

ORDINATUS AKTAEUS

755 POINTS

The Aktaeus is the most recognisable of the Ordinatus Minoris created and operated by the Mechanicum, a super-heavy transport designed to carve a path through the stony heart of a world to deliver its cargo of warriors to the centre of the battlefield. Known to the armies of the Emperor as the 'Imperial Mole', this vehicle is a siege engine capable of rendering even the most formidable fortifications pointless by burrowing beneath them.

Based upon lesser examples of ancient terrascaping and earthshaping engines, the Aktaeus design mounts only a relatively small battery of defensive weapons, including a series of melta-cutters to aid its tunnelling, and a missile system designed to saturate the vehicle's exit point and cover the disembarkation of its cargo. Such is its efficacy at siege work and Zone Mortalis transport, it is often seconded to other branches of the Imperial Host, seeing use with both the Imperialis Militia and Legiones Astartes under the supervision of Mechanicum adepts.

	BS	Armour			HP
		Front	Side	Rear	
Ordinatus Aktaeus	4	14	14	12	14

An Ordinatus Aktaeus may be used as a Lords of War choice for the Mechanicum Taghmata Ommissiah army list.

Unit Composition

- 1 Ordinatus-Minoris

Unit Type

- Vehicle (Super-heavy)

Wargear (Ordinatus platform)

- Two turret-mounted volkite culverin
- Blessed Autosimulacra
- Anbaric claw
- Ordinatus dispersion shield
- Armoured ceramite

Wargear (Aktaeus Earth-breaker)

- One Aktaeus class seismic excavator macro-drill
- Terrebrax rocket battery

Special Rules

- Reinforced Structure

(Normal Deployment only)

- Ordinatus Reactor Meltdown
- Seismic Shockwave

(Deep Strike Deployment only)

- Deep Strike
- Subterranean Assault
- Terrestrial Disregard

Transport Capacity

- The Ordinatus Aktaeus can carry up to 40 models, and may carry Jump Pack and Jet Pack Infantry. It may also carry up to three Battle-automata as part of its complement (these must be part of a Battle-automata Maniple, such as Castellax, Vorax or Domitar) – each Battle-automata counting as eight models respectively.

Access Points

- Two access hatches. In practice, you may choose to open and embark/disembark from a single hatch on either side of the hull.

Terrebrax Rocket Battery

A weapon designed to blast through tough rock faces, the Terrebrax rocket battery is capable of cycle-firing a rapid salvo of rockets to crack even the most determined redoubt of stone or plasteel.

Weapon	Range	Str	AP	Type
Terrebrax rocket battery	48"	7	5	Heavy 12

Ordinatus Dispersion Shield

An arcane and obscure hybrid of both void shield and flare shield technologies, the powerful dispersion shields mounted on Ordinatus-class vehicles are designed to make them all but impervious to counter-battery fire. However, such is the strain that the field puts on its generators, its protection degrades over time as their components begin to burn out.

The protection provided by the dispersion shield affects only shooting attacks originating from its front and side arcs, and against barrage weapons from any arc.

- On the first turn that the Ordinatus is in play, the Strength of shooting attacks and the roll result on the Destroyer table made against it are at -3.
- On the second turn that the Ordinatus is in play, the Strength of shooting attacks and the roll result on the Destroyer table made against it are at -2.
- On the third and subsequent turns that the Ordinatus is in play, the Strength of shooting attacks and the roll result on the Destroyer table made against it are at -1.

Designer's note: This model is designed for use on larger battlefields. You may find it difficult to place the model via Deep Strike in smaller games or on terrain-dense gaming boards. In this case, a degree of common sense should be used to reach an agreement with your opponent as to the fairest way to make use of this vehicle.

Reinforced Structure

The Ordinatus Aktaeus has a 6+ invulnerable save.

Aktaeus Class Seismic Excavator Macro-drill

The Ordinatus Aktaeus is effectively a siege platform which carries a seismic excavator macro-drill. The workings of such a device are complex beyond the ken of even most tech-adepts of the Mechanicum. As such, deploying the seismic excavator is a lengthy process which will only be undertaken in the heat of battle in the rarest of circumstances. More often, the macro-drill is deployed days or weeks before a battle from a stationary launch platform located great distances from its eventual target.

The Ordinatus Aktaeus has two forms of deployment. The first of these is to deploy using the normal deployment rules for Super-heavy vehicles, in which case you should deploy the Aktaeus Earth-breaker with it atop the Ordinatus platform. If this method of deployment is chosen, the Ordinatus Aktaeus gains the Seismic Shockwave and Ordinatus Reactor Meltdown special rules.

