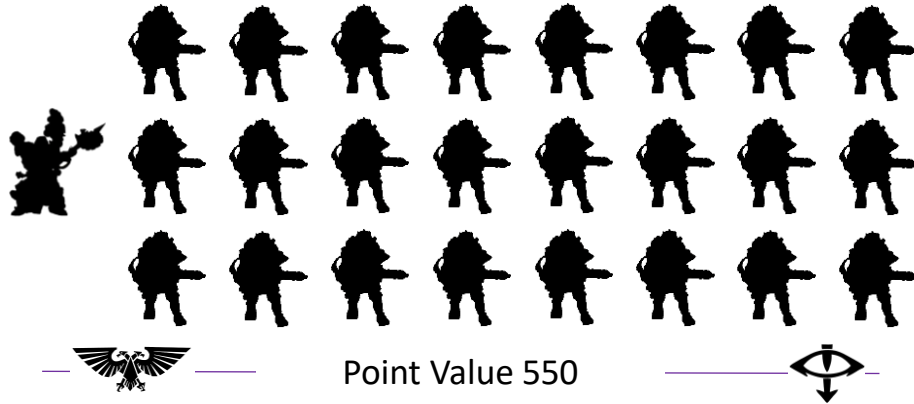


ADSECULARIS GRAND COVENANT

The Adsecularis Grand Covenant consists of 1 Tech Priest Lacyraemarta and 24 Tech-Thralls.



ADSECULARIS GRAND COVENANT

Break Point 18: The Detachment is broken if it has lost 18 stands.

Morale Value -: The Mechanicum does not take morale tests.

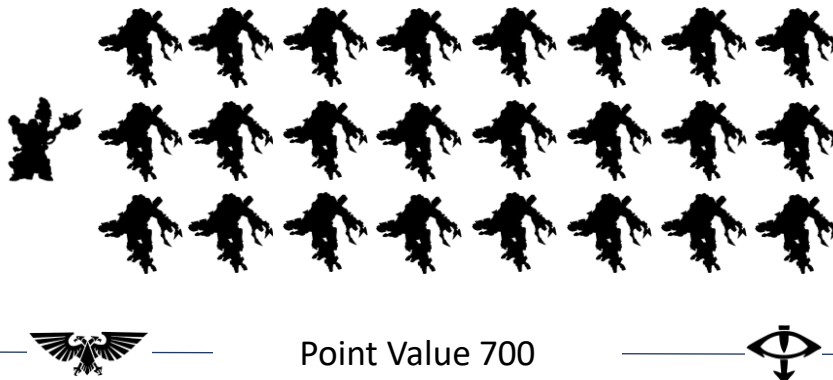
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], Special
Tech-Thrall Adsecularis	10	9[9]+	1/-	Las-lock [A]	20	2	0	[RC]

Victory Points 6

Your opponent gains 3 VPs when this company is broken

ADSECULARIS ASSAULT GRAND COVENANT

The Adsecularis Grand Covenant consists of 1 Tech Priest Lacyraemarta and 24 Assault Tech-Thralls.



ADSECULARIS ASSAULT GRAND COVENANT

Break Point 18: The Detachment is broken if it has lost 18 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], Special
Tech-Thrall Assault Adsecularis	10	7[8]+	2/-2	CC Weapons	-	-	-	[RC], [N]

Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

MYRMIDON DESTRUCTORS

The Myrmidon Destructors consists of 1 Tech Priest Lacyraemarta and 12 Myrmidon Destructors.



Point Value 800



MYRMIDON DESTRUCTORS

Break Point 9: The Detachment is broken if it has lost 9 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], Special
Myrmidon Destructors	10	5[7]+	2/-2	Heavy Weapons	25/50	3	-2	[N], [RC]

Victory Points 8

Your opponent gains 4 VPs when this company is broken

MYRMIDON SECUTORS

The Myrmidon Destructors consists of 1 Tech Priest Lacyraemarta and 12 Myrmidon Secutors.



Point Value 800



MYRMIDON SECUTORS

Break Point 9: The Detachment is broken if it has lost 9 stands.

Morale Value -: The Mechanicum does not take morale tests.

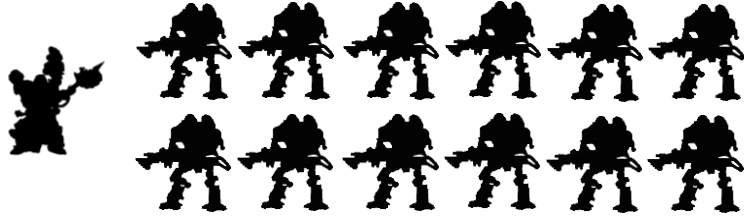
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], Special
Myrmidon Secutors	10	5[7]+	2/-2	Support Weapons	25	4	-2	[N], [RC]

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

THALLAX GRAND COHORT (TYPE 1)

The Thallax Grand Cohort (Type 1) consists of 1 Tech Priest Lacyraemarta and 12 Thallax (Type 1).



Point Value 750



THALLAX GRAND COHORT (TYPE 1)

Break Point 9: The Detachment is broken if it has lost 9 stands.

Morale Value -: The Mechanicum does not take morale tests.

