+	4+	Avenger Gattling Cannon Thunderstrike Gauntlet Ironstorm Missile Pod	30cm (base contact) 60cm	3x AP3+/AT5+ EA+1, TK(1) 1BP, Indirect Fire	DC2, Ion Shield, Reinforced Armour, Walker, Critical: Destroyed
Questoris Knight Gallant	WE	25cm	5+	4+	5+	Reaper chainsword Thunderstrike Gauntlet Stormspear Rocket Pod	(base contact) (base contact) 45cm	EA+1, MW EA+1, TK(1) 2xAT5+	DC2, Ion Shield, Reinforced Armour, Walker, Critical: Destroyed
Cerastus Knight Lancer	WE	30cm	5+	4+	5+	Cerastus Shock Lance Shock Blast	(base contact) 15cm	EA+1, First strike, TK(1) AP4+/AT5+ Disrupt	DC2, Ion Gauntlet Shield, Reinforced Armour, Walker, Critical: Destroyed
Cerastus Knight Castigator	WE	30cm	5+	4+	4+	Castigator pattern bolt cannon Tempest Warblade	45cm (base contact)	2xAP3+/AT5+ EA+2 , MW	DC2, Ion Shield, Reinforced Armour, Walker, Critical: Destroyed
Cerastus Knight Acheron	WE	30cm	5+	4+	4+	Acheron pattern flame cannon  Twin Heavy Bolter Destroyer Chainfist	Range 30cm  Range 30cm (base contact)	2x AP3+/AT6+, Ignores Cover AND (small arms) Ignores Cover AP4+ EA+1, TK(1)	DC2, Ion Shield, Reinforced Armour, Walker, Critical: Destroyed

**Special Rules**

<b>Ion Shield</b>	Grants a 4+ save vs Normal, MW & TK shooting and FF hits. Each point of TK damage must be saved. Failed saves may use RA rerolls against the Knights armour if not negated by TK, MW or Lance special rules. May not be used in a crossfire.
<b>Ion Gauntlet</b>	Grants a 4+ save vs Normal, MW & TK shooting and FF hits and a 5+ save against Normal, MW and TK CC hits. Each point of TK damage must be saved. Failed saves may use RA rerolls against the Knights armour if not negated by TK, MW or Lance special rules. May not be used in a crossfire.
<b>Knight Bravery</b>	Knights formations receive a +1 modifier to their action test when carrying out an engage action, and a +1 modifier to their rally test.

HORUS HERESY TITAN LEGION & MECHANICUS SUPPORT REFERENCE

STRATEGY 3, Initiative 1+ for titans, all other formations are 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Legate	CH	n/a	-	-	-	-	-	-	Supreme Commander
Veteran Princesps	CH	n/a	-	-	-	-	-	-	Commander, Leader (0-1 per Scout or Battle Titan formation)
Sacred Icon	CH	n/a	-	-	-	-	-	-	Inspiring
Carapace Multi-Lasers	CH	n/a	-	-	-	Multi-lasers	30cm	2x AP5+ / AT6+ / AA5	
Reaver Titan	WE	20cm	4+	3+	3+	3x Scout or Battle Titan Weapons		2X Arm, Forward Arc 1X Carapace, Fixed Forward	DC6, 4 Void Shield, Fearless, Reinforced Armour, Walker, Cortex Controller May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: Roll a D6 in the end phase of every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4-6: Reactor repaired. If destroyed any units within 5cms will be hit on a roll of 5+.
Warhound Titan	WE	30cm	5+	4+	4+	2x Scout Titan Weapons		2X Arm, Forward Arc	DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker, Cortex Controller May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: The Warhound staggers d6cm in a random direction and takes a point of damage. Any units stumbled into or over take a hit on a 6+.
Warlord Titan	WE	15cm	4+	2+	3+	4x Scout or Battle Titan Weapons		2X Arm, Forward Arc 2X Carapace, Fixed Forward	DC8, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless, Cortex Controller Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: Roll a D6 in the end every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4-6: Reactor repaired. If destroyed any units within 5cms will be hit on a roll of 4+.
Scout or Battle Titan Weapons						Vulcan Mega-Bolter	45cm	4x AP3+/AT5+, Fwd	
						Plasma Blastgun	45cm	2x MW2+, Slow-Firing, Fwd	
						Turbolaser Destructor	60cm	4x AP5+/AT3+	
						Inferno Gun	30cm	3BP, Ignore Cover	
Battle Titan Weapons						Apocalypse Missile Launcher	60cm	3BP, Disrupt	
						Carapace Landing Pad	n/a	n/a	Allows BP weapons to use the Indirect Fire ability
						Close Combat Weapon (Arm Only)	(base contact)	EA(+3), TK(D3)	
						Corvus Assault Pod	n/a	n/a	Transport: (May carry 10 INF units, Thallax, Ursarax and Myrmidon units take 2 places each)
						Gatling Blaster	60cm	4x AP4+/AT4+	
						Laser Blaster	60cm	6x AP5+/AT3+	
						Laser Burner	(15cm) OR (base contact)	(Small Arms), EA(+2) EA(+4),	
						Melta Cannon	30cm AND (15cm)	MW2+, TK(D3) (Small Arms), EA(+1), TK(D6)	
						Quake Cannon	90cm	3BP, MW	
						Plasma Cannon	60cm	3x MW2+, Slow Firing	
						Plasma Destructor	75cm	5x MW2+, Slow Firing	
						Support Missile (Carapace Only)	Unlimited	Indirect Fire, Warhead, One-Shot	
						<i>Warhead Type—Choose 1 option:</i>			
						<i>Vortex</i>		3BP, MW, TK(1), Ignore Cover	
						<i>Warp</i>		MW2+, TK(D3)	"Warp" warhead type Ignores Target's Void Shields and/or Powerfields
						<i>Deathstrike</i>		MW2+, TK(D6)	
						<i>Barrage</i>		10BP, Disrupt	
						Volcano Cannon	90cm	MW2+, TK(D3)	
Primaris Lightning Strike Fighter	AC	Fighter	6+	-	-	Twin Lascannons	30 cm	AT4+/AA5+, FxF	
						Twin Autocannons	30 cm	AP5+/AT6+/AA5+, FxF	
						Kraken Heavy Missiles	30 cm	AT4+, Single Shot, FxF	
Avenger Strike Fighter	AC	Fighter-Bomber				Avenger Cannon	30 cm	2x AP3/AT5+, FxF	
						Twin Lascannons	30 cm	AT5/AA5+, FxF	
						Defence Heavy Stubber	30 cm	AA6+, Rear Arc	
Ark Mechanicus	SC	n/a	-	-	-	2x Pin-point Attacks	n/a	MW2+, TK(D3)	Slow and Steady
						Orbital Bombardment	n/a	5BP, MW	

Special Rules

Void Shield	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, nor 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 the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).
-------------	--