The second method of deployment for the Ordinatus Aktaeus is to deploy via Deep Strike. If you wish it to do so, the unit must be held in Reserve and enter play via Deep Strike. In this case the Aktaeus Earth-breaker is deployed without the Ordinatus platform, which is not used during this game. Should this method of deployment be used, the unit gains the Deep Strike, Subterranean Assault and Terrestrial Disregard special rules. It also loses all wargear and special rules which apply only to the Ordinatus platform and to the Normal Deployment type.

Seismic Shockwave

Once per game, at the end of the controlling player's Movement phase, the Ordinatus Aktaeus may employ its seismic excavator macro-drill to cause a seismic shockwave. When this occurs, the Ordinatus Aktaeus cannot move for the rest of the game and counts as a vehicle that has suffered an irreparable Immobilised result on the Vehicle Damage table (although no Hull point loss is suffered). Units may not choose to embark or disembark in a turn in which the Seismic Shockwave ability is used, but may do so as normal in subsequent turns.

At the beginning of each of the controlling player's Shooting phases for the rest of the game after the Ordinatus Aktaeus has employed its seismic excavator macro-drill to cause a Seismic Shockwave, pick a point within 6" of the front of the hull of the Ordinatus Aktaeus (for the purposes of determining this point you should use the front arc of the vehicle). All units, friendly or enemy (excluding the Ordinatus Aktaeus itself), within a distance equal to the current game turn number multiplied by 6" of this point suffer D6 Str 7 AP 4 hits. Vehicles are hit on their weakest armour facing.

Should a vehicle suffer a penetrating hit from this attack, it immediately suffers from Crew Shaken in addition to any other effect. If a unit suffers any unsaved wounds from this attack, it must immediately make a number of Dangerous Terrain tests equal to the number of wounds suffered (wounds caused as a result of this test are allocated by the controlling player).

Subterranean Assault

Should the Ordinatus Aktaeus, and any unit it transports, enter play using the Deep Strike special rule, they count as being a Subterranean Assault vehicle. At the beginning of the controlling player's first turn, they must choose half of their Subterranean Assault units held in reserve for the purpose of Deep Striking (rounding up) to make a Subterranean Assault. These units arrive on the controlling player's first player turn. The arrival of any remaining Subterranean Assault vehicles in the player's force is rolled for as usual for the mission.

This rule, while similar in function to Drop Pod Assault, does not interact with Drop Pod Assault for the purposes of calculating how many units may arrive on the table by Deep Strike. Armies may consist of units with both the Drop Pod Assault and Subterranean Assault rules unless otherwise noted.

Terrestrial Disregard

Instead of the usual rules for Deep Striking, when a Subterranean Assault vehicle with this special rule enters play via Deep Strike, place an Apocalyptic Blast Marker (10") on the table and scatter this to determine the final position of its arrival as per the Deep Strike special rule. The initial placement of this marker, before rolling for scatter, may not be on top of impassable terrain or within 1" of any unit.

Should this marker scatter on top of impassable terrain, a building, ruin, fortification, vehicle or any unit engaged in combat, reduce the scatter distance by the minimum required to avoid the obstacle. If the marker representing the arrival of the Ordinatus Aktaeus was displaced in this manner by a vehicle or fortification, the closest vehicle or fortification to the marker immediately suffers D6 Str 10 AP 2 hits. Vehicles are hit on their side armour. If the arrival of the Ordinatus Aktaeus was instead displaced by any units engaged in close combat, all units in that combat suffer D6 Str 10 AP 2 hits. After the final position of the blast marker is determined, if the marker covers or touches any enemy or friendly unit then that unit also suffers D6 Str 10 AP 2 hits.

After all damage is resolved, the Subterranean Assault vehicle may be placed in any orientation, so long as the centre of the Apocalyptic Blast marker (10") is underneath part of the vehicle's hull and it remains 1" away from any fortification, vehicle or unit engaged in combat. The area under the Apocalyptic Blast marker is now difficult terrain and dangerous terrain for the rest of the game. Players may, should they wish, instead represent this area with a piece of crater terrain.

Should a Subterranean Assault vehicle be placed on top of any unit which does not pose an obstacle to its arrival as described above, the Terrestrial Disregard special rule allows it to be placed as though the unit was not there. If some models in the unit would end up underneath the vehicle when it reaches its final position (it makes no difference whether the unit is Falling Back or not), these models must be moved by their controlling player out of the way by the shortest distance, leaving at least 1" between them and the vehicle (and indeed any other unit) whilst maintaining unit coherency and staying on the tabletop. Any models that cannot manage this are crushed and removed from play as casualties with no saves allowed.

After deploying in this manner, the Ordinatus Aktaeus cannot move and counts as a vehicle that has suffered an irreparable Immobilised result on the Vehicle Damage table (although no Hull point loss is suffered).