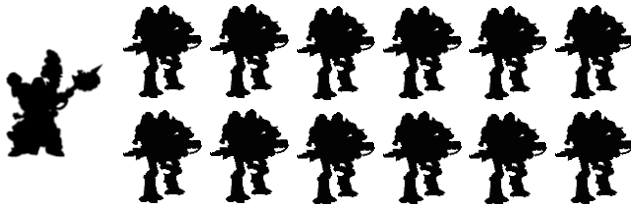
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], Special
Thallax (Type 1)	15	6[8]+	1/-1	Lightning Gun [Dmg+1]	20	1	-3	[SU], [MB], [RC], Special

Victory Points 8

Your opponent gains 4 VPs when this company is broken

THALLAX GRAND COHORT (TYPE 2)

The Thallax Grand Cohort (Type 2) consists of 1 Tech Priest Lacyraemarta and 12 Thallax (Type 2).



Point Value 750



THALLAX GRAND COHORT (TYPE 2)

Break Point 9: The Detachment is broken if it has lost 9 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], Special
Thallax (Type 2)	15	6[8]+	1/-1	Photon Thruster [Dmg+1]	25/50	2	-2	[SU], [MB], [RC], Special



Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

URSARAX GRAND COHORT

The Ursarax Grand Cohort consists of 1 Tech Priest Lacyraemarta and 12 Ursarax.



 Point Value 650 

URSARAX GRAND COHORT

Break Point 9: The Detachment is broken if it has lost 9 stands.

Morale Value -: The Mechanicum does not take morale tests.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], Special
Ursarax Cohort	15[J]	5[7]+	4/-3	Volkite Incinerator [VK]	10	1	-2	[SU], [RC]

Victory Points 7
Your opponent gains 4 VPs when this company is broken

ARLATAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

The Arlatax Class Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Arlatax Automata.



 Point Value 500 

ARLATAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 models.

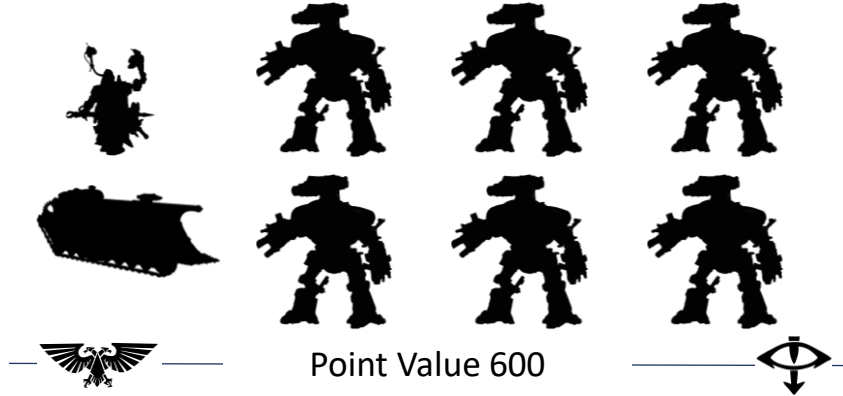
Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Arlatax Battle Automata	15[J]	4+	4/-3	Arlatax Cannon [A]	25	2	-1	[IWD], [DR2], [RC], Special

Victory Points 5 VP
Your opponent gains 3 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 1)

The Castellax Class Battle Automata Grand Detachment (Type 1) consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Castellax Automata (Type 1).



CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 1)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

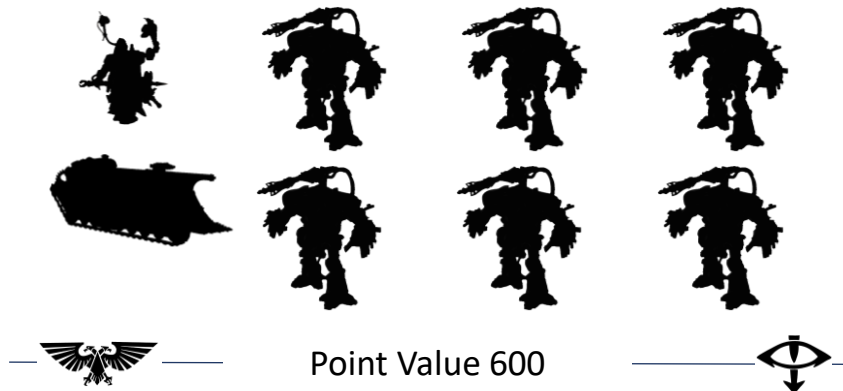
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Castellax Battle Automata (Type 1)	15	5+	3/-3	Mauler Bolt Cannon [AP]	25	2	-1	[DR2], [IWD], [RC], [N], Special
				Flamers [FW]	10	2	-1	
				Siege Wrecker [Str+1]	-	-	-	

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 2)

The Castellax Class Battle Automata Grand Detachment (Type 2) consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Castellax Automata (Type 2).



CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 2)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

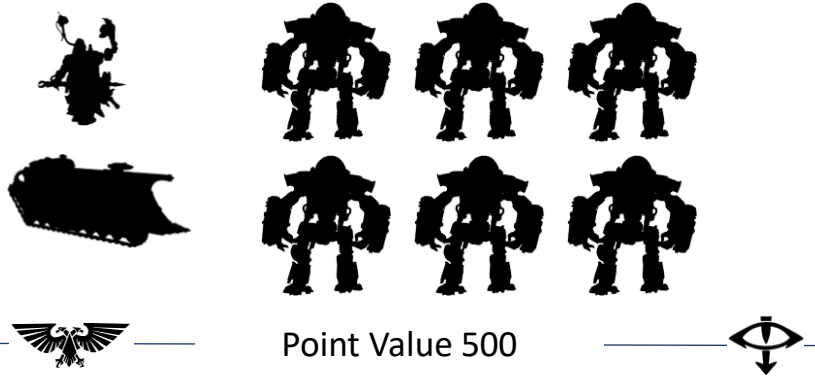
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Castellax Battle Automata (Type 2)	15	5+	2/-2	Darkfire Cannon	30/60	2	-3	[DR2], [RC], [IWD], [N], Special
				Anti-Personnel	25	2	-1	

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

DOMITAR CLASS BATTLE AUTOMATA GRAND DETACHMENT

The Domitar Class Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Domitar Automata.



Point Value 500

DOMITAR CLASS BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

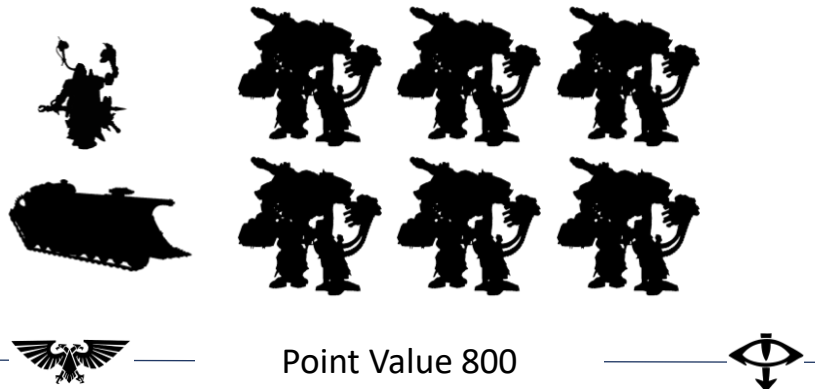
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Domitar Battle Automata	15	5+	4/-3	Missile Launcher (Krak/Ignus) [IC]	25/50	1	-2	[DR2], [RC], [IWD], Special
				Graviton	-	-	-	
				Hammers [Str+2 CC]	-	-	-	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

THANATAR CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 1)

The Thanatar Class Battle Automata Grand Detachment (Type 1) consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Thanatar Automata (Type 1).



Point Value 800

THANATAR CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 1)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

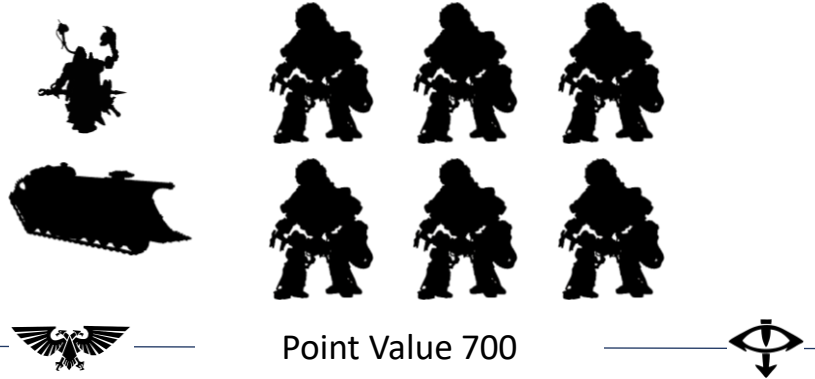
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Thanatar-Calix Siege Automata	15	3+	4/-3	Sollex Heavy Lascannon [Str+2]	30/60	1	-4	[DR2], [N], [RC], [IWD], Special
				Graviton Ram [Str+3]	10	2	-2	
				Anti-Personnel	25	4	-1	

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

THANATAR CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 2)

The Thanatar Class Battle Automata Grand Detachment (Type 2) consists of 1 Tech Priest Enginseer, 1 Triaros Armored Conveyor and 6 Thanatar Automata (Type 2).



THANATAR CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 2)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

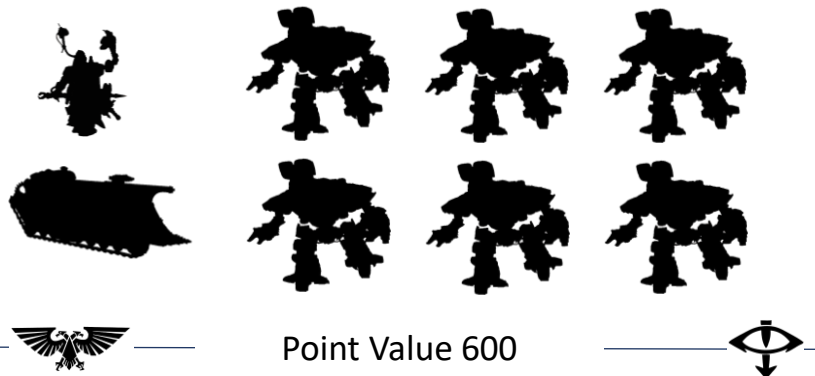
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Enginseer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Thanatar Siege Automata	15	3+	3/-2	Hellex Plasma Mortar [IC, M]	50	B2	-3	[DR2], [N], [IWD], [RC], Special
				Anti-Personnel	25	4	-1	

Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

THANATAR CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 3)

The Thanatar Class Battle Automata Grand Detachment (Type 3) consists of 1 Tech Priest Enginseer, 1 Triaros Armored Conveyor and 6 Thanatar Automata (Type 3).



THANATAR CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 3)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

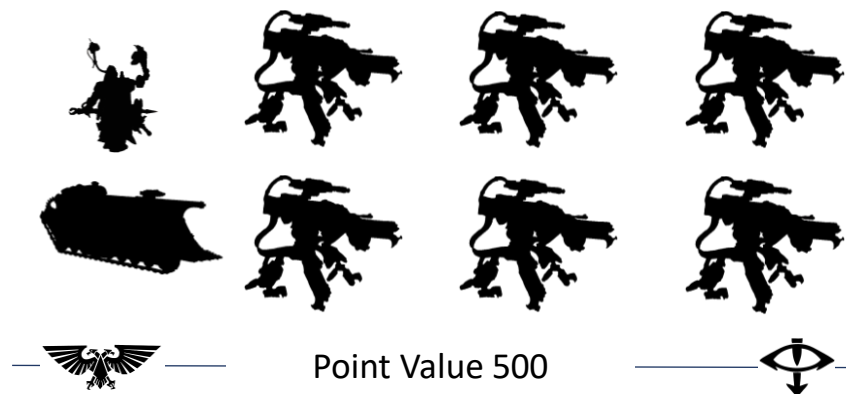
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Enginseer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Thanatar-Cynis Siege Automata	15	3+	3/-2	2x Plasma Ejector [IC]	20	2x B1	-2	[DR2], [N], [RC], Special
				Anti-Personnel	25	4	-1	

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

VORAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

The Vorax Class Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Vorax Automata.



VORAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

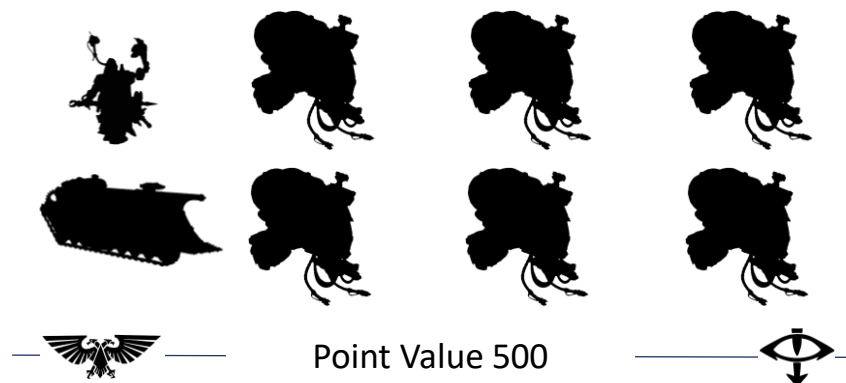
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Vorax Battle Automata	20	5+	3/-3	Lightning Gun	25/50	1	-3	[R], [N], [RC], [IWD]
				2x Rotor Cannon	30	3	0	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

VULTARAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

The Vultarax Class Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Vultarax Automata.



VULTARAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Vultarax Stratos Automata	20[K]	4+	2/-2	Arc Blaster [HW]	25	2	-2	[DR2], [N], [RC], Special
				Setheno Havoc Launcher	25/50	1	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

KRIOS BATTLE TANK GRAND DETACHMENT

The Krios Battle Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Krios Battle Tanks.



Point Value 500



KRIOS BATTLE TANK GRAND DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Krios Battle Tank	25	3+	2/-1	Lightning Cannon	25/50	B2	-3	[AG], [RC], [N], Special
				Anti-Personnel	25	2	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

KRIOS VENATOR TANK GRAND DETACHMENT

The Krios Battle Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Krios Venator Tanks.



Point Value 600



KRIOS VENATOR TANK GRAND DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Krios Venator Tank	25	3+	2/-1	Pulsar Fusil	20/35	3	-4	[AG], [RC], [N], Special
				Anti-Personnel	25	2	-1	

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

KARACNOS ASSAULT TANK GRAND DETACHMENT (TYPE 1)

The Karacnos Assault Tank Grand Detachment (Type 1) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Karacnos Assault Tanks (Type 1).



Point Value 750



KARACNOS ASSAULT TANK GRAND DETACHMENT (TYPE 1)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Karacnos Assault Tank (Type 1)	20	2+	3/-2	Karacnos Mortar battery [IC]	30/60	B2	-2	[DR2], [AG], [RC], [N], Special
				Anti-Personnel	25	4	-1	

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

KARACNOS ASSAULT TANK GRAND DETACHMENT (TYPE 2)

The Karacnos Assault Tank Grand Detachment (Type 2) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Karacnos Assault Tanks (Type 2).



Point Value 750



KARACNOS ASSAULT TANK GRAND DETACHMENT (TYPE 2)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Karacnos Assault Tank (Type 2)	20	2+	3/-2	Karacnos Mortar battery [IC]	30/60	B2	-2	[DR2], [AG], [RC], [N], Special
				2xLightning blaster sentinels [VK]	20	4	-3	

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION GRAND MANIPLE (TYPE 1)

The Mechanicum Indentured Acastus Knight Porphyrior Grand Maniple (Type 1) consists of two maniples of 3 Acastus Porphyrior Knights (Type 1).



Point Value 1000



MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION GRAND MANIPLE (TYPE 1)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Porphyrior (Type 1)	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	

Victory Points 10 VP

Your opponent gains 5 VPs when this company is broken

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION GRAND MANIPLE (TYPE 2)

The Mechanicum Indentured Acastus Knight Porphyrior Grand Maniple (Type 2) consists two maniples of 3 Acastus Porphyrior Knights (Type 2).



Point Value 950



MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION GRAND MANIPLE (TYPE 2)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

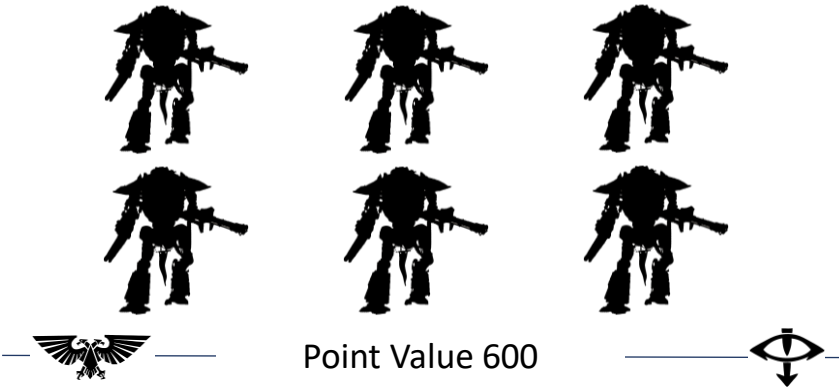
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Porphyrior (Type 2)	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Helios Défense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	

Victory Points 10 VP

Your opponent gains 5 VPs when this company is broken

MECHANICUM INDENTURED
CERASTUS KNIGHT ACHERON
GRAND MANIPLE

The Mechanicum Indentured Cerastus Knight Acheron Grand Maniple consists of two maniples of 3 Cerastus Knight Acheron Knights.



MECHANICUM INDENTURED
CERASTUS KNIGHT ACHERON
GRAND MANIPLE

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

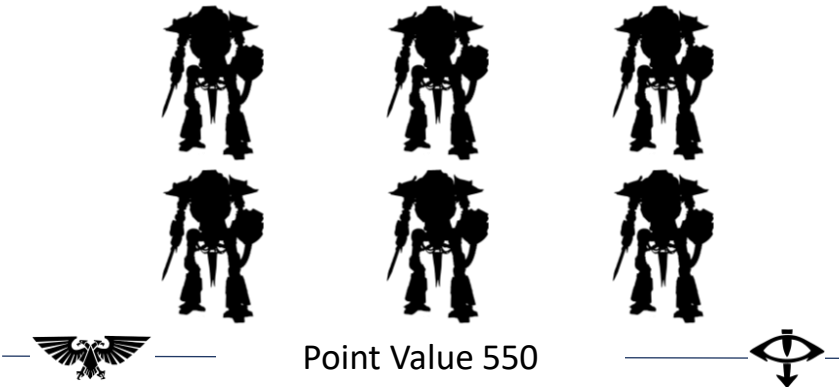
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Acheron	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2], [AG]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED
CERASTUS KNIGHT CASTIGATOR
GRAND MANIPLE

The Mechanicum Indentured Cerastus Knight Acheron Grand Maniple consists of two maniples of 3 Cerastus Knight Castigator Knights.



MECHANICUM INDENTURED
CERASTUS KNIGHT CASTIGATOR
GRAND MANIPLE

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

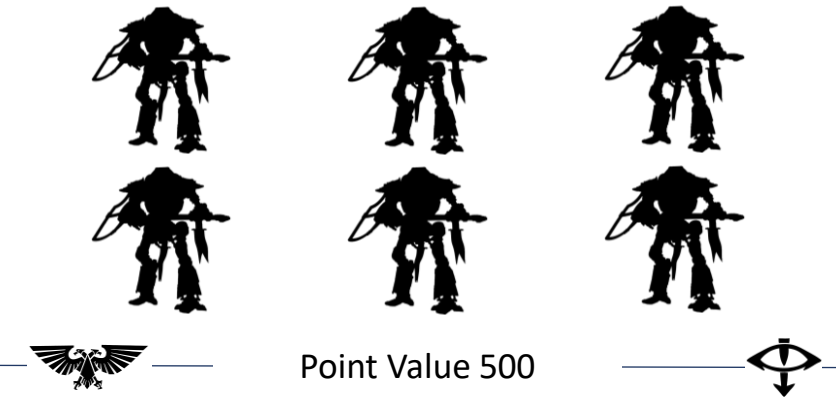
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castigator	25	3+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[DR2], [AG], Special*
				Tempest Warblade	-	-	-	
				Anti-Personnel	25	2	-1	

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED CERASTUS KNIGHT LANCER GRAND MANIPLE

The Mechanicum Indentured Cerastus Knight Lancer Grand Maniple consists of two maniples of 3 Cerastus Knight Lancer Knights.



MECHANICUM INDENTURED CERASTUS KNIGHT LANCER GRAND MANIPLE

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

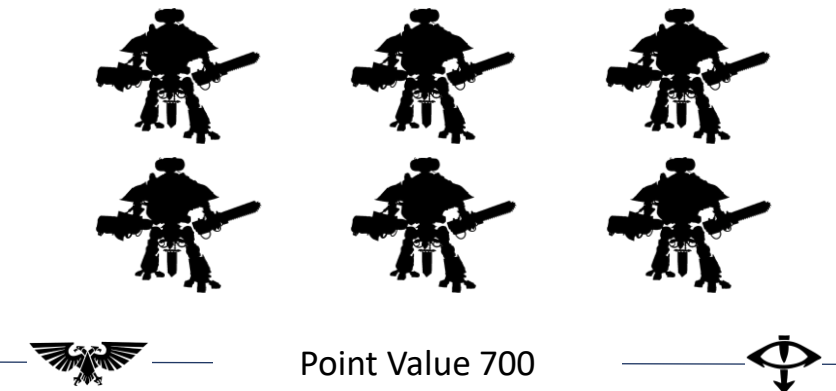
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lancer	30	3+	5/-4	Cerastus Shock Lance	20	2	-2	[HQ2], [DR2], [AG], Special*
				Anti-Personnel	25	2	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT ERRANT GRAND MANIPLE (TYPE 1)

The Mechanicum Indentured Knight Errant Grand Maniple (Type 1) consists of two maniples of 3 Errant Knights (Type 1).



MECHANICUM INDENTURED KNIGHT ERRANT GRAND MANIPLE (TYPE 1)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

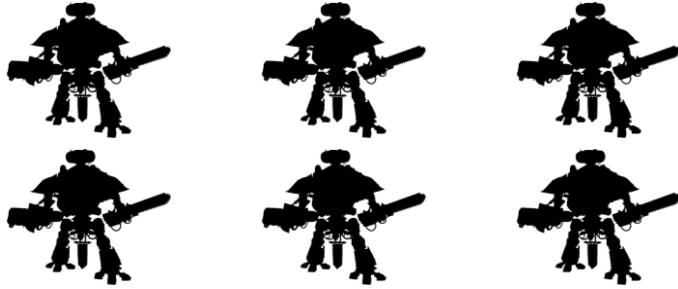
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errant (Type 1)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	

Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT ERRANT GRAND MANIPLE (TYPE 2)

The Mechanicum Indentured Knight Errant Grand Maniple (Type 2) consists of two maniples of 3 Errant Knights (Type 2).



Point Value 750



MECHANICUM INDENTURED KNIGHT ERRANT GRAND MANIPLE (TYPE 2)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errant (Type 2)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT MAGAERA GRAND MANIPLE (TYPE 1)

The Mechanicum Indentured Knight Magaera Grand Maniple (Type 1) consists of two maniples of 3 Magaera Knights (Type 1).



Point Value 500



MECHANICUM INDENTURED KNIGHT MAGAERA GRAND MANIPLE (TYPE 1)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

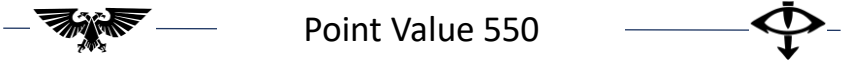
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magaera (Type 1)	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[DR2], [AG]
				Lightning Cannon	25/50	B1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT MAGAERA GRAND MANIPLE (TYPE 2)

The Mechanicum Indentured Knight Magaera Grand Maniple (Type 2) consists of two maniples of 3 Magaera Knights (Type 2).



Point Value 550

MECHANICUM INDENTURED KNIGHT MAGAERA GRAND MANIPLE (TYPE 2)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

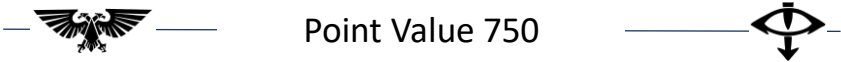
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magaera (Type 2)	20	3+	4/-4	Lightning Cannon	25/50	B1	-3	[DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT PALADIN GRAND MANIPLE (TYPE 1)

The Mechanicum Indentured Knight Paladin Grand Maniple (Type 1) consists of two maniples of 3 Paladin Knights (Type 1).



Point Value 750

MECHANICUM INDENTURED KNIGHT PALADIN GRAND MANIPLE (TYPE 1)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Paladin (Type 1)	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	


Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken


MECHANICUM INDENTURED KNIGHT PALADIN GRAND MANIPLE (TYPE 2)

The Mechanicum Indentured Knight Paladin Grand Maniple (Type 2) consists of two maniples 3 Paladin Knights (Type 2).





Point Value 800



MECHANICUM INDENTURED KNIGHT PALADIN GRAND MANIPLE (TYPE 2)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.


Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Paladin (Type 2)	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	

Victory Points 8 VP
Your opponent gains 4 VPs when this company is broken


MECHANICUM INDENTURED KNIGHT STYRIX GRAND MANIPLE (TYPE 1)

The Mechanicum Indentured Knight Styrix Grand Maniple (Type 1) consists of two maniples of 3 Styrix Knights (Type 1).





Point Value 550



MECHANICUM INDENTURED KNIGHT STYRIX GRAND MANIPLE (TYPE 1)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

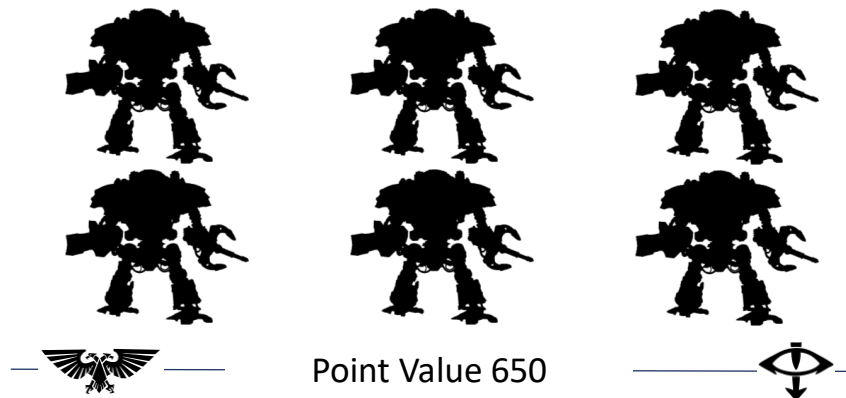
Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Styrix (Type 1)	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[DR2], [AG]
				Volkite Chieorovile [VK, IC]	25/50	2	-2	
				Anti-Personnel	25	2	-1	

Victory Points 6 VP
Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT STYRIX GRAND MANIPLE (TYPE 2)

The Mechanicum Indentured Knight Styrix Grand Maniple (Type 2) consists of two maniples of 3 Styrix Knights (Type 2).



Point Value 650

MECHANICUM INDENTURED KNIGHT STYRIX GRAND MANIPLE (TYPE 1)

Break Point 3: The Detachment is broken if it has lost 3 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 6+: Indentured Knights have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

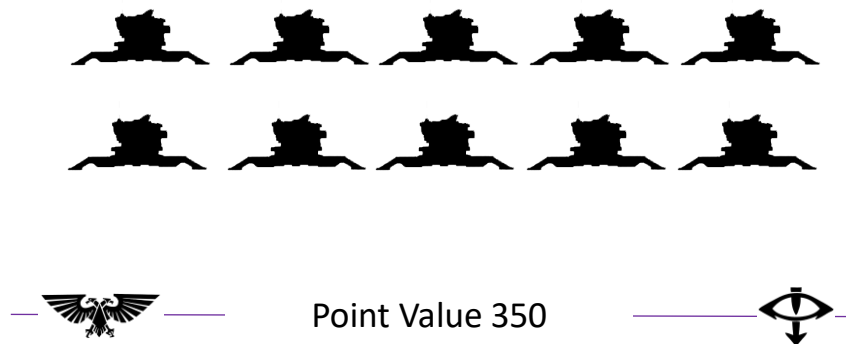
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Styrixs (Type 2)	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	

Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 1)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10 Mechanicum Tarantula sentry guns (Type 1)



Point Value 350

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 1)

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 1)	5[T]	5+	1/0	Anti-personnel OR	35	2	-1	[RC], [IF], Cannot charge move, Special
				Heavy Flamer [FW]	10	4	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 2)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10 Mechanicum Tarantula sentry guns (Type 2)



Point Value 350



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 2)

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 2)	5[T]	5+	1/0	TL Lascannon	25/50	2TL1	-3	[RC], [IF], Cannot charge move, Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 3)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10 Mechanicum Tarantula sentry guns (Type 3)



Point Value 350



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 3)

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

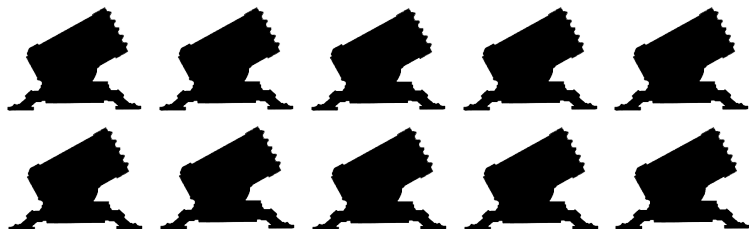
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 3)	5[T]	5+	1/0	TL Rotor Cannon	15/30	8TL4	0	[RC], [IF], Cannot charge move, Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 4)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10 Mechanicum Tarantula sentry guns (Type 4)



Point Value 300



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 4)

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 4)	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Cannot charge move, Special

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 5)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10 Mechanicum Tarantula sentry guns (Type 5)



Point Value 350



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 5)

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun (Type 5)	5[T]	5+	1/0	TL Volkite Culverin [VK]	20/50	4TL2	-1	[RC], [N], [IF], Special

Victory Points 4

Your opponent gains 2 VP's when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 1)

The Ordo Reductor Artillery Tank Grand Detachment (Type 1) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (Type 1).



Point Value 750



ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 1)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

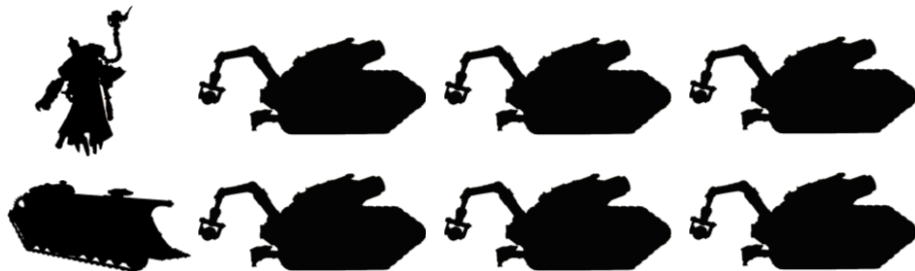
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 1)	15	3+	2/-1	Earthshaker Cannon [HM, Dmg+1]	25-240	B2	-3	[RC], [N]
				Anti-Personnel	25	2	-1	

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 2)

The Ordo Reductor Artillery Tank Grand Detachment (Type 2) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (Type 2).



Point Value 600



ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 2)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 2)	15	3+	2/-1	Colossus Mortar [IC, HM, Str+2]	25-100	B2	-2	[RC], [N]
				Anti-Personnel	25	2	-1	

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 3)

The Ordo Reductor Artillery Tank Grand Detachment (Type 3) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (Type 3).



Point Value 650



ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 3)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

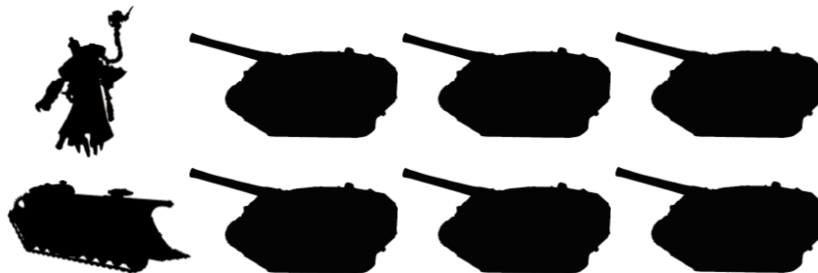
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 3)	15	3+	2/-1	Medusa Siege Gun [M, Str+1]	35-120	B2	-4	[RC], [N]
				Anti-Personnel	25	2	-1	

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 4)

The Ordo Reductor Artillery Tank Grand Detachment (Type 4) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (Type 4).



Point Value 450



ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 4)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 4)	15	3+	2/-1	Whirlwind Launcher	10-50	B1	-2	[RC], [N]
				Vengeance Warhead [Dmg+1]	10-50	B1	0	
				Castellan Warhead [IC, Fire]	25/50	1	-2	
				Hyperios Warhead [HS, AA]	25	2	-1	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 5)

The Ordo Reductor Artillery Tank Grand Detachment (Type 5) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (Type 5).



Point Value 500



ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 5)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 5)	15	3+	2/-1	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[RC], [N]
				Anti-Personnel	25	2	-1	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 6)

The Ordo Reductor Artillery Tank Grand Detachment (Type 6) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (Type 6).



Point Value 550



ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT (TYPE 6)

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

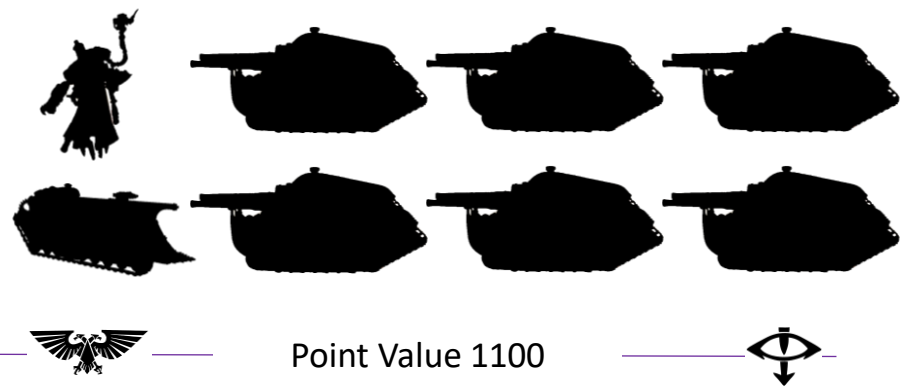
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 6)	15	3+	2/-1	Quad Lascannon	25/50	4TL2	-3	[RC], [N]
				Anti-Personnel	25	2	-1	

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR MINOTAUR GRAND DETACHMENT

The Ordo Reductor Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Minotaur Tanks.



ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Minotaurs	15	2+	3/-1	TL Earthshaker [HM, Dmg+1]	25-240	2x B2	-3	[DR2], [RC], [N], Special
				Anti-Personnel	25	4	-1	

Victory Points 11

Your opponent gains 6 VPs when this Detachment is